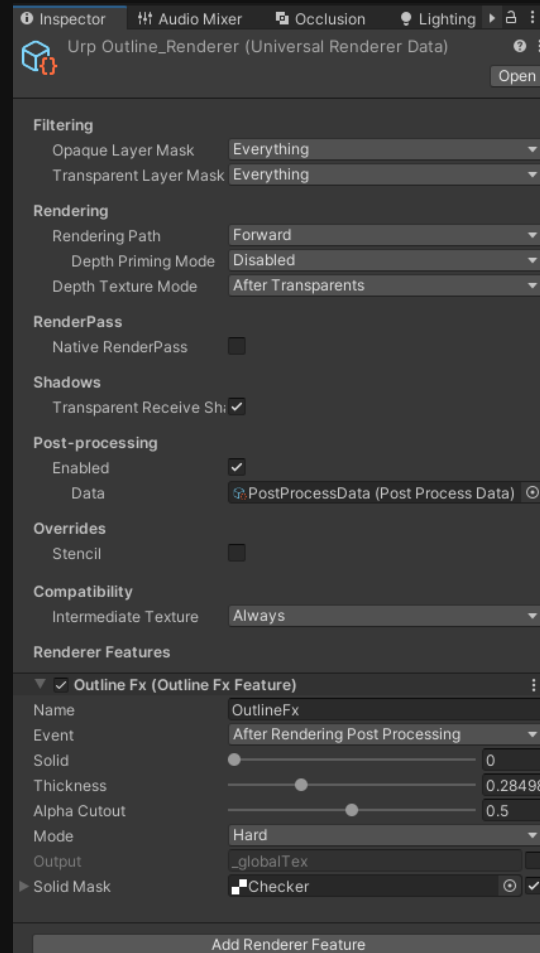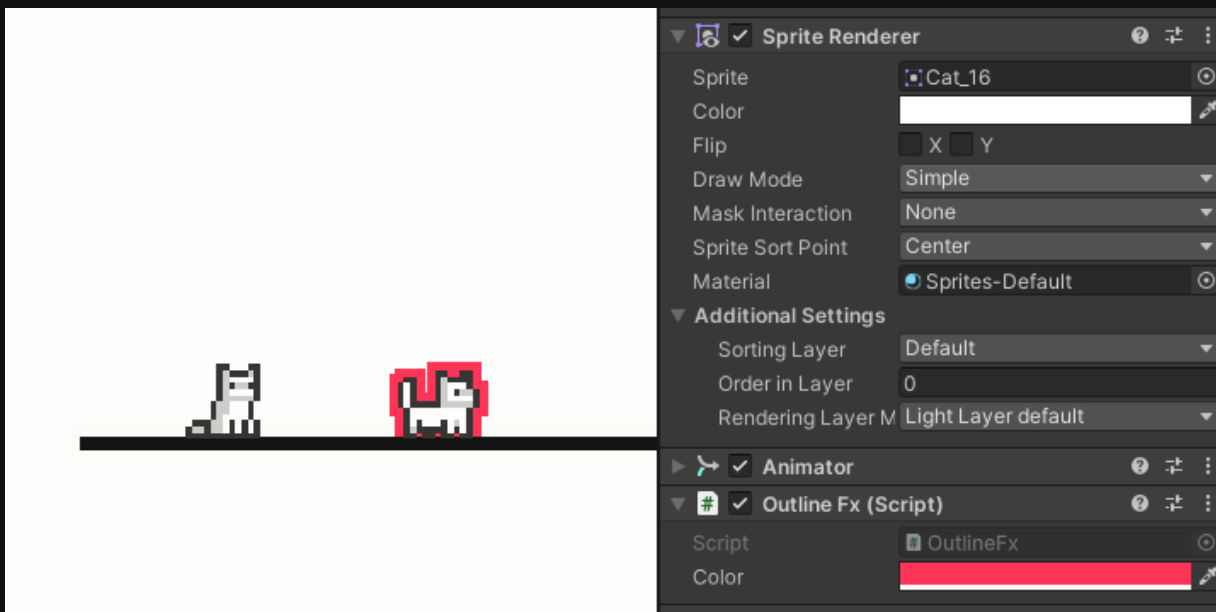# OutlineFx

Simplified screen scpace outline by NullTale ₊⁺✦
Quick Guide

Add **OutlineFxFeature** to you're
UrpRenderer
(notion that active urp asset can be
overriden by player quality settings)



To outline an **Object** add **OutlineFx** component on it (object must have
renderer component on it)

Outline setting is shared for all objects in Urp **OutlineFxFeature** amd can be tweaked at runtime
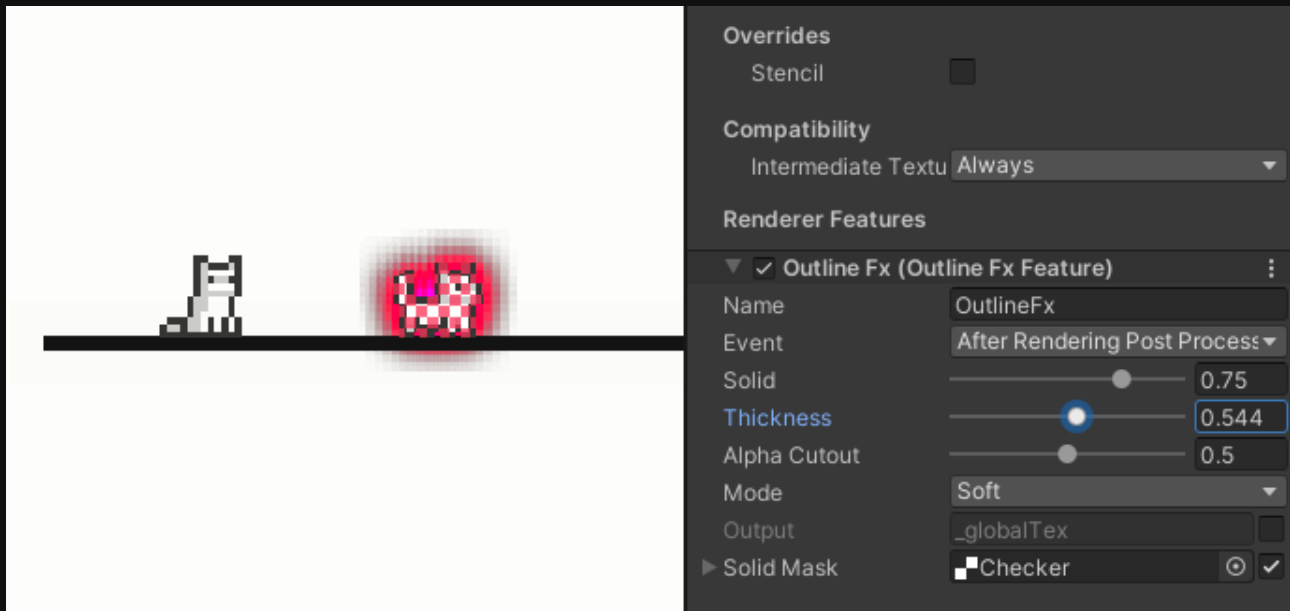


Outline work as custom pass collecting all objects in to a texture with material override. Texture can be acessed via shader by global name defined in RenderFeature and applied with a custom effects.

To block transparent objects there is a **OutlineBlocker** component exisit, it blocks outline but keept outline solid color and pattern so in can be used for some sort of effects
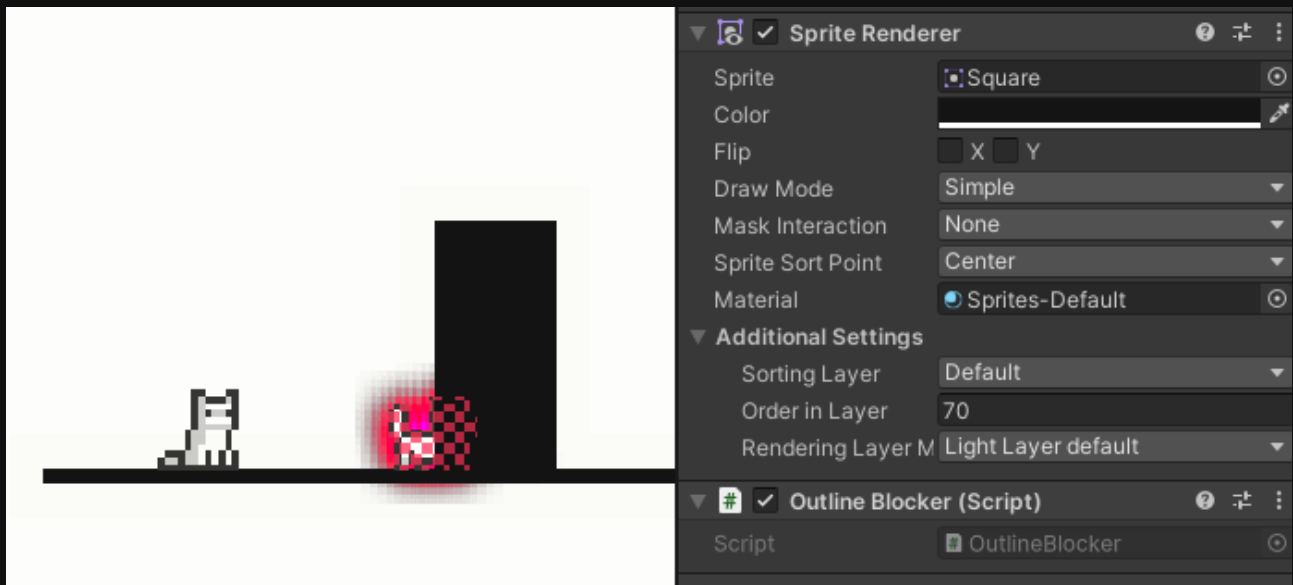
• If you found this asset useful you can support my activity here make sugesstions on github or in the discord