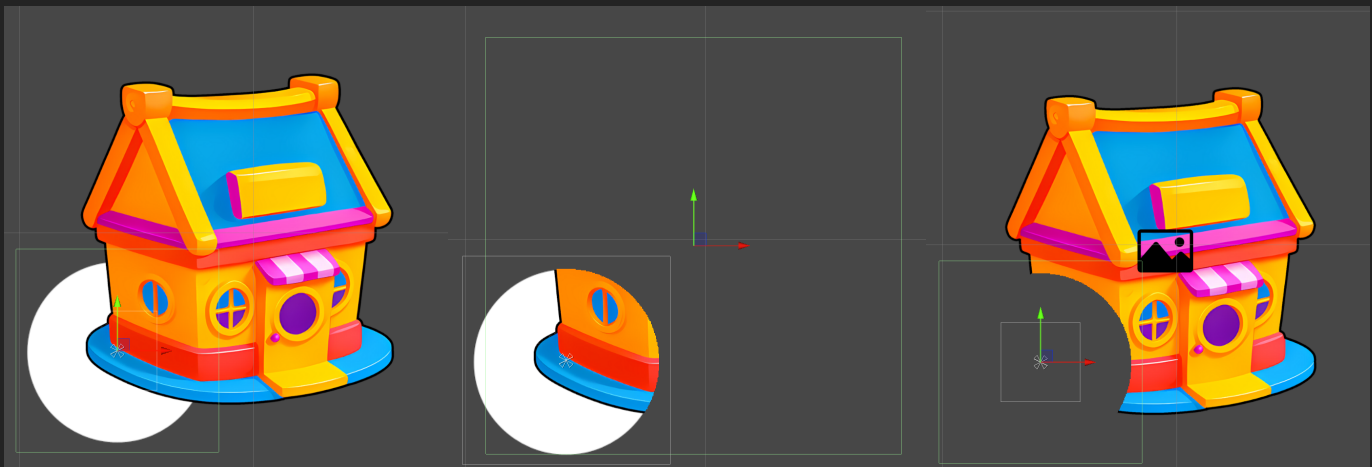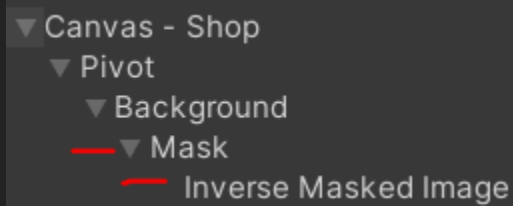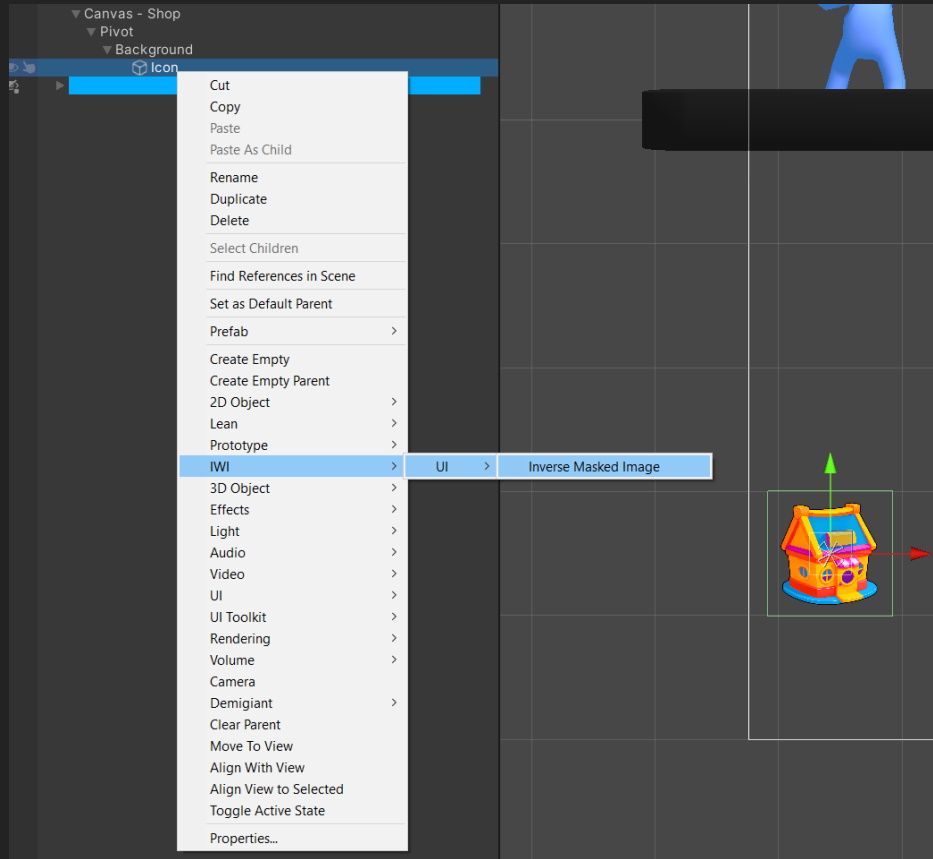# Inverse Masked Image

Image driven component where its
material's stencil comparison is reversed
Should be a child of the Mask gameobject

Unmasked / Masked / Inverse Masked

Right Click Menu
GameObject > IWI > UI > Inverse Masked Image

Add Component Menu
IWI > UI > Inverse Masked Image