

<div><div></div><div>NullTale</div></div> Update README.md	8ce86e3 · last week	🕒 31 Commits
Editor	VolFx compatibility	last week
Runtime	VolFx compatibility	last week
Samples~	Refactor naming	5 months ago
.gitignore	VolFx compatibility	3 months ago
Editor.meta	Initial commit	5 months ago
LICENSE.md	Initial commit	5 months ago
LICENSE.md.meta	Initial commit	5 months ago
README.md	Update README.md	last week
README.md.meta	Initial commit	5 months ago
Runtime.meta	Initial commit	5 months ago
package.json	Add depth texture settings check	3 months ago
package.json.meta	Initial commit	5 months ago

📖 README

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✎

☰

Outline Filter

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Screen Outline effect for Unity Urp, controlled via volume profile
Works as render feature or a pass for selective post processing [VolFx](#)

Effect work like [sobel](#) filter by image [luma](#) or [chroma](#), outline the contrast zones.
Also can work by depth for 3D objects or alpha if used in [VolFx](#).
Has gradient coloring and fill options for stylization purposes.

To work by depth the depth texture must be enabled in the urp asset settings

Volume

ModeGlobal

Weight1

Priority0

ProfileOutline (Volu)

NewClone

Color Adjustments

Outline Vol

ADD MORE

✓ Sensitive0.066


✓ Thickness0.2

✓ Color

Fill

✓ ModeLuma

Add Override



Part of Artwork Project

- [Vhs](#)
- [OldMovie](#)
- [GradientMap](#)
- [ScreenOutline]
- [ImageFlow](#)
- [Pixelation](#)
- [Ascii](#)
- [Dither](#)
- ...

Usage

Install via Unity [PackageManager](#)
Add `OutlineFilter` to the UrpRenderer

https://github.com/NullTale/OutlineFilter.git

📄

Can be used for short accents or drawing stylization
Default Volume parameters like outline color and filter mode can be configured in the asset

Outline Filter (Outline Filter)

NameOutline Filter

EventAfter Rendering Post Processing

Mode DefaultLuma

Color Default

☐ Outline post effect for Unity Urp

imageunityshaderscreen

outlinenovelgradientfxvfx

post-processingeffectrender-feature

📖 Readme

📄 MIT license

📊 Activity

★ 22 stars

👁 2 watching

🍴 3 forks

Report repository

Releases

No releases published

Packages

No packages published

Languages

● C#90.5%

● ShaderLab9.5%

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