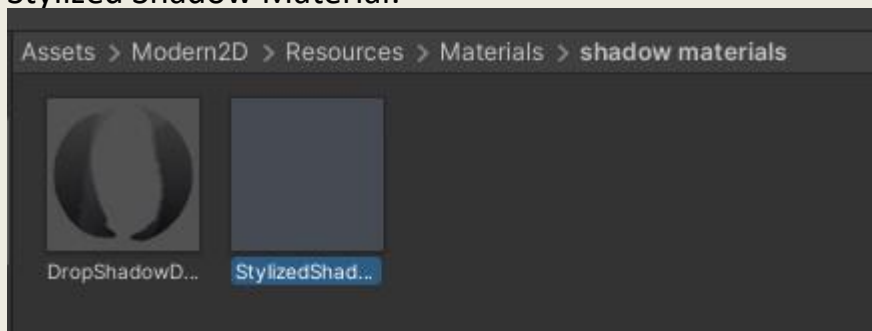


Modern 2D Shadows UPDATE 1.1 v.

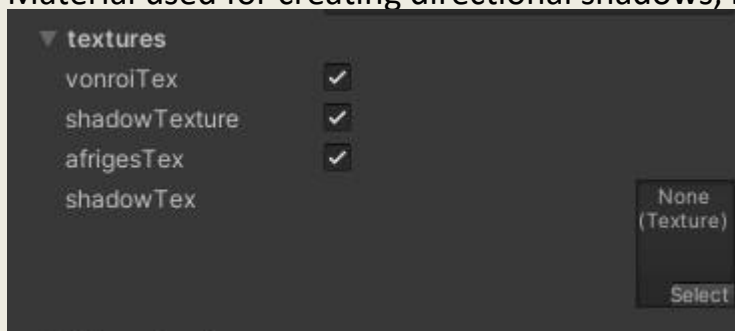
Stylized Shadow Material

First: sorry if your shadows look a bit different. You will have to spend a bit of time remaking them in this version, as some internal calculations changed to make it more realistic. (It shouldn't take too long thought, and if you don't want to, you can just use stylizedShadowMaterial from version before)

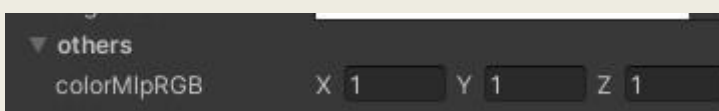
Stylized Shadow Material:



Material used for creating directional shadows, now comes with a couple of new features like:



Some procedural textures you can turn on to make it look more natural/interesting.



ColorMlpRgb, which simplifying, is just a ratio of how much each color affects the shadow strength. (Can be used for making interesting effects)



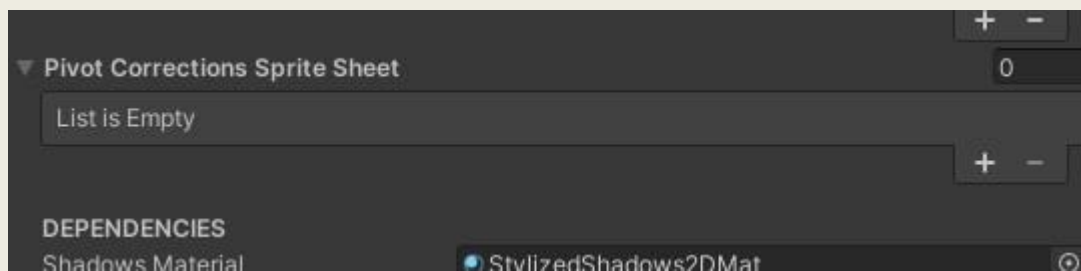
Lighten is an interesting feature I came up with, because it makes shadows: stronger (the less bright the pixel behind it is) or weaker (the brighter the pixel behind it is).

This can lead to pretty good illusion of let's say shadows disappearing due to begin shun by light source.

Partial Sprite Sheets support

You can now add shadows to sprite sheet sprites.

You can also correct their pivot in 2D Stylized Lighting component:



The only think that don't work with them is falloff. You must go to the "StylizedShadows2DMat and turn it off". If you don't, the sprites will probably be fully transparent/fully black.