

zASCII – Fullscreen post-process ASCII effect

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Version: 1.1 (Unity 6.3 LTS, 6000.3 and newer; Built-in Render Pipeline)

Introduction

This asset is based on a HLSL shader I wrote years back while prototyping a Delphi-written game using the Truevision3D engine and later for XNA (C#) when creating a fun little video-player with optional shaders of the content.

Its original intent was to be fast and support different resolutions at ease, so it always takes into account the target resolution and the set height and width of the monospace-font used.

Getting Started

- 1) Open the 'mainScene' scene under 'Assets\DigitalSoftware\zAscii\DemoScene\'
- 2) Press Play

Making adjustments

To change the resolution the zASCII rendering is done in, adjust the RenderSurface used. By default the scene is intended to be played in 1920x1080 and the render surface rendering in 2560x1440, to allow for some over-rendering to smooth out the view while still retaining ASCII-look.

To go 'native', set the render surface to match your output resolution. This gives the render a more true classic 1:1 output. The downside is that it is harder to see what is being rendered in detail, as less details can be deduced from the final rendered image.

You can adjust characters used for rendering the cutout by adjusting the textures under 'Assets\DigitalSoftware\zAscii\Resources\Textures' – they are all individual .png's to allow for easy replacement and editing.

To further extend the solution to include more characters, the zASCII shader is included under 'Assets\DigitalSoftware\zAscii\Resources\Shaders' and should be fairly easy to understand.

You can also edit the shader to adjust the color you want to set for the characters. Or if you want to make an ANSI version in your solution, grab the underlying color per pixel and use it in the final composition.

Further support

Head over to official support forums at <https://community.digitalsoftware.se/> or the Discord at <https://discord.gg/fyqtxZt>