**Outline Component**

Setup

1. Open project settings. Navigate to the Rendering->Postprocessing section. Set Custom Depth-Stencil Pass to: Enabled with Stencil. A screenshot of a computer

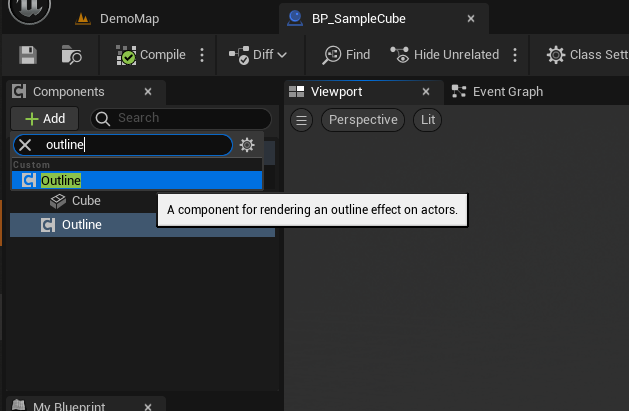
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2. Add a Post Processing Volume to your level. A screenshot of a computer

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3. Select the newly created post processing volume in your world outliner, open the details panel and look for the Post Process Materials. Add ‘MI\_OutlineColored’ to the array.
4. In the same details panel, look for the Post Process Volume Settings and enable ‘Infinite Extent’.

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Usage

1. Add the Outline component in your actor components pane.
2. Select the newly added outline component and edit the default values in the class defaults.

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1. The outline component comes with many useful functions as seen in the image. They are self-explanatory.

A screenshot of a computer screen

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1. Further, if you want to edit the outline thickness, fill amount or colors. Open the ‘MI\_OutlineColored’ material asset from the content browser and go to the details panel to find the overridable parameters.

