



# 2D Glowey Dissolve Shader Graph

Ramez Al-Tabbaa  
BINARY LUNAR

## How to Apply the Shader Graph:

1. Make sure you are using Unity 2019.3+.
2. Install Universal RP from Package Manager.
3. Click : Assets > Create > Rendering > Universal Render Pipeline > Pipeline Asset (Forward Renderer)
4. Assign that pipeline asset to be the default one in project settings in both Quality and Graphics menus.
5. Just drag the material from Material folder to any sprite on your scene

