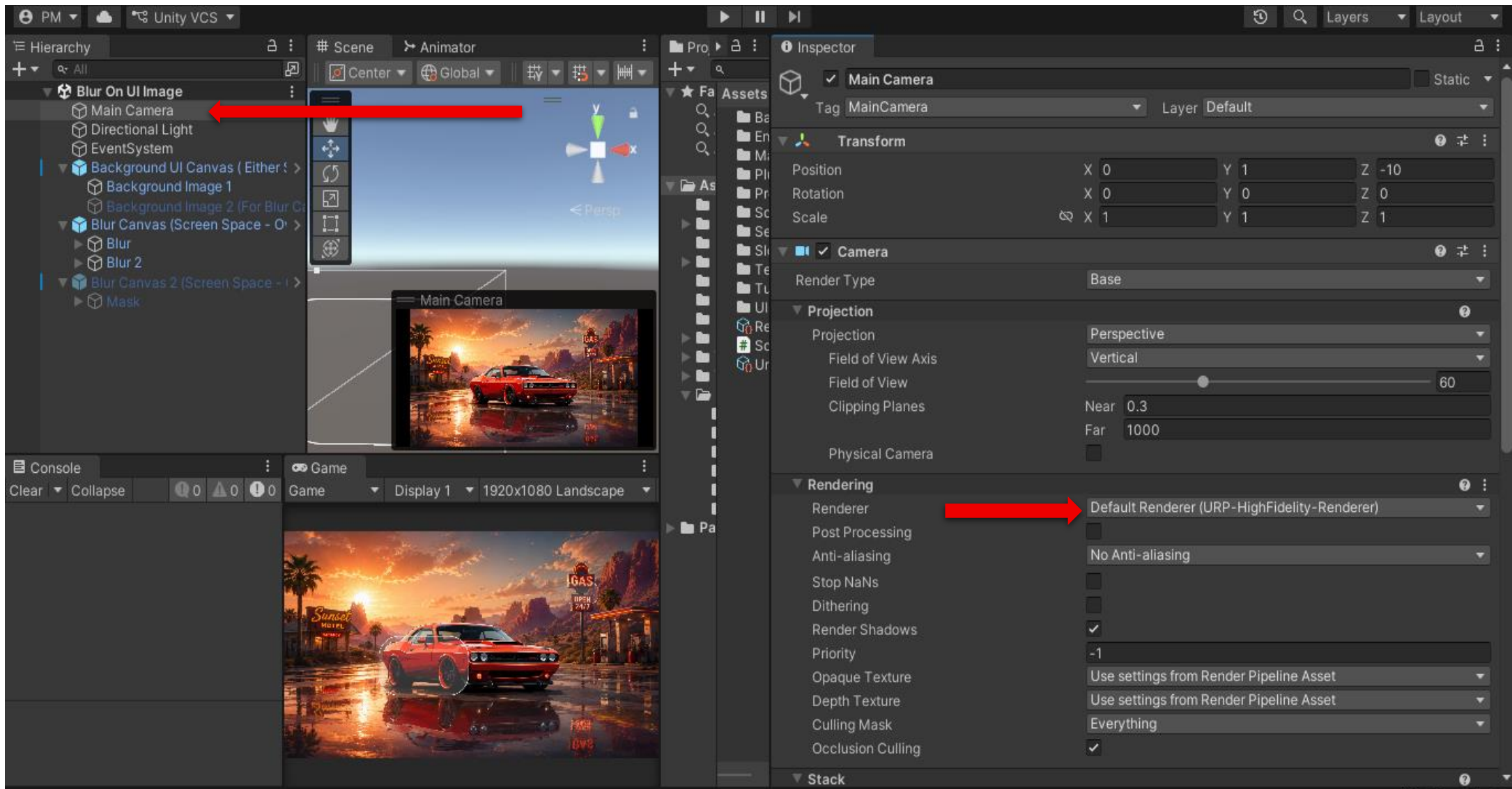


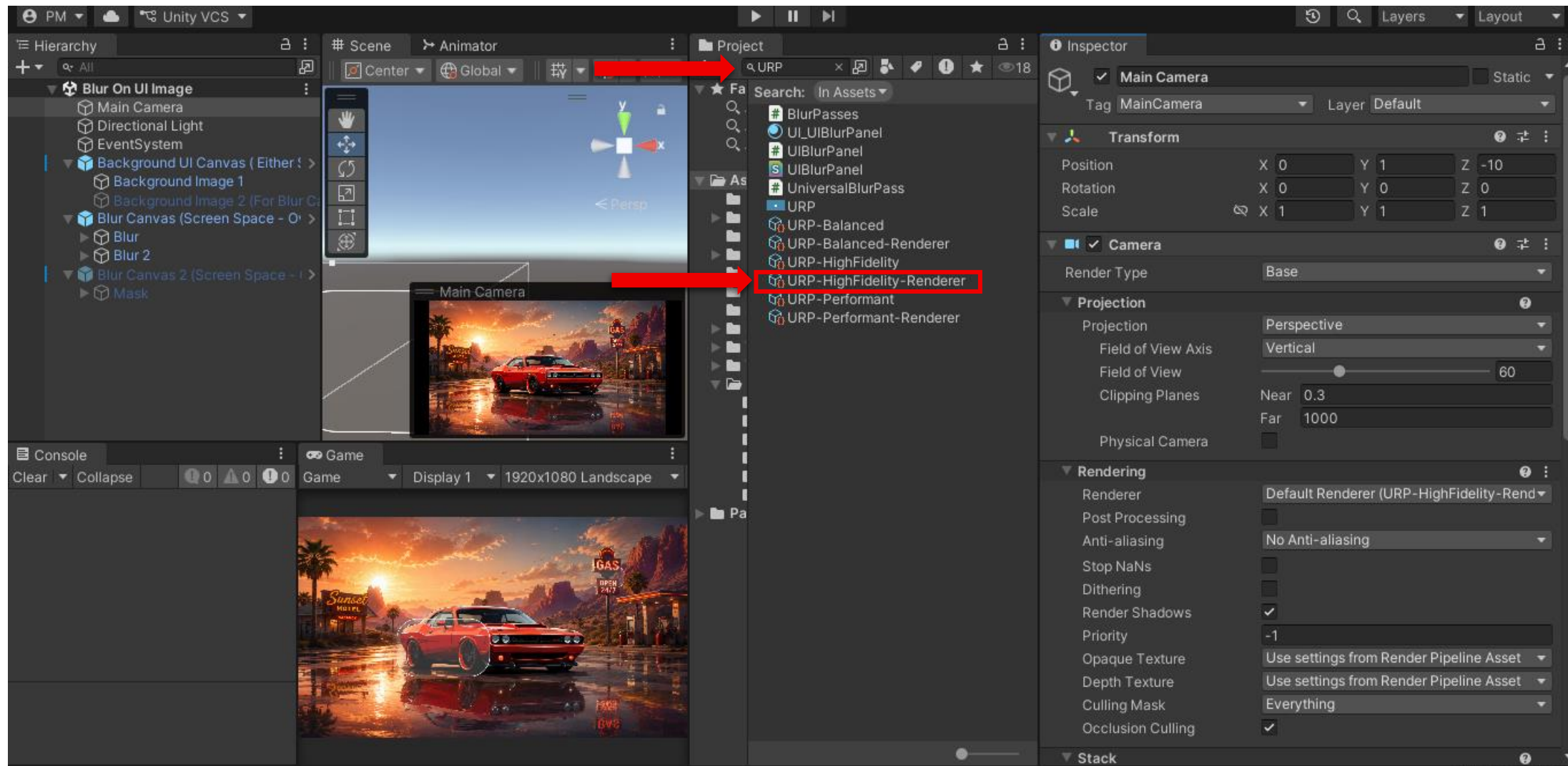
STEP - 1

- SELECT YOUR MAIN CAMERA
- SEE THE RENDERER



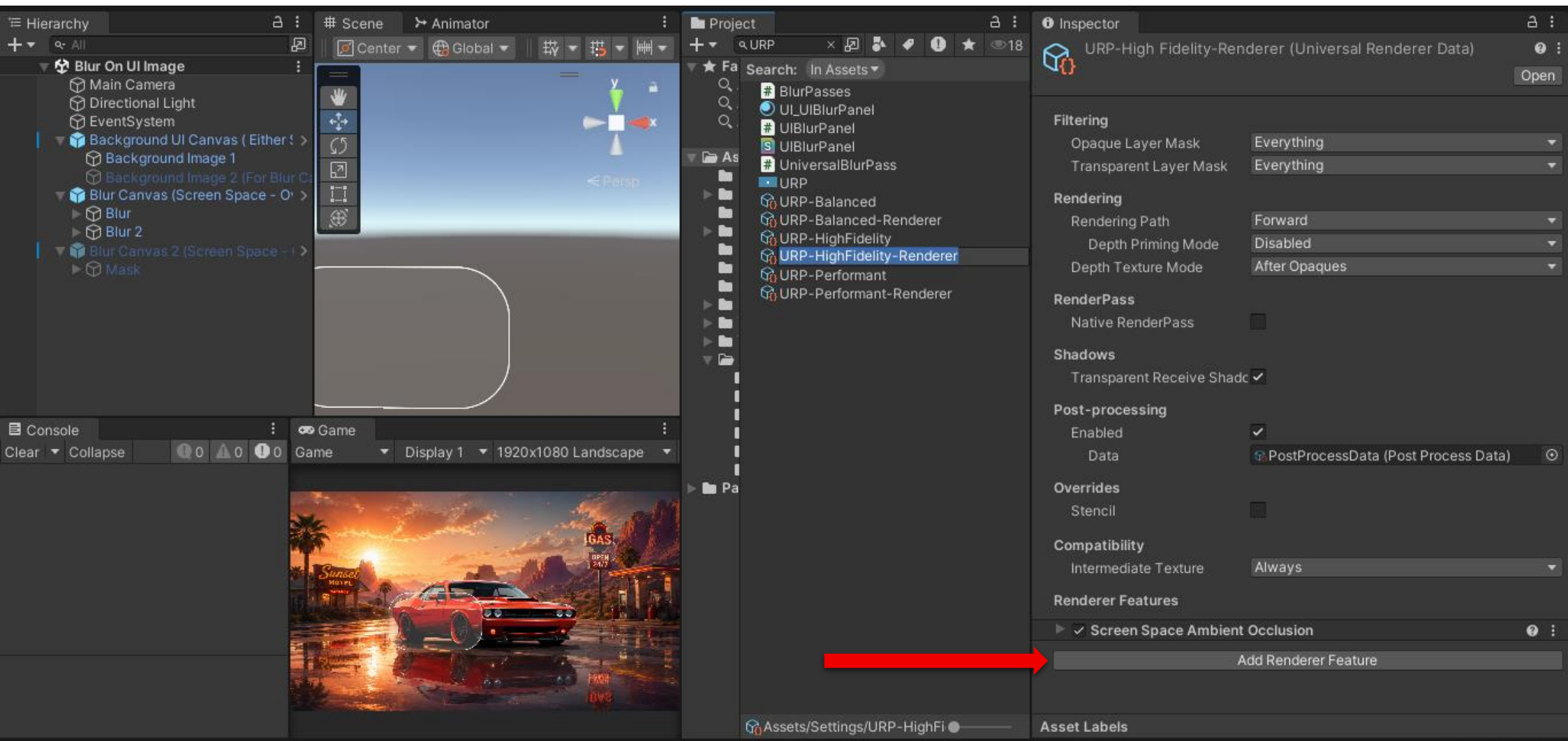
STEP - 2

- SEARCH THAT URP RENDERER IN SEARCH BAR
- Mine is URP – HIGHFIDELITY – RENDERER



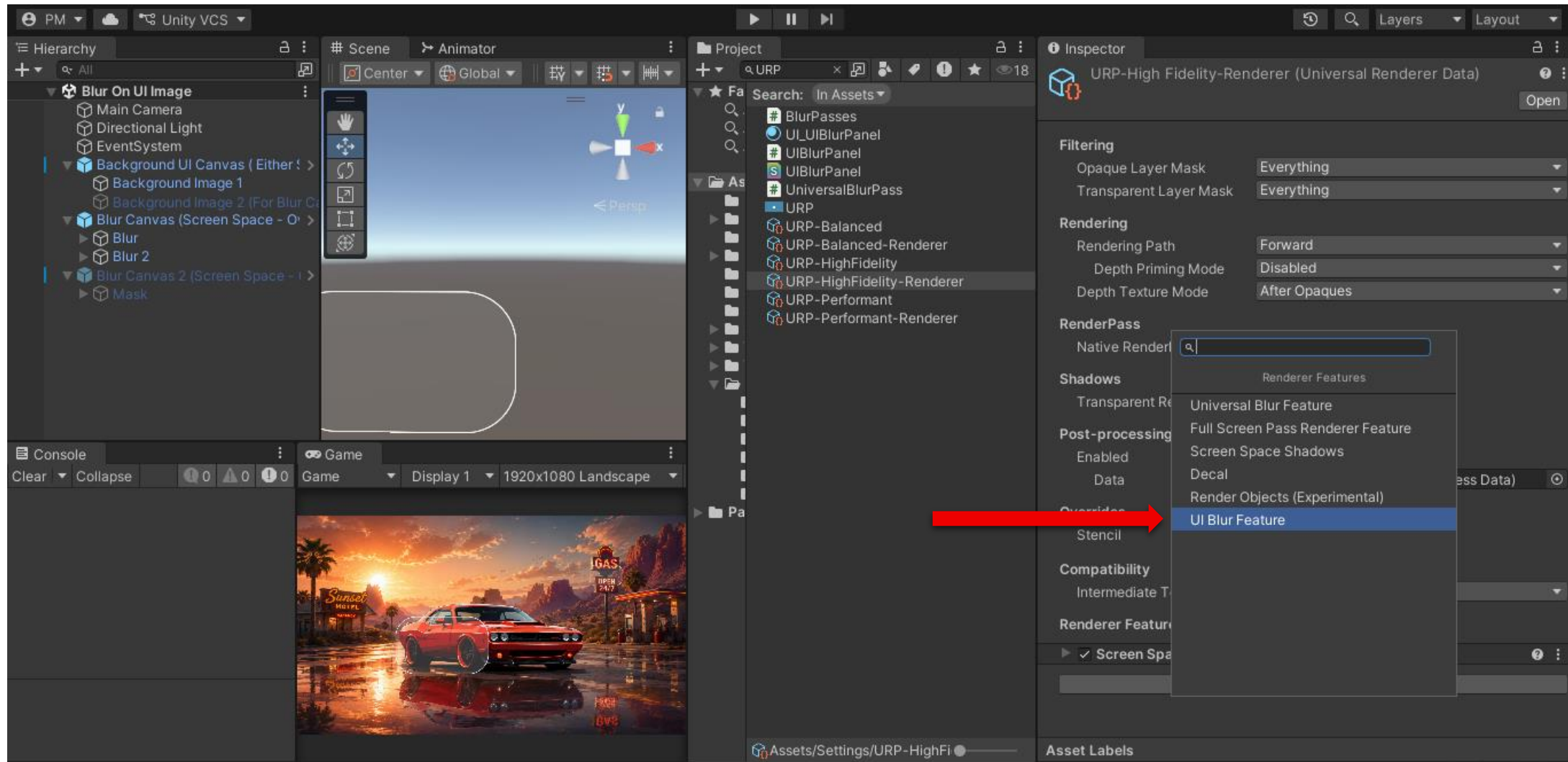
STEP - 3

- CLICK ON ADD RENDERER FEATURE



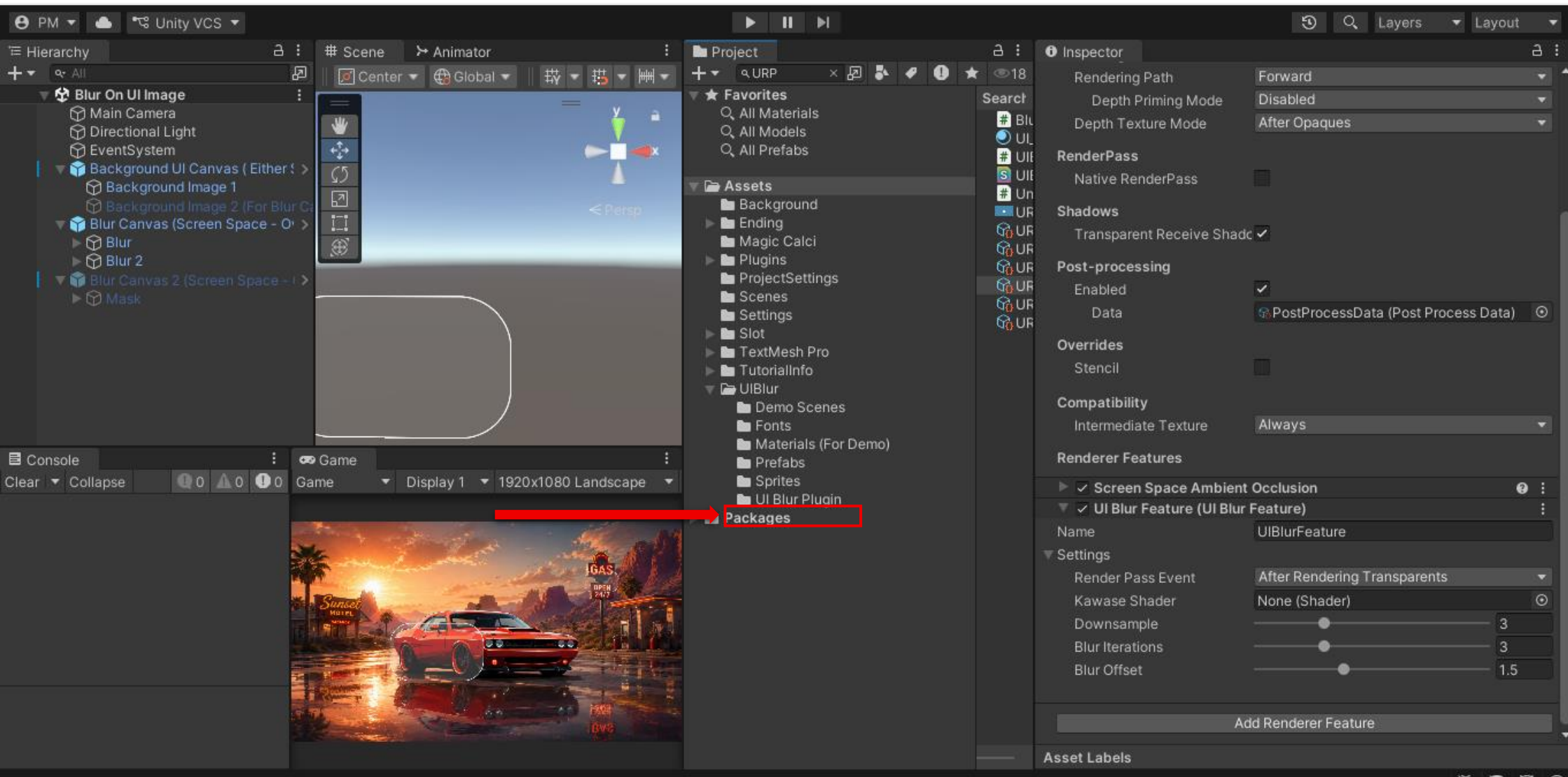
STEP - 4

- SELECT - UI BLUR FEATURE



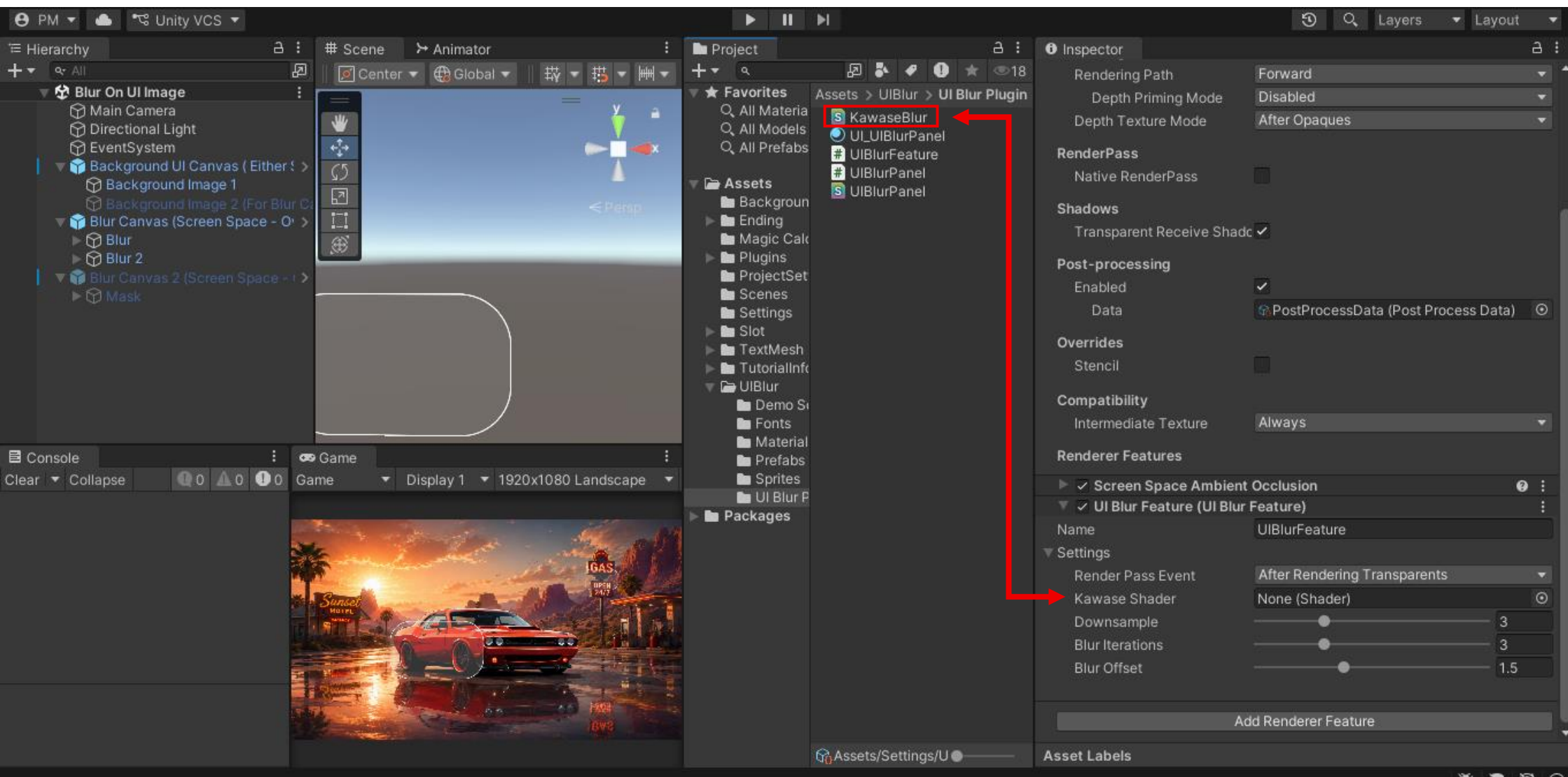
STEP – 5

- Select **UI BLUR PLUGIN** folder from the package folder.



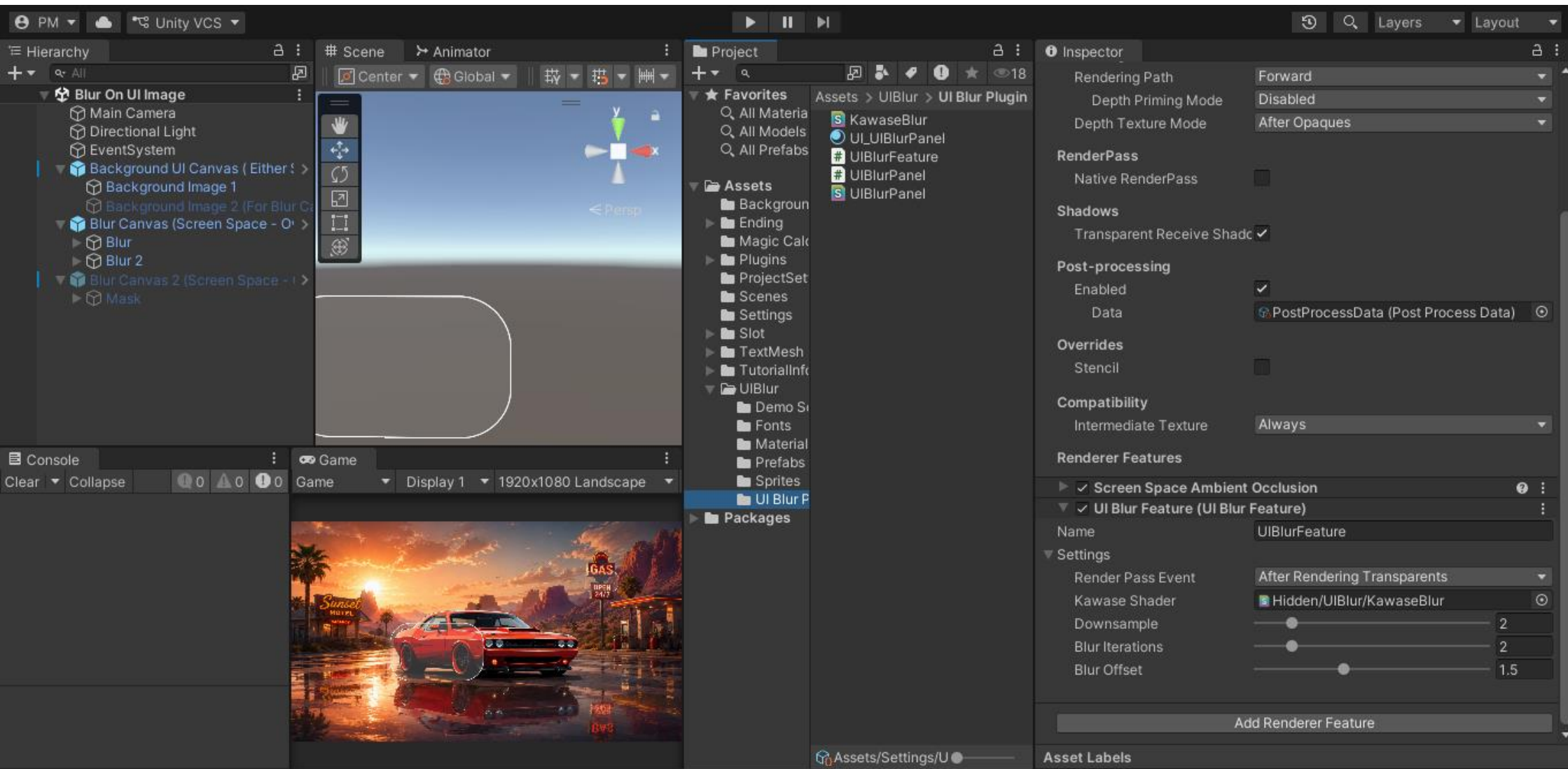
STEP - 6

- Drop the KAWASE BLUR SHADER in the UI BLUR FEATURE.



VOILA

- PRESS THE PLAY BUTTON AND YOUR BLUR WILL WORK WITH THE PREFABS.



TO USE THE BLUR IN YOUR PERSONAL UI

- Place the **UI_UIBLURPANEL** Material in your UI Image Material.
- And attach the **UIBLURPANEL** Script to it.
- JUST THIS AND IT WILL WORK.

