Unity ULR Rendering

main **ulrRenderingValues** **cameraSelector** **textureLoader** **ulrRenderingEvents** **ulrMultiPassMaterial**

loop [main lopp]

Update

GetBestCameras

GetLoadedCams

GetBestCamerasClassicULR

there are also some other methods.
Classic ULR:
distance = d(i,n)
angle = acos(dot(i,n)) [rad] [0,PI]
sort list and add cameras
first from distanceList and then angleList

OnPostRender

RunMultiPassULR

SetPass

actually runs ULR shader
penalty_res = max(0, (dip - dnp)/dip)
penalty_ang = max(0, acos(dot(vip,vnp)/(dip*dnp)) * PENALTY_ANGLE_FACTOR=10)

penalty = p_ang + beta(0.1)*p_res
take 4 best colors divide weights by worst one
blend using those weigths