



Documentation

Required Packages

- [Universal Render Pipeline](#)

How To Use

1. Make sure you have the Universal Render Pipeline installed in your project.
2. Click on your active Pipeline Asset Renderer
3. Added the screen outline render feature to the asset by clicking on the Add Render Feature.
4. Set the layer mask called Outline layer Mask to whatever you want to have outlines
5. Set the layer mask called Outline Occluder layer Mask on what layers will occlude the outlines.