

Magic Outline Manual

Thank you for purchasing Magic Outline!

How to use it

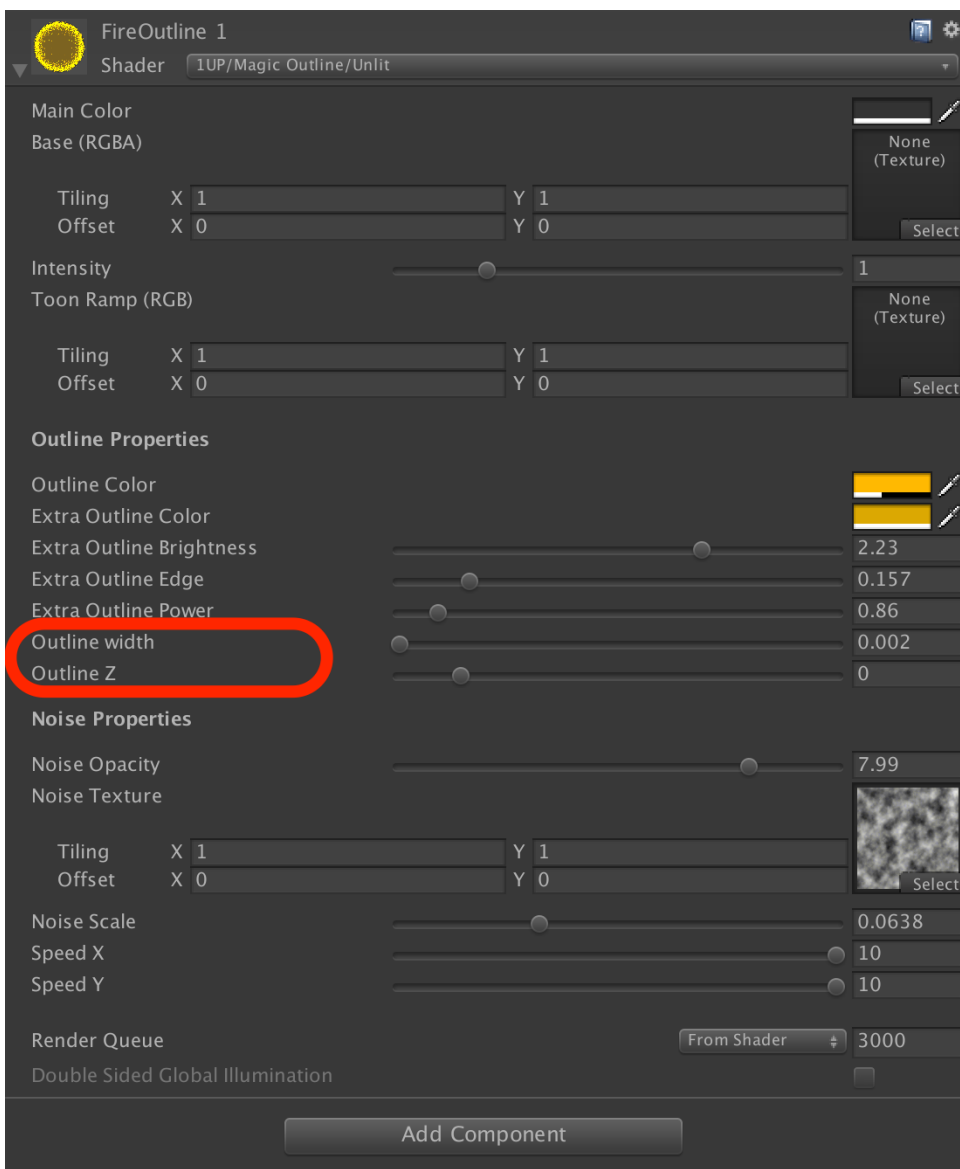
Getting started with Magic Outline is simple, start by adding a new material with “ 1UP/ Magic Outline/Unlit” to your model.

- Sample scene that shows multiple examples.
- Many options to tweak outline to your need.

Enjoy It!

Note:

If you find something wrong with the effect of Magic Outline by importing package(for example, the border overcovers your model too much), it could be adjusted by ‘Outline Z’ and ‘Outline Width’ setting to fix it.



FAQ

Q: There's a missing script on the camera in the Example scene.

A: This is the unity post processing stack behavior that is referenced by the camera, if you don't have the Post Processing Stack imported it will show up as a missing script. Simply importing the Post Processing Stack into the project will fix this.

Q: The examples look weird (colors are too strong, no bloom, etc.)

A: Make sure you have the Unity Post Processing Stack from the Asset Store installed. Also make sure you have set the color space to "Linear" in the Player Settings.

All model resources come from Unity official:

<https://www.assetstore.unity3d.com/en/#!/content/76216>

Unity Post Processing Stack:

<https://www.assetstore.unity3d.com/en/#!/content/83912>

CONTACT

For anything related to Magic Outline, don't hesitate to contact me at richardwk2010@163.com

插件制作耗费心力，望CGSOSO\纳金网尊重作者劳动成果，不要传播该插件盗版副本，谢谢！
团队梦想刚起航，我们一定会坚持,开发更优质模型及插件给大家：)

1UP GAMES

