Mega Outline

1 SETUP GUIDE

1. Add Mega Outline to HDRP Post Processing Orders List
   a. Edit -> Project Settings -> HDRP Default Settings
   b. Scroll down
   c. Click to "add" icon in After Post Process list
   d. Select Knife.MegaOutline.Core.MegaOutline
2. Add Mega Outline to HDRP Volume
   a. Select your Volume
   b. Click "Add Override"
   c. Select Knife -> Mega Outline
3. Create Outline material for our object
   a. In project window click RMB
   b. Select Create -> Material
   c. Change shader of material to Knife - Knife-MegaOutline_Unlit
4. Add OutlineObject component to object that you need
   a. Select object with Renderer
   b. Go to top menu and select Component -> Knife -> Outline Object
   c. Assign new outline material to "Material" property in Outline Object Inspector

You should see outline of that object.
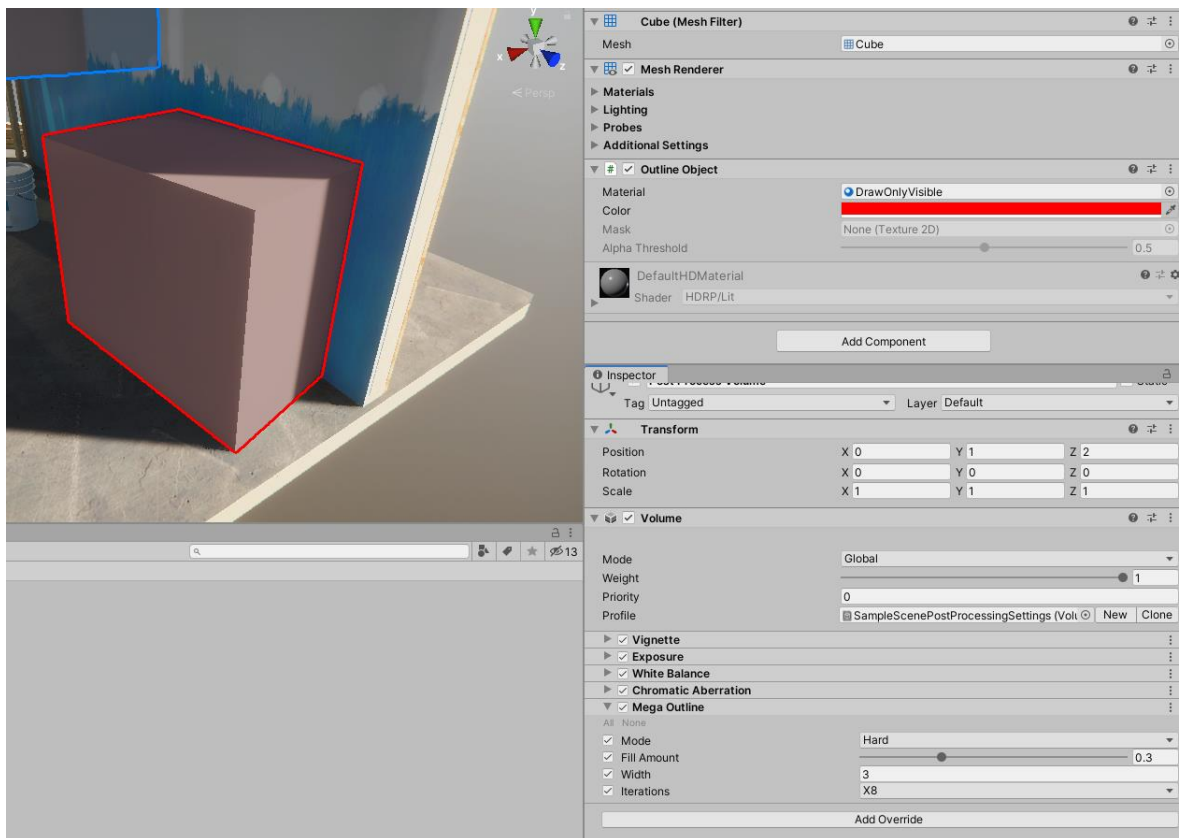
2 DOCUMENTATION

public class `MegaOutline` : `CustomPostProcessVolumeComponent,` `IPostProcessComponent` – outline volume component.

`public` `OutlineModeParameter mode` – outline render mode.

`public` `FloatParameter width` – width of outline (Hard only).

`public` `ClampedFloatParameter fillAmount` – fill amount of outline. Fills center of object's outline.

`public` `TextureParameter patternTexture` – pattern texture of outline.

`public` `ClampedFloatParameter patternFillAmount` – fill amount of outline pattern.

`public` `Vector2Parameter patternTile` – pattern tile.

`public` `OutlineIterationsParameter iterations` – iterations count of outline (Hard only).

`public` `FloatParameter blurRadius` – blur radius of outline (Soft only).

`public` `IntParameter blurIterations` – blur iterations count of outline (Soft only).

`public` `FloatParameter overglow` – outline overglow value after calculation (Soft only).

`public` `BoolParameter softnessEnabled` – apply softness for alpha before outline calculating (Soft only).

`public` `ClampedFloatParameter softness` – softness of outline after calculation (Soft only).

public enum `OutlineMode` – Outline render modes.

`OutlineMode.Disabled` – disables outline render.

`OutlineMode.Hard` – hard outline.

`OutlineMode.Soft` – soft outline.

public enum `OutlineIterations` – hard outline iterations count.

`OutlineIterations.X4` – 4 iterations.

`OutlineIterations.X8` – 8 iterations.

`OutlineIterations.X16` – 16 iterations.

`OutlineIterations.X32` – 32 iterations.

public class `OutlineObject` : `MonoBehaviour` – component that register object in outline render pass.

`public` `Material Material` – outline object material (recommended to use unlit materials).

`public` `Color Color` – per renderer color of outline object.

`private float` `fresnelScale` - per renderer scale of fresnel multiplier (material must have Fresnel toggle enabled).

`private float` `fresnelPower` - per renderer power of fresnel multiplier (material must have Fresnel toggle enabled).

`public` `Texture2D Mask` – per renderer mask of outline object (material must have BaseColor parameter value Alpha or Color).

`public float` `AlphaThreshold` - per renderer mask alpha threshold value (cutout).

`Shader` `"Knife/Knife-MegaOutline_Unlit"` – outline render shader

`BaseColor` – defines base color mode.

    None – color only

    Alpha – get alpha from mask

    Color – get color and alpha from mask

`UV Channel` – defines which UV channel shader must use (UV0 – UV4)

`ZTest` – depth comparison function
https://docs.unity3d.com/ScriptReference/Rendering.CompareFunction.html

`ZWrite` – enables or disables depth buffer writing.

Any questions and issues: knifeent@gmail.com