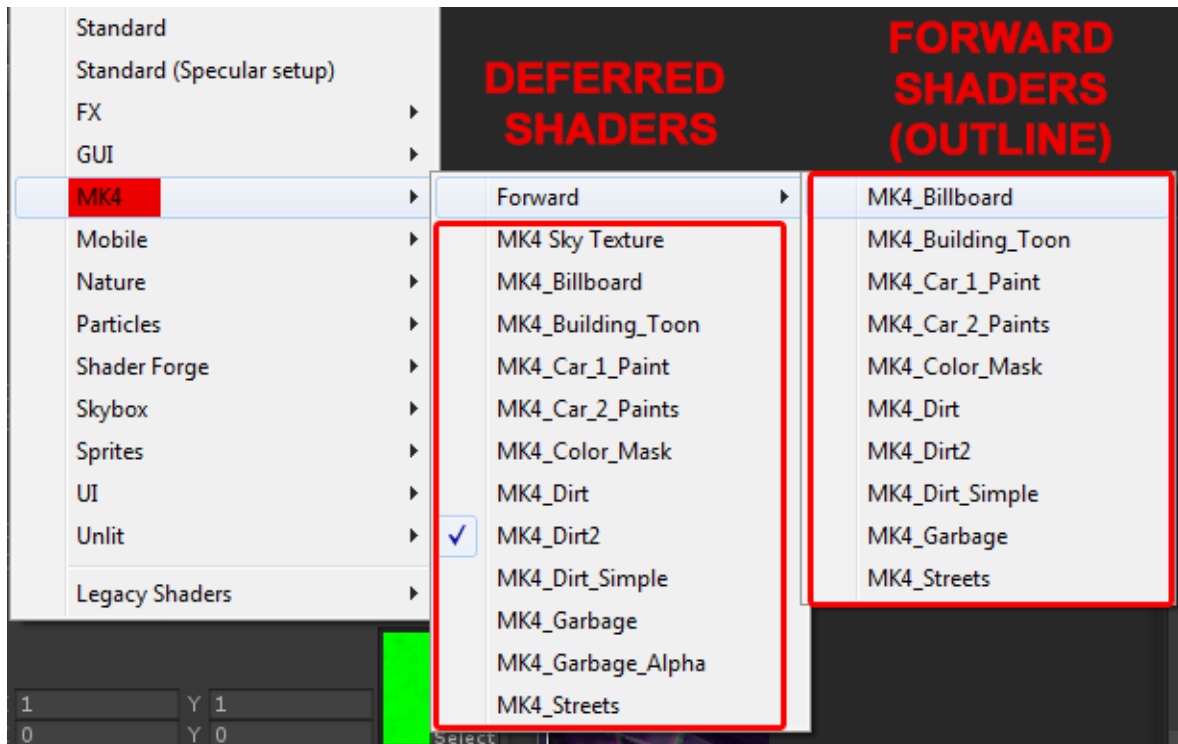


About Outline Shaders

MK4 Custom shader works well with Forward and Deferred Rendering. If you do not need outline effect, just change material to Defferd rendering compatible. Most shaders have their counterparts for Defferd and Forward:



Custom materials do not work on mobiles. If you want to use prefabs on the mobiles, change the materials to the standard Mobile materials available in each version of Unity.

All Custom Shaders, were created in the Shader Forge