

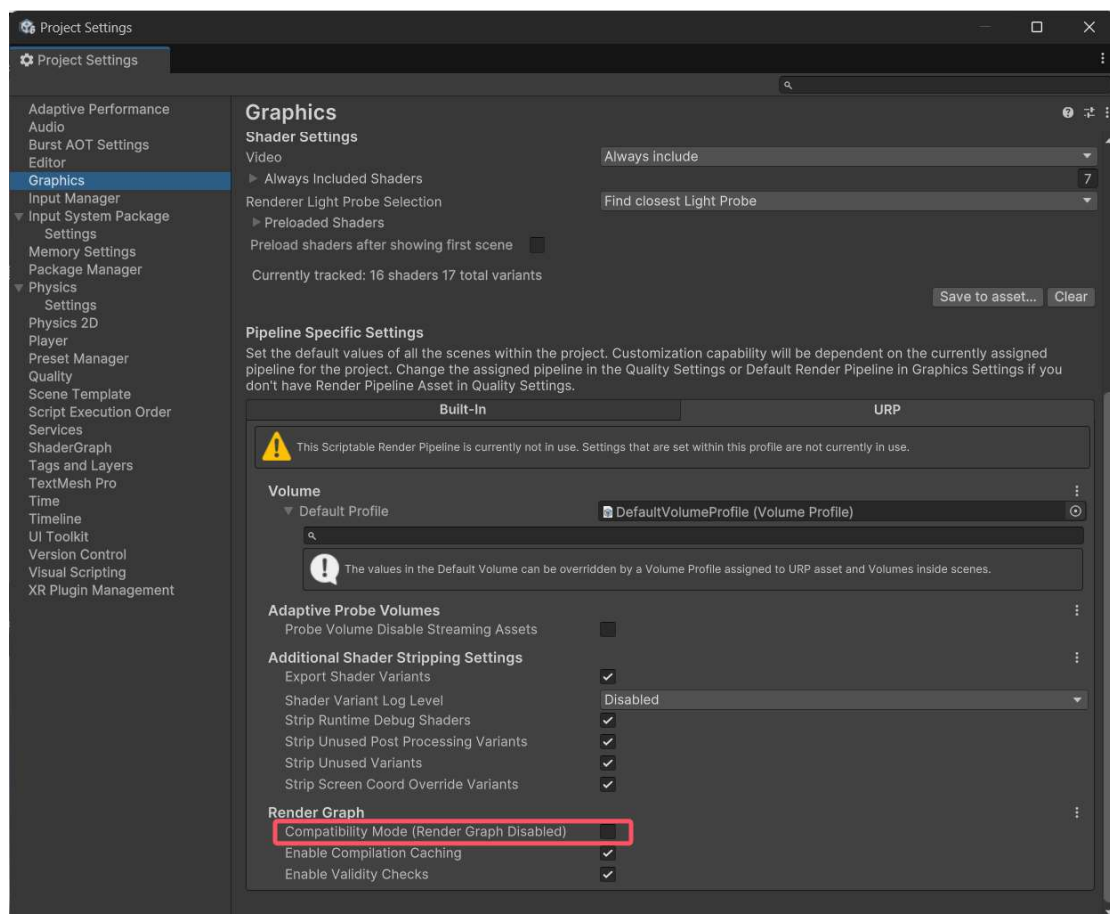
Hello, this is Cloutual.

This is a really simple and easy to use screen space outline effect for Unity.

It's a post process effect that uses the depth and normals buffers to create a nice outline around objects. It's a great way to highlight objects in your scene and give them a bit of a stylized look. It's also really easy to use and customize, so you can get the exact look you want.

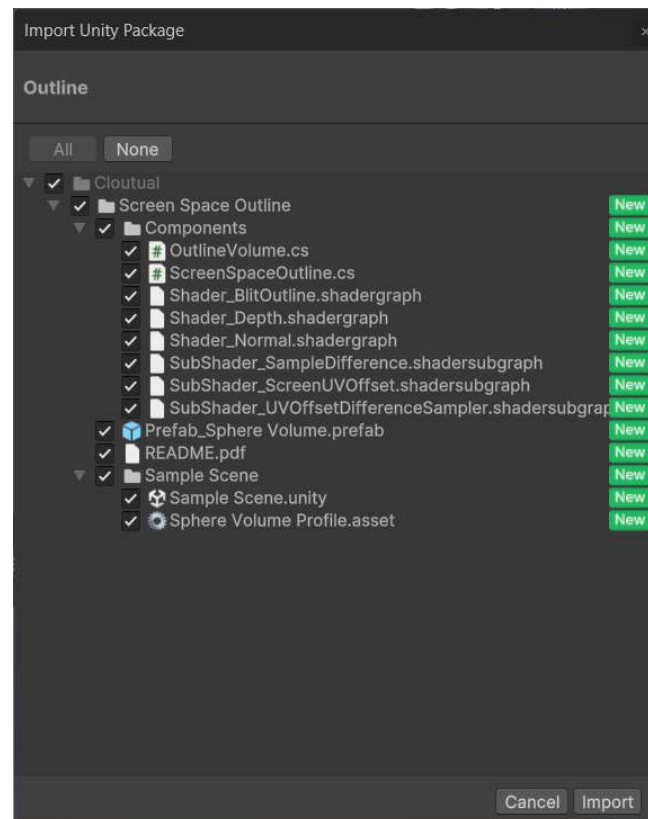
IMPORTANT:

This asset is developed in Unity new render graph system, so you must disable the “Project Settings > Graphics > URP > Compatibility Mode” to get it working.

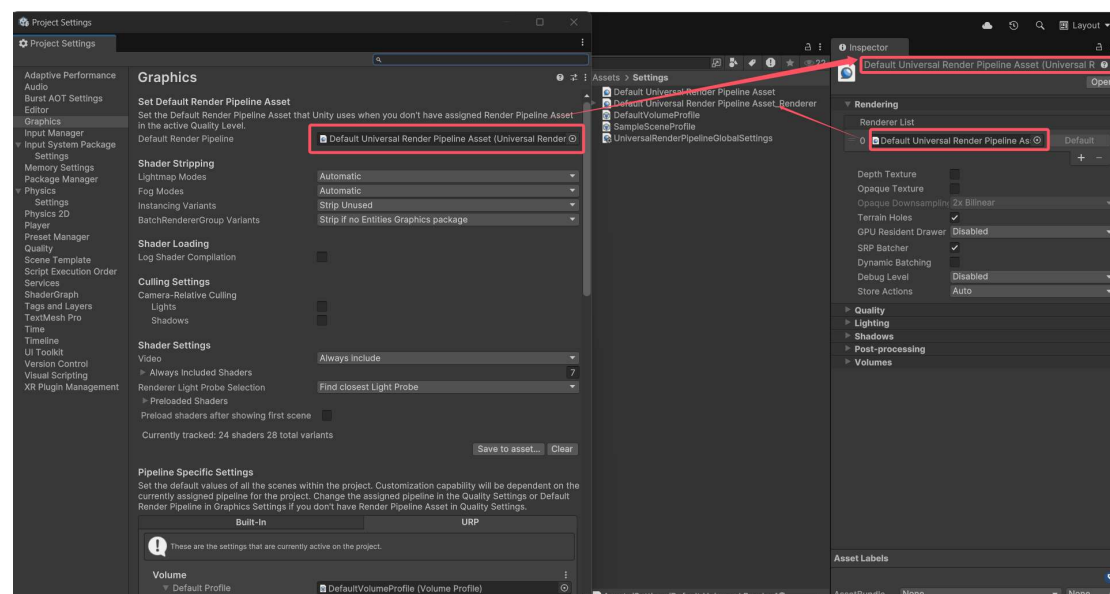


HOW TO USE:

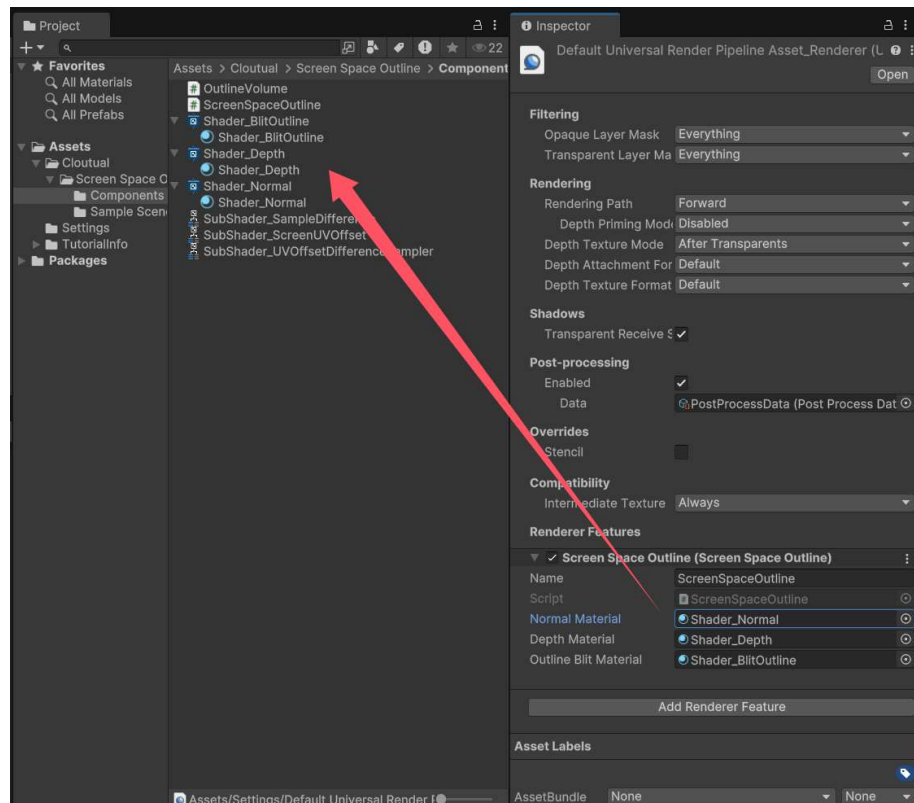
1. Import the Screen Space Outline package into your project.



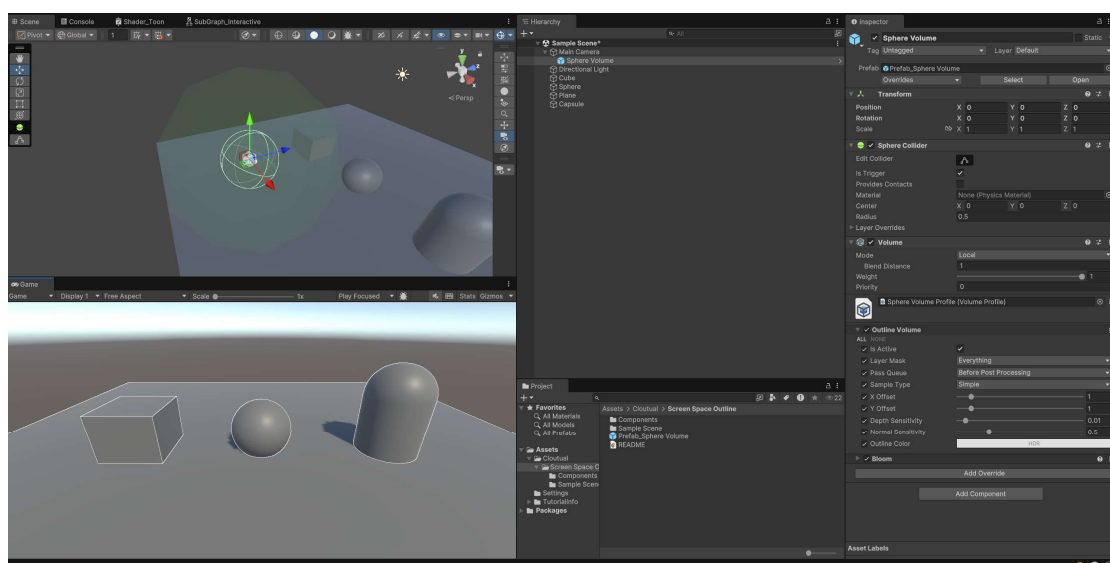
2. Add the Screen Space Outline feature into your URP Renderer Data, and set the corresponding materials to the feature, and make sure your project is using this proper Universal Renderer Data.



niversal Render Pipeline Asset.

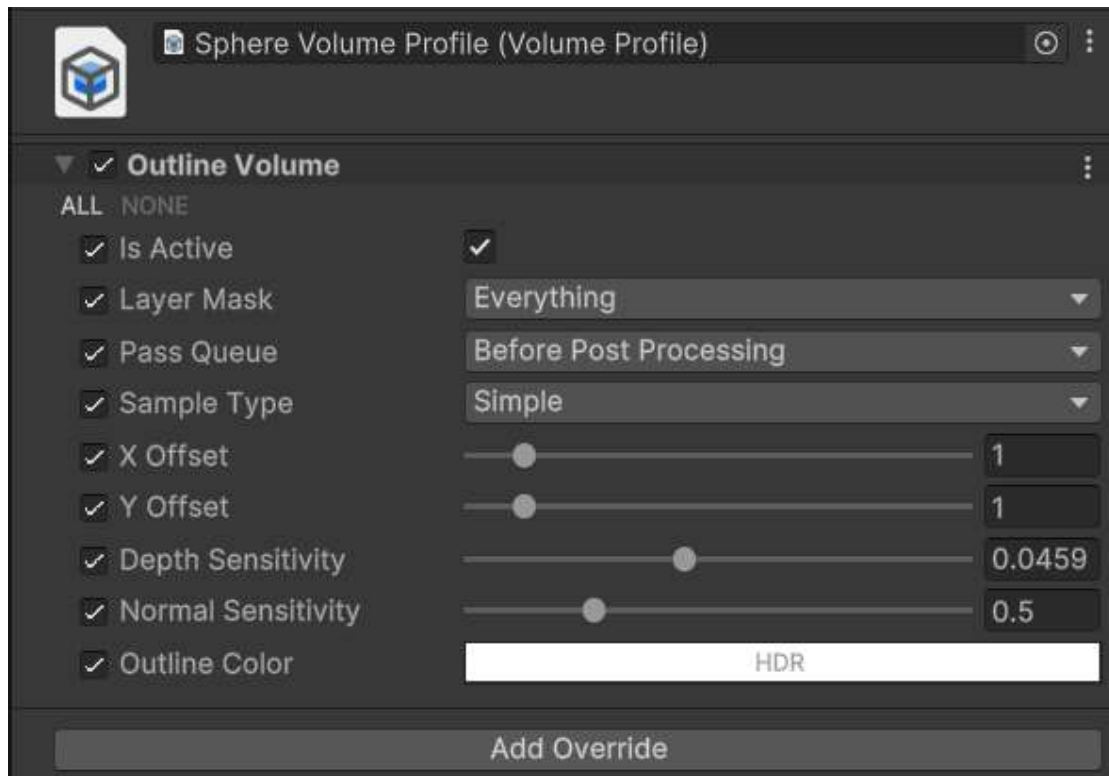


2. Attach the volume prefab which contains the Screen Space Outline component to your camera (just like how it looks like in the sample scene).



4. Tweak the settings in the Screen Space Outline component to get the look

you want.



Alternatively, you can also create your own global/local volume and add the Screen Space Outline component to it.

Assets store link:

<https://assetstore.unity.com/packages/slug/302342>

DEMO YOUTUBE VIDEO:

<https://youtu.be/fJvOOAs-uUc>

Contact me:

Cloutual@meeoh.com