

# Fat Thin Shader – Built-in

## Introduction:

This is a fat thin shader effect. If you want to make your game object fat or thin. Then this package is perfect for you. You can also make more cool effects by modifying the parameters. And it contains a simple demo to show how it works. This package can make your game looks cooler. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The shader files expose multiple parameters for you to adjust. You can adjust more many different effects by yourself. Due to these cool effects achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly

**Only supports Built-in Renderer Pipeline.**

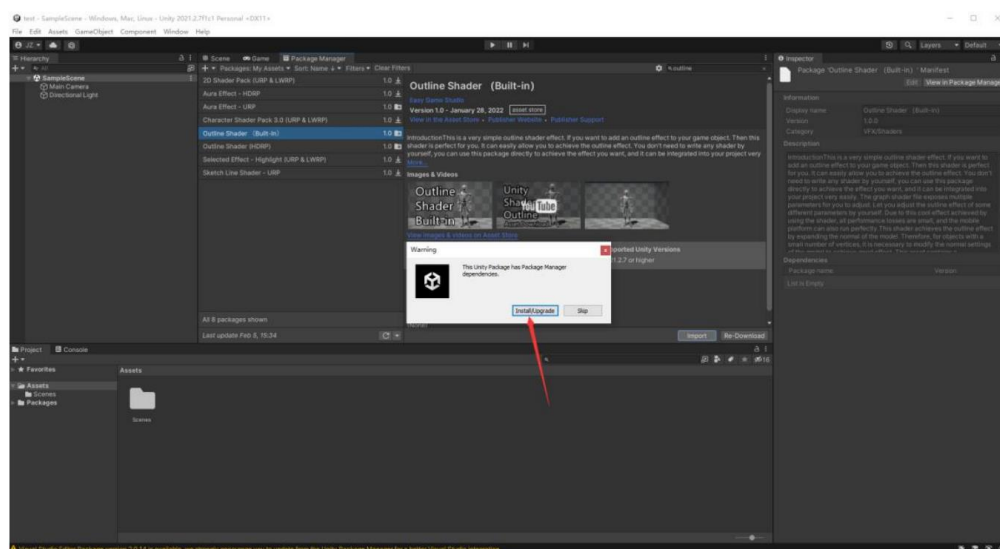
**Only supports unity 2021.2.7f1c1 and above.**

## Main Features:

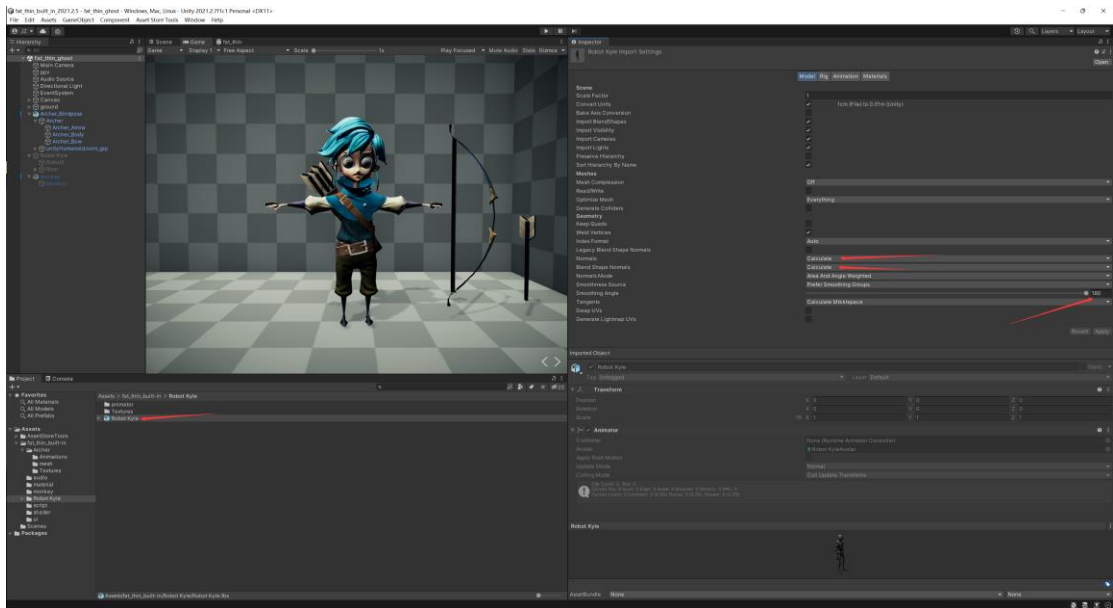
1. Very easy to integrate into your project, no need to write any shader and code.
2. Only support Built-in renderer Pipeline.
3. Through the parameters exposed by the shader, you can easily adjust more effects.
4. Support Android, IOS, Windows and other platforms.
5. Make your game character looks more cute, or more evil.
6. Clear demo.
7. Good support.

## Notice:

This shader is created by shader graph. So your project need to install shader graph. Otherwise the shader will turn pink. You just need click " Install/Upgrade " button when you import it in package manager. Like the image below:



Before you use this shader, you must reset your mesh file, as shown below:



## Contact Us:

If you have any questions or suggestions during use, please feel free to contact us.

Email: [sgzxzj13@163.com](mailto:sgzxzj13@163.com)