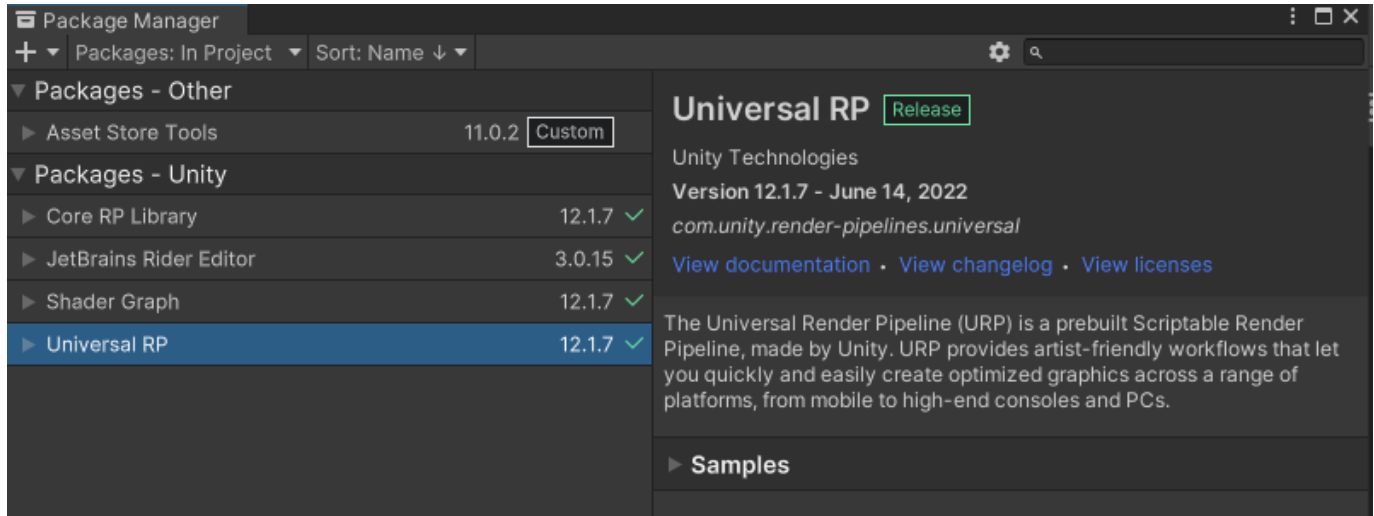
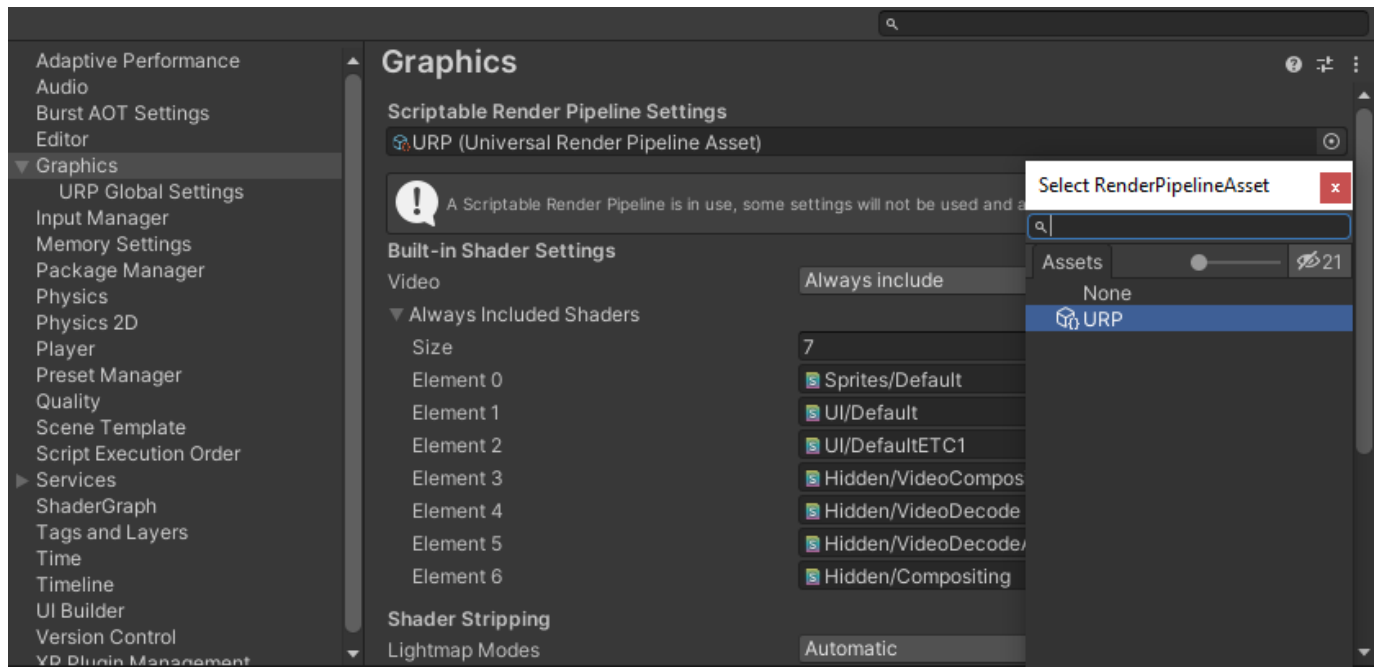


At first!

Make sure you install the **Universal RP (URP)** package.



Setup the **URP** asset to the **Project Settings/Graphics/Scriptable Render Pipeline Settings**.



Mono Mask

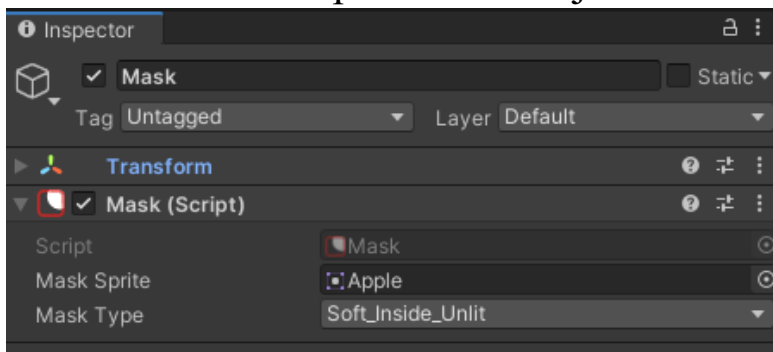
MonoMask is single mask to many sprites.
Each **MonoMask** will consume one batch.

MonoMask supports follow modes and their combinations:

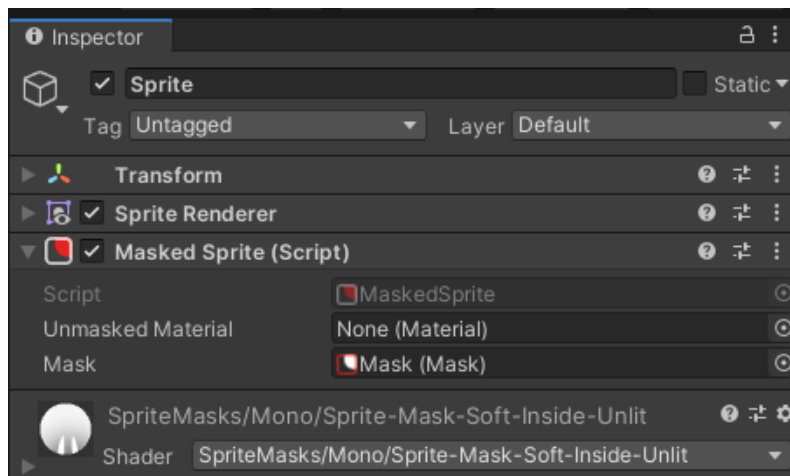
1. **Hard** - it is hard mask (such as in **Unity's SpriteMask**);
 Soft - it is soft mask (alpha of the mask will be blended with target sprite);
2. **Inside** - sprite will be showed up only inside of mask;
 Outside - sprite will be showed up only outside of mask;
3. **Lit/Unlit** - determine Unity 2D lightning support;

Usage:

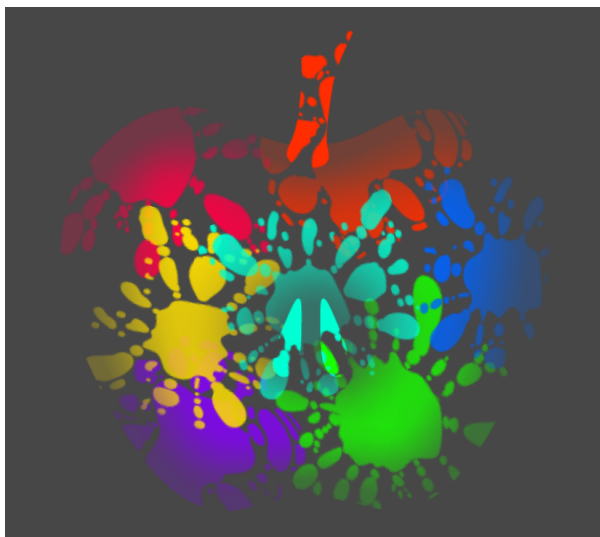
1. Create new GameObject.
2. Add the **Mask** script to GameObject and fill it.



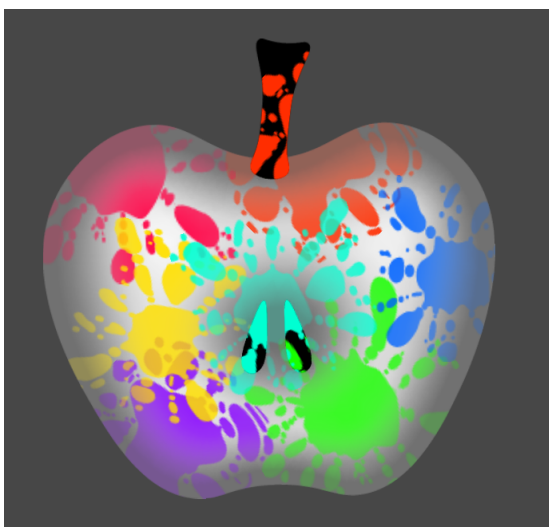
3. Create new GameObject with **SpriteRender**.
4. Add the **MaskedSprite** script to it.
5. Select in the "Mask" field our previously created GameObject with **Mask** script.



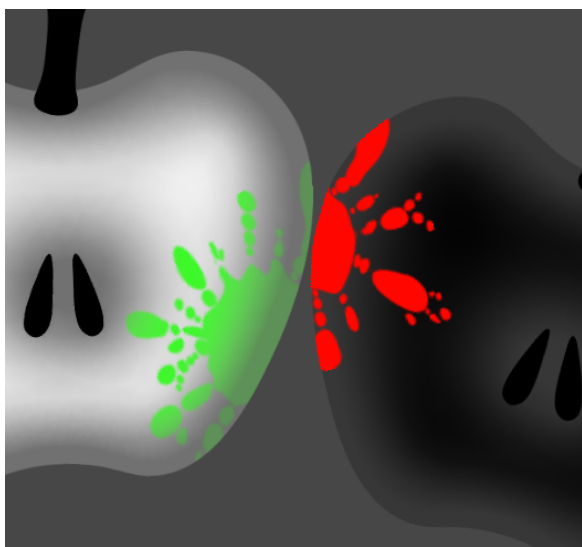
MonoMask and many **MaskedSprites**:



MonoMask(with mask's sprite enabled) and many **MaskedSprites**:



Also you should keep in mind that **only one MonoMask** can be applied at the sprite:



Multi Mask

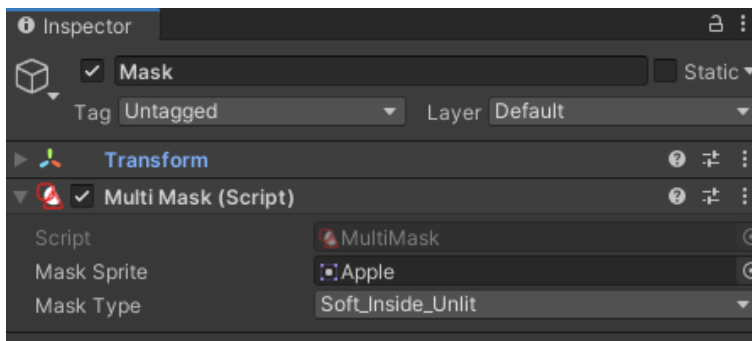
MultiMask is many mask to many sprites.

All MultiMasks with the same texture will consume only one batch.

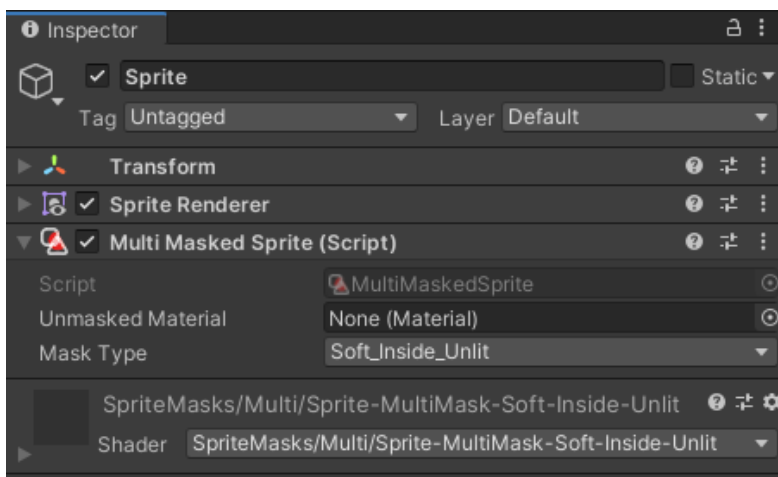
MultiMask supports all modes of the MonoMask.

Usage:

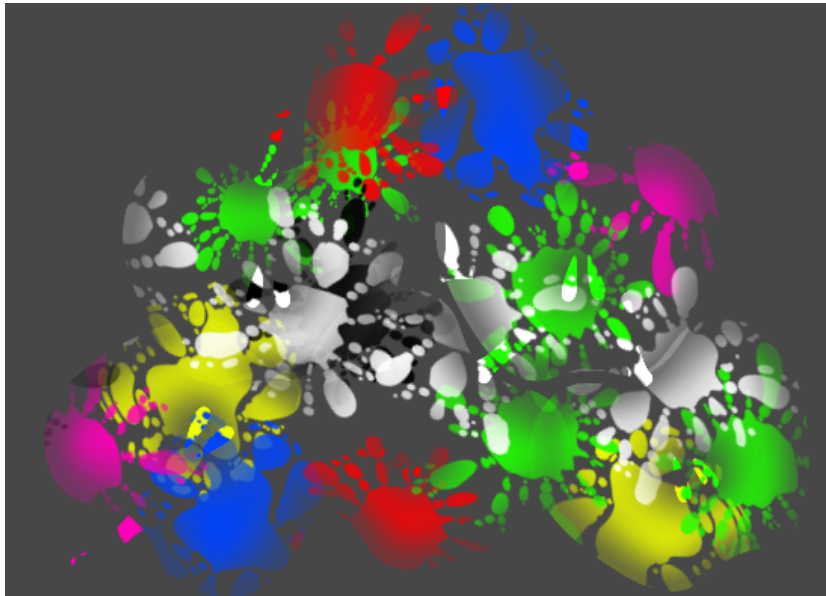
1. Create new GameObject.
2. Add the **MultiMask** script to GameObject and fill it.



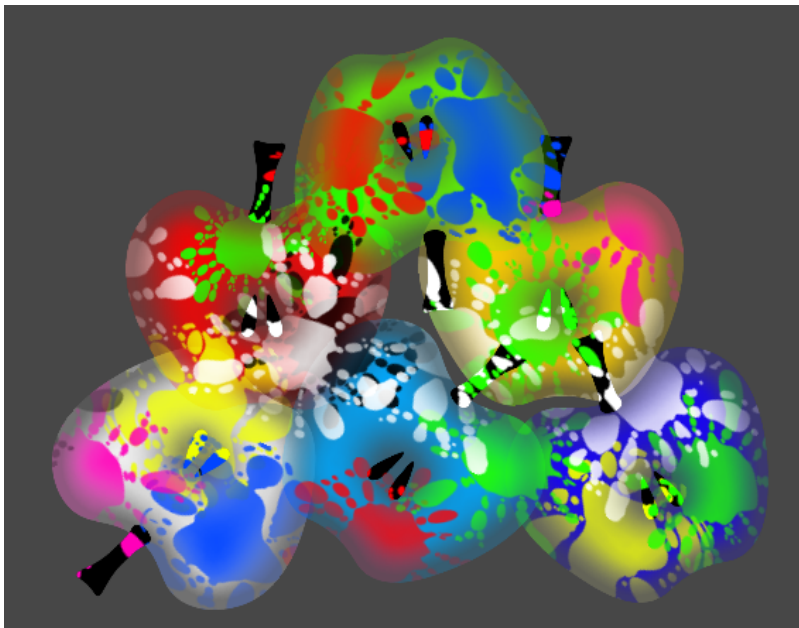
3. Create new GameObject with **SpriteRenderer**.
4. Add the **MultiMaskedSprite** script to it... Profit!



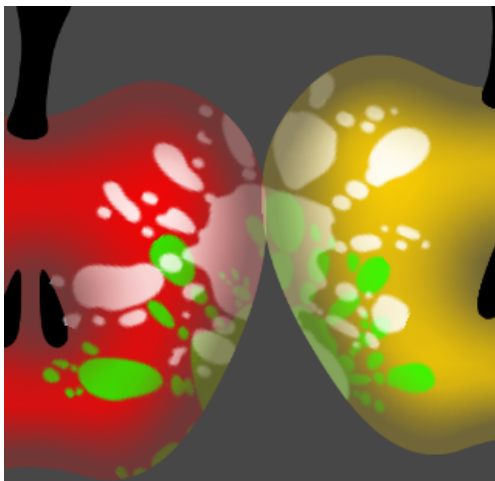
Many **MultiMasks** and many **MultiMaskedSprites**:



Many **MultiMasks**(with mask's sprite enabled) and many **MultiMaskedSprites**:

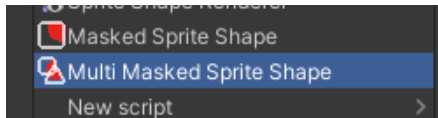


Also you should keep in mind that **all MultiMasks** are applied at the sprite:



SpriteShape support

Add corresponding script:



If you want to use the **MultiMaskedSpriteShape** you should select the target sprite.

Within the play mode the script will use the texture, so your **MaskedSpriteShape** can be masked by multiple sprite types if you use the **SpriteAtlas**.

Out of the play mode you will always see your **MaskedSpriteShape** masked by single sprite type.

