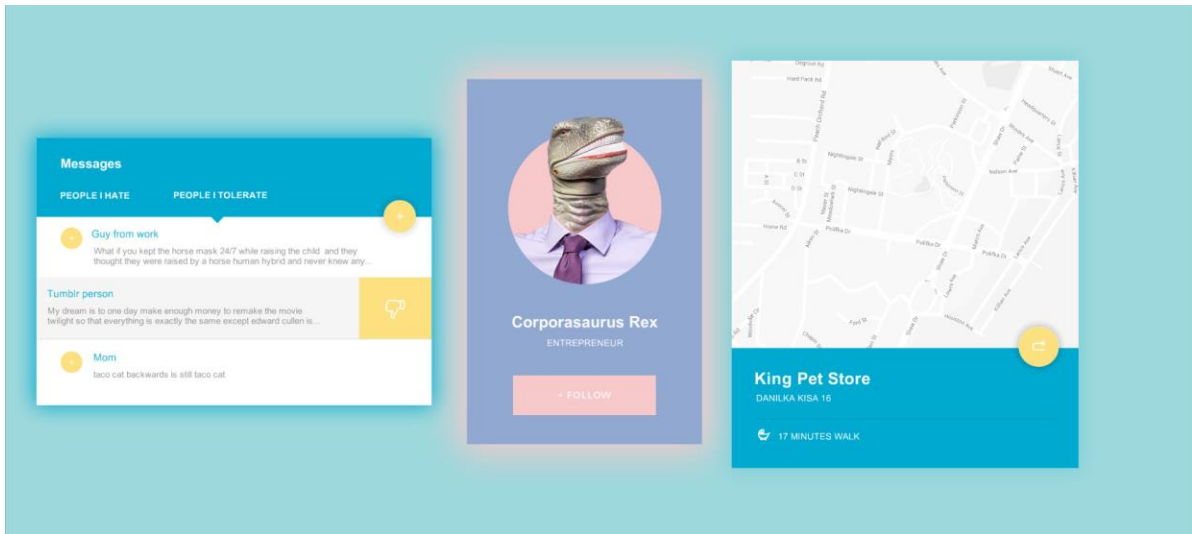


# Soft Shadow UI

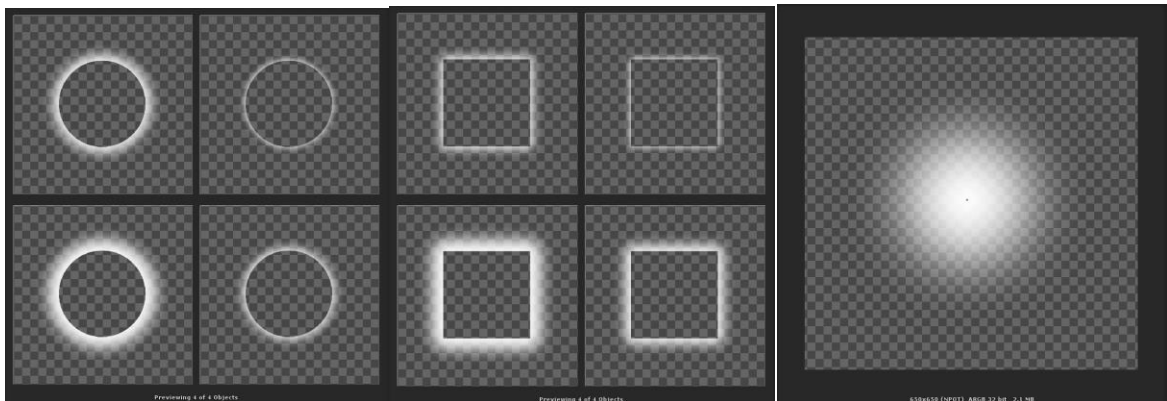


**Soft Shadow UI** - This collection of editable sprites already configured to fit your sprites, makes it possible to add a soft shadow.

Asset provides a set of soft shadows for UI.

All out on prefabs, you can make a shadow for round objects and for cube and so on.

You can change the color, opacity, size of the shadow, more detail you can see in the video.



## What you need to add a shadow?

- 1) Select Prefab with shadow and move on stage.
- 2) Fit it under your object to which you want to make shadow.
- 3) Align the value.
- 4) Set the color shade.

More details in the video instructions: <https://www.youtube.com/watch?v=uKW-ksPbgW4>