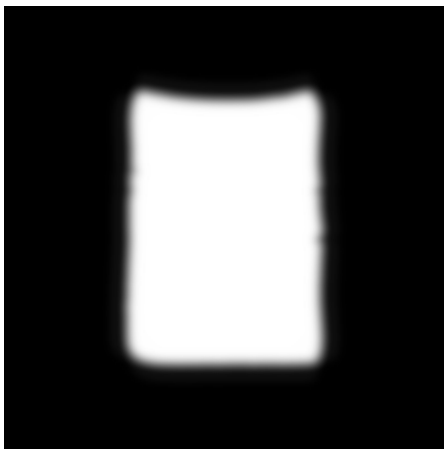


## Getting Started

- This project has a several templates of using highlight shader. You can find them in **Prefabs** folder.
- Examples of usage and customization of this highlight animated shader you can find in **Demo** scene.
- Open **Demo** scene and click play to start.

## Customization

- To create highlight effect for your own card you need to make a new texture from your card sprite.



It should be a black and white texture with blur effect as shown here.

You can make it for example in a Gimp app.

- Set this texture into the highlight shader **Material**.

