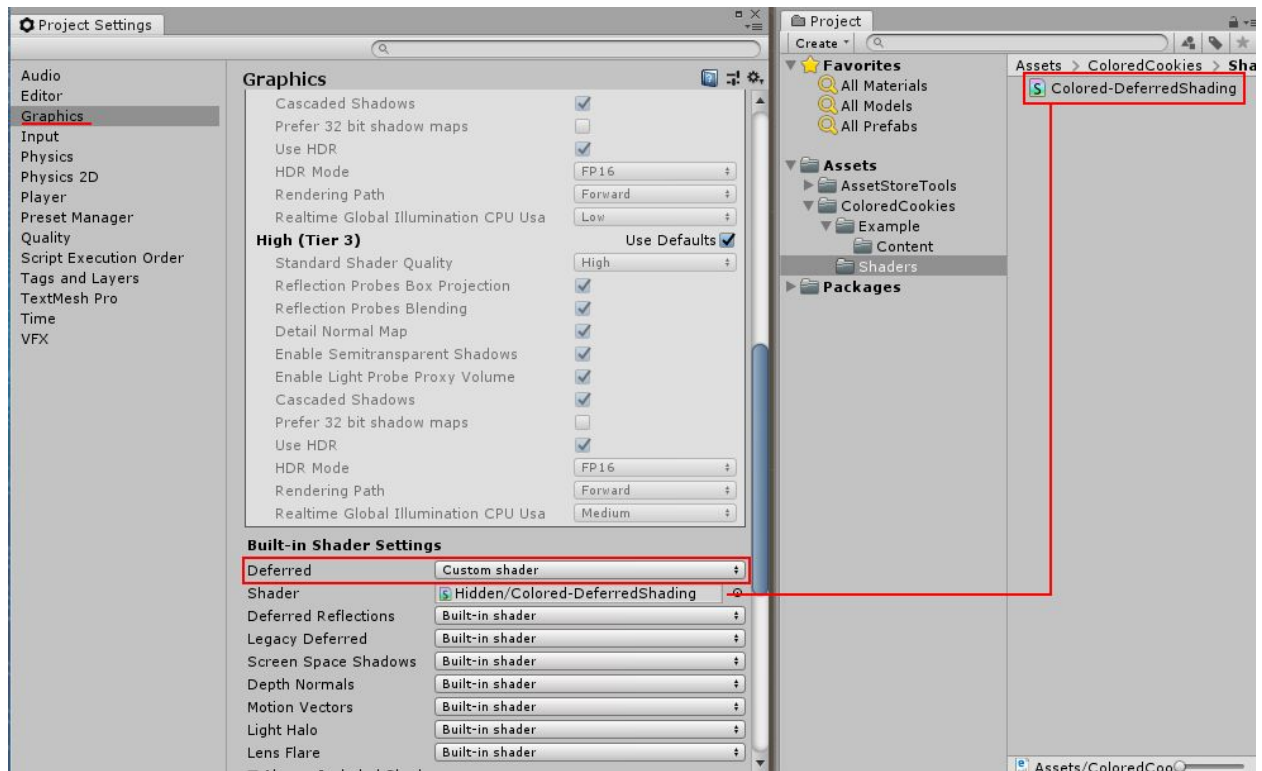


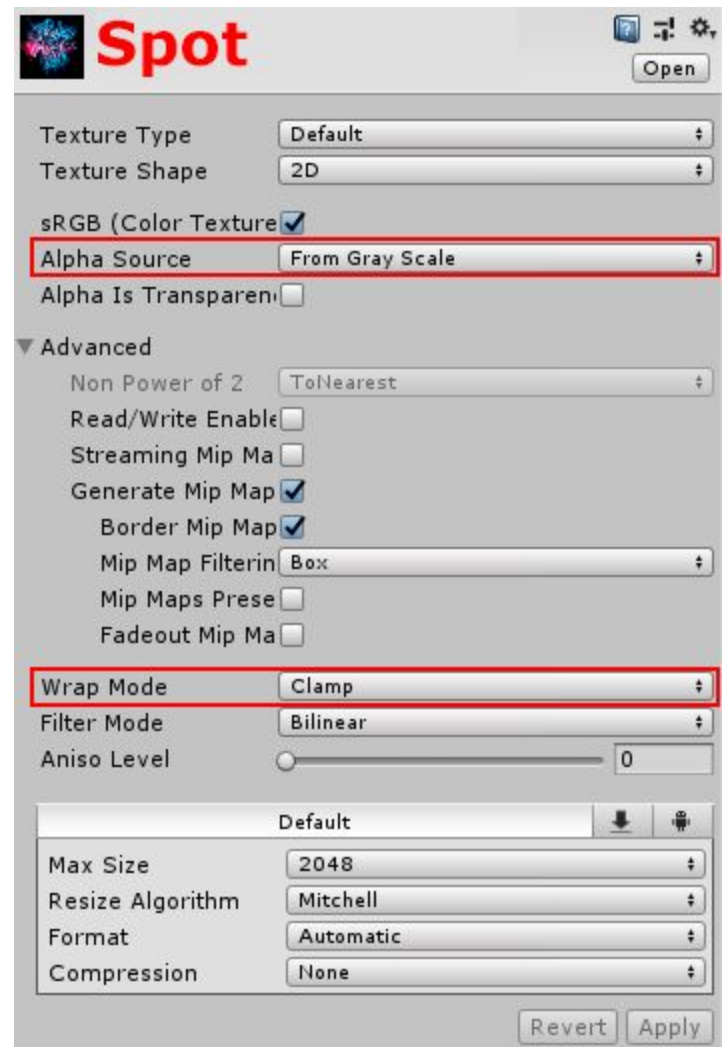
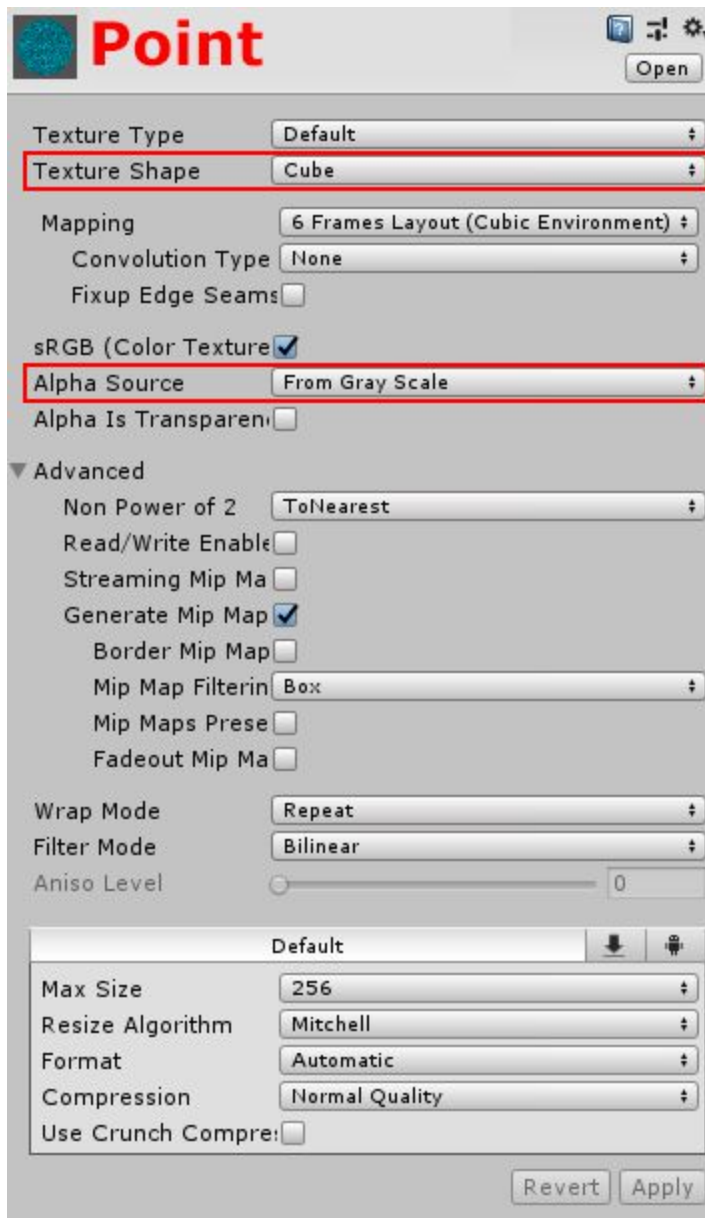
Colored light cookies

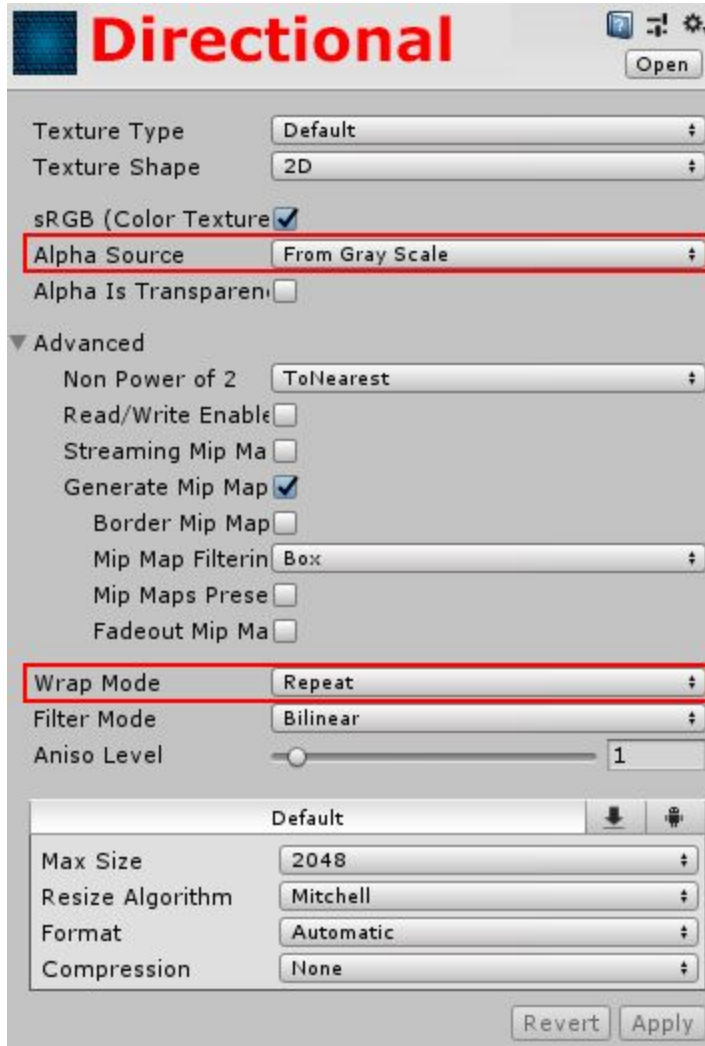
First of all you need to set custom deferred render shader **Edit-> Project Settings-> Graphics:**



After setting render shader, you must check that you select deferred render mode.

Next you need to set import settings for cookie textures. Different light type require different import settings for textures:





Notes:

- Alpha Source: From Gray Scale needed if you need to switch to forward render (cookies will be grayscale, but visible)
- Spot Light require Clamp wrap mode
- Point light cookie must be cubemap texture

After texture settings you can use colored cookies on directional, point and spot light sources.

If you have any questions: haliak.dmytro@gmail.com