

🎨 Transform your **TextMeshPro text** into **hand-drawn doodle effects** with this powerful shader asset!
Perfect for creating playful UI elements, whimsical text animations, and storybook-style experiences.

Verified for Unity 6!

🔗 Quick Start [Documentation](#)

💬 Support in [Discord](#)

🌟 Key Features:

- ✍ Hand-drawn Animation Effects
- 📄 Paper Texture & Noise Effects
- 🌀 Dynamic Text Box Styles
- ✍ Sketch Outline Effects
- 🌀 Scribble & Distortion Effects
- 🎮 Doodle Line/Circle Patterns
- Custom Font Support
- Intuitive Editor UI
- Real-time Preview
- Demo Scenes Included

👉 Highlights:

- Quick and Easy Setup
- Applicable to Any TextMeshPro Text
- Optimized Performance
- Detailed Documentation

🎮 Use Cases:

- Children's Games & Educational Apps
- Storybook-style UI
- Comic/Manga Text Effects
- Casual Game Interfaces
- Creative Writing Applications

Requires **Unity 2020.3.0f1** or higher

Requires **TextMeshPro 3.0.1** or higher

(For versions prior to 3.0.1, use our tool to fix font and atlas assets)

✍ **Make your text come alive with TextMeshPro VFX Shader!**