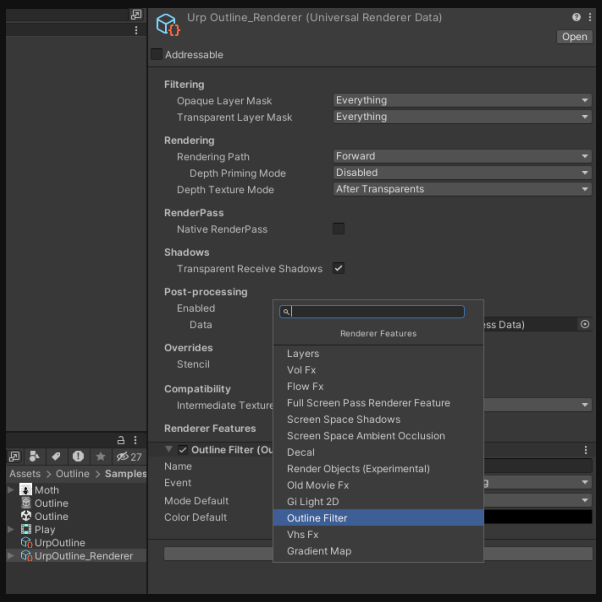
OutlineFx

Post Effect for Unity Urp and VolFx by NullTale

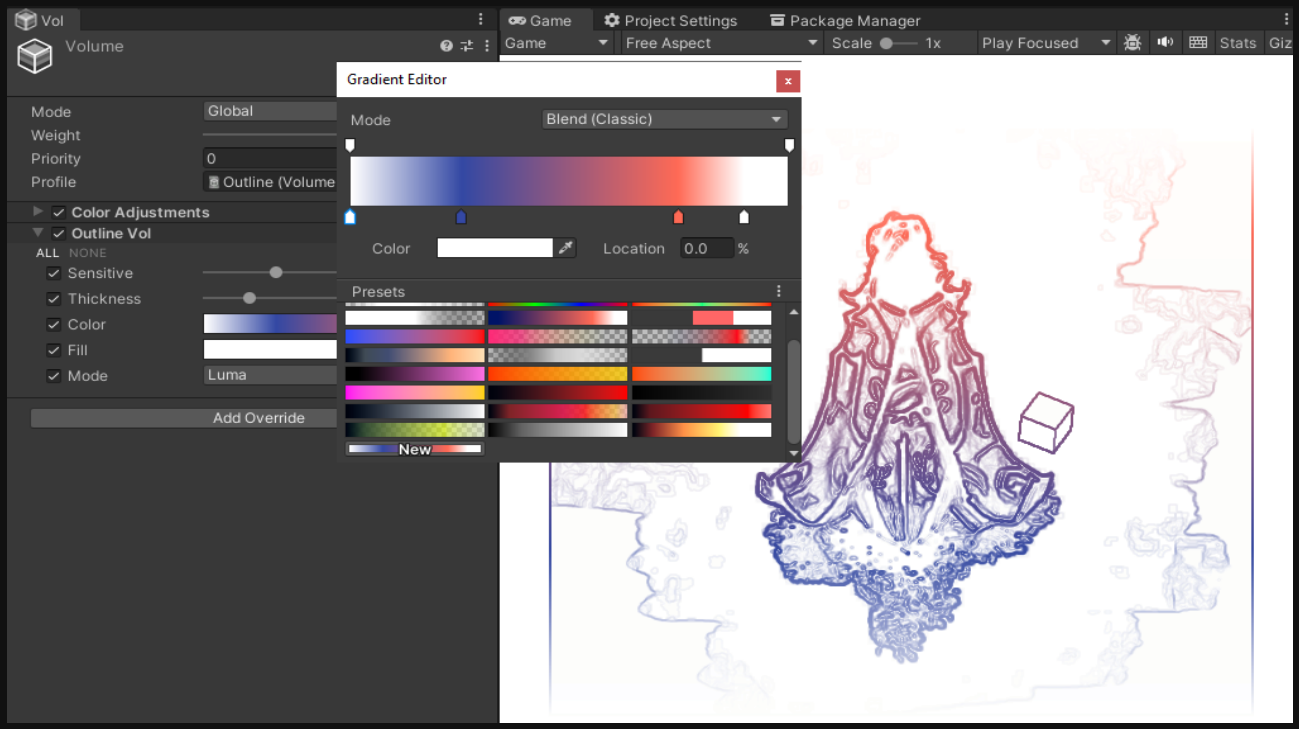
Quick Guide

Add **OutlineFilter** render feature to UrpRenderer

* note that UrpAsset can be overriden by Unity QualitySettings



Render feature contains general settings for default mode and color. If you want they don't mix at runtime.

Configure Outline settings via VolumeProfile

* note that to work in depth mode depth texture option must be enambled in urp asset setting