Collision Outline 2D
by Leo Traub

Quickstart
1. Go to the Prefabs Folder and drag the "OutlineManager" object into any 2D scene.
2. Press play to see every collider object have the same kind of outlines.
3. Create you own customizable LineRenderer Prefab to assign to your OutlineManager. There are several examples for materials and LineRenderers int the Prefabs Folder.

Info
The "Outliner" script can be added to any individual object if you dont want your entire scene to have Outlines. Also you can define custom outline Types for seperate Physicy Layers like shown in the example scene, where the black object are all on one layer and the red magma objects are on another. An object, that already holds the Outliner component at start, will not get the global physics outline assigned.

Outline at Runtime
To assign an outline at runtime, you can call the static method OutlinesForCollision.AddOutlineToCollider(Collider2D) from anywhere in your code. You can also call the method with a defined Line configuration, to control the behaviour of this method.

Animations
There are three types of animations shown in the example scene:
1. Material Offset Animations: For these kind of animations the main texture of the material is simply moved along an axis over time. This can be seen on the capsule, that is surrounded by moving dots and the magma and the water.
2. Line Thickness Animations: These animations simply make the line thicker and thinner over time according to a sine function. The amplitude and speed are customizable.
3. Multiple Frame Animations: These animations work just like the Unity default sprite animations but rendered on a line shape. Just look at the LineRenderer setup in the "Water" prefab. You just need to create an Animator and an Animation like for an Animated Sprite and drag them on a LineRenderer object with the AnimatedLine script. Note that the alpha color of the sprite then has to be set to zero.

Thank you for buying my asset and have fun with the new look of your game! ;D Please give me credit somewhere in your game and maybe let me see your creations, as soon as they are ready!!

For questions and feedback contact me: toastarve@gmail.com