**EdgeGlowPack Documentation**

**Dependencies:** Post Processing

**Set Up**

First, create a new layer for post processing and put the camera on this layer. Then attach a post process volume to the camera and tick Is Global and make a new profile. Also, make a post process layer and set the Layer to the layer you created earlier, note that Fast Anti Aliasing will work the best for this effect.

To enable the effect, add the SetDepthTextureMode script to the camera and select your desired edge detection modes, then add an effect to the post process volume, under custom, you will see the effect outline, bloom works well with high intensity edge colours.

**Debugging**

If the scene goes completely black, save any changes you have made and close unity and visual studio. Open your project files and delete your Library folder, then reopen your project and build your Library folder again.