First of all, thank you so much for buying the URPixel asset! This was created for a personal game I am currently developing and since I liked it so much, I thought about sharing it with the world as an asset.
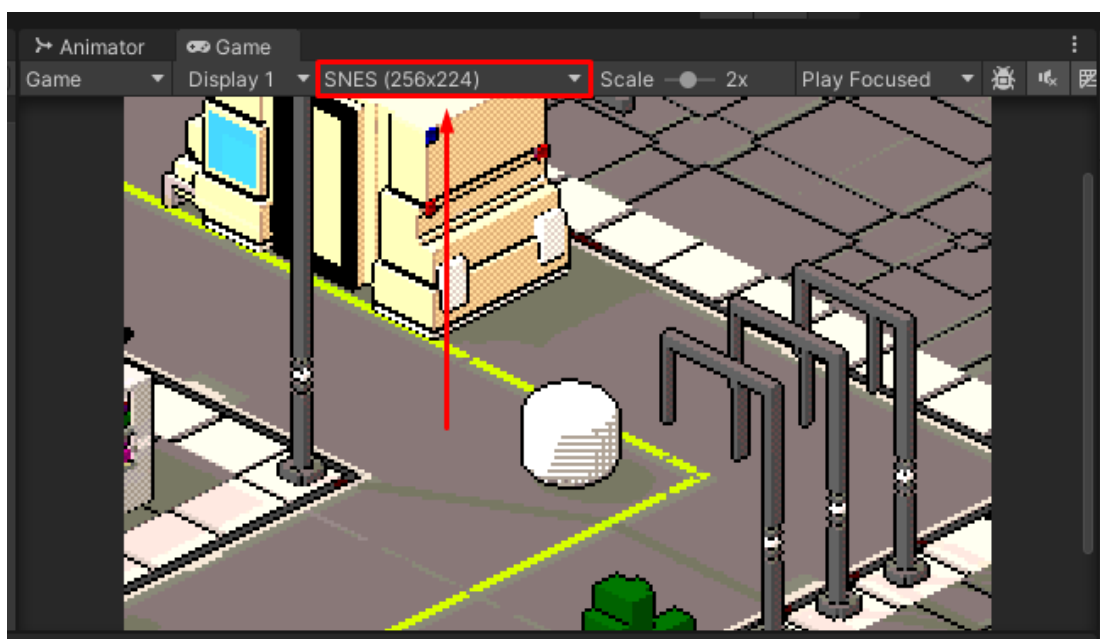
Keep in mind that even although this is a simple asset, more stuff is yet to come.

URPixel Setup

- Install URP in your project;

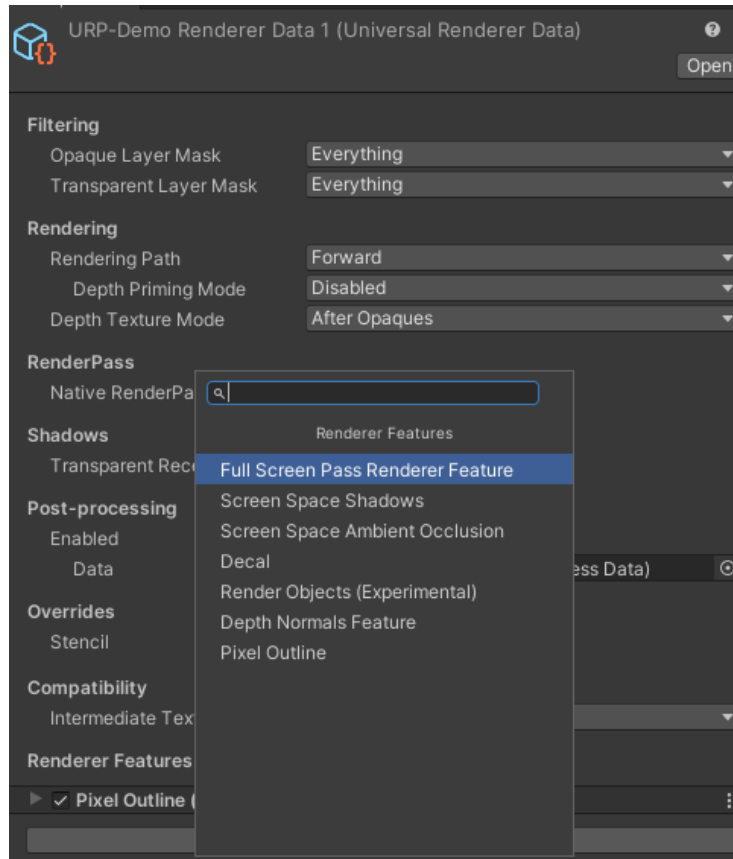- Insert these shaders in **ProjectSettings -> Graphics**:
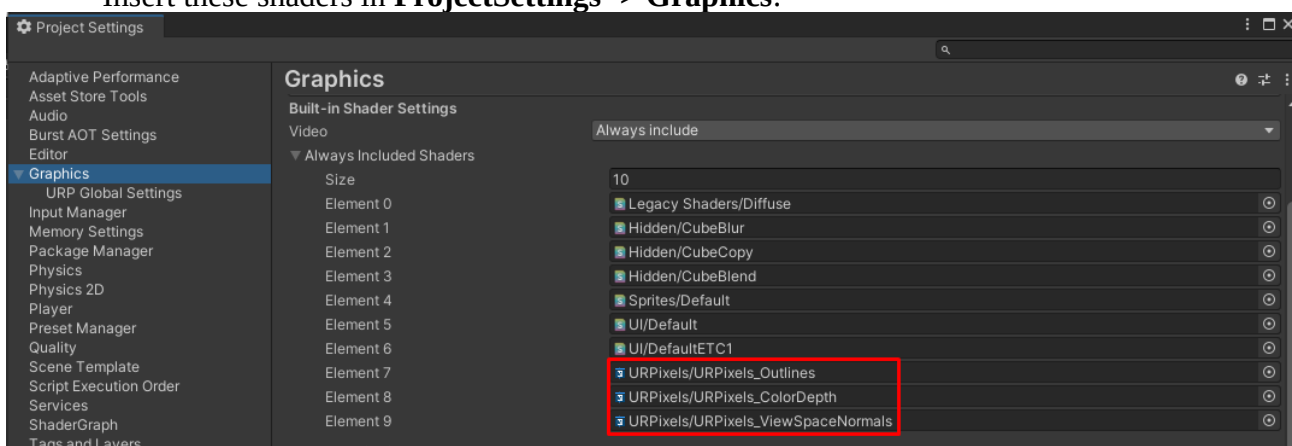
- Set your screen to the desired resolution in the **GameView**:

ColorDepth

The ColorDepth feature is useful when you want to limit the colors of the game, giving it a retro-style look, like an 8-bit Nintendo or a 16-bit Super Nintendo. To use it you must:
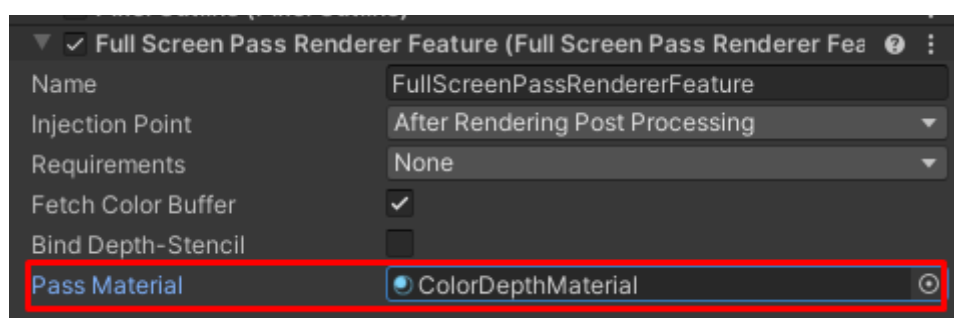
- Create a **Full Screen Pass Renderer Feature** in your pipeline:

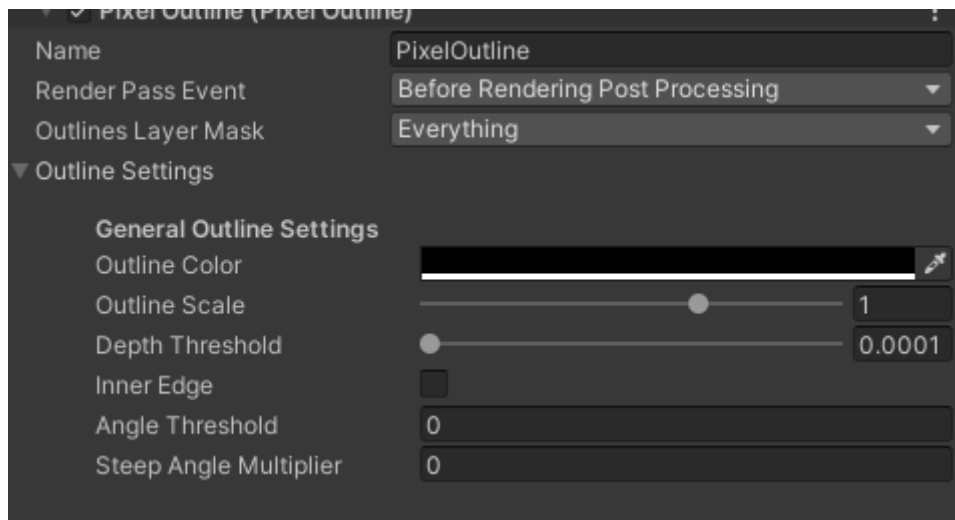- Create a material using the shader **URPixel_ColorDepth** and set the BitDepth of the color**;**
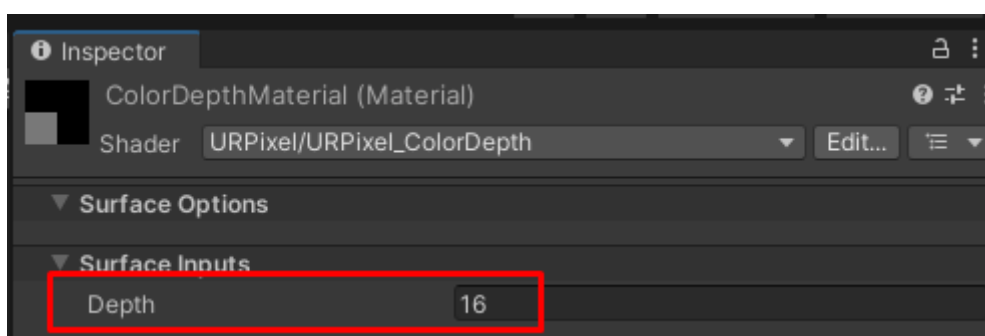
- Insert material in the **Full Screen Pass Renderer Feature.**

Pixel Outline

The Outline for the pack come with its own Renderer Feature
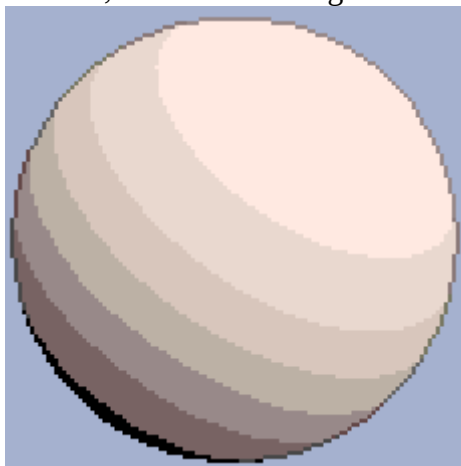

For proper results, make sure to fine-tune the **Depth Threshold** and adjust the Camera's **Far Clipping Plane.**
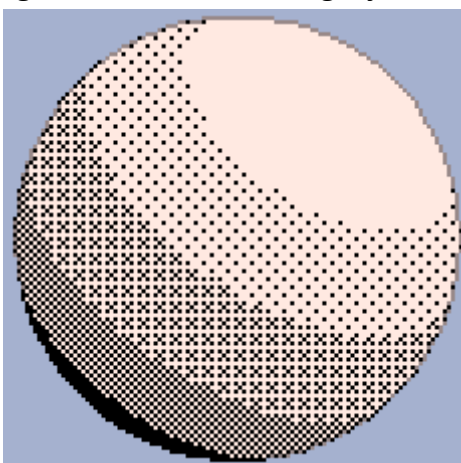
Material Shaders

To give your game a proper pixel art look, this package comes with several options of shaders, each one with its own type of shading.
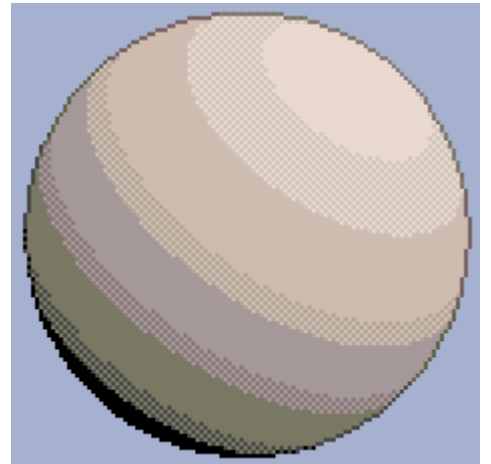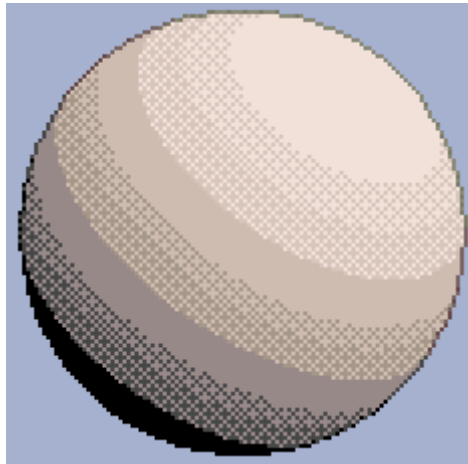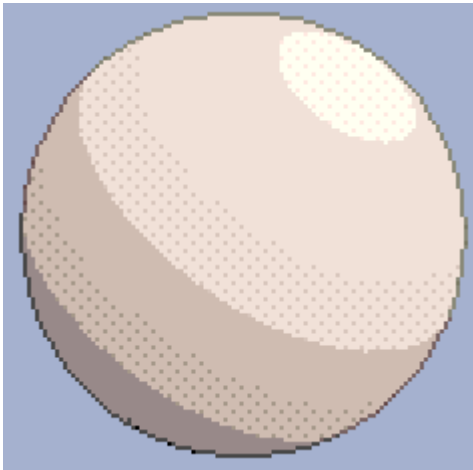
- **Simple:** Just a basic toon shader, with shadow/brightness settings.

- **MonoDithered:** Dithering shader with 3 dithering layers, each one with its own pattern.

- **Dithered:** Use a maximum of 2 dithering layers for each shadow layer.

- **Stripes:** Uses horizontal/vertical stripes for shading. Can create some interesting effects.