

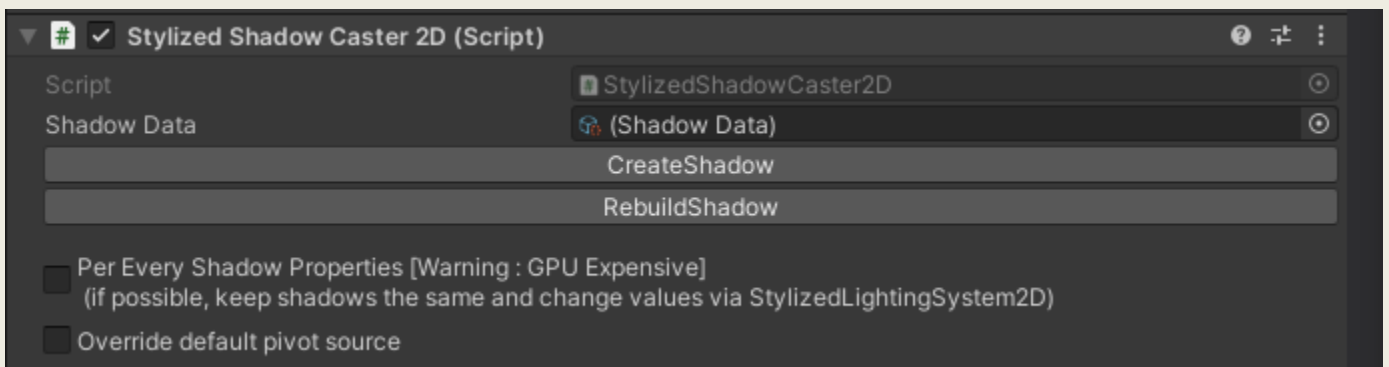
Modern 2D Shadows Documentation

UPDATE 1.2.1V

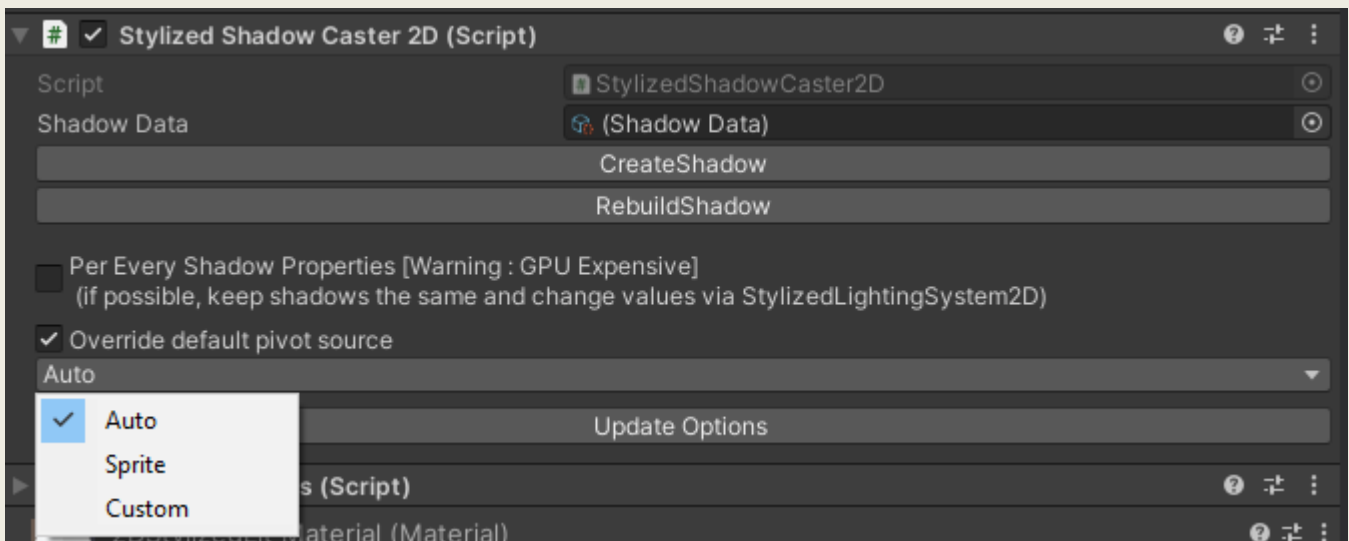
Added more options for pivot-source of the shadow:

- Auto (default and in use from 1.0v)
- Sprite Pivot
- Custom (you can set it via custom Transform component)

To change pivot source of shadow caster you have to click the bottom checkbox:

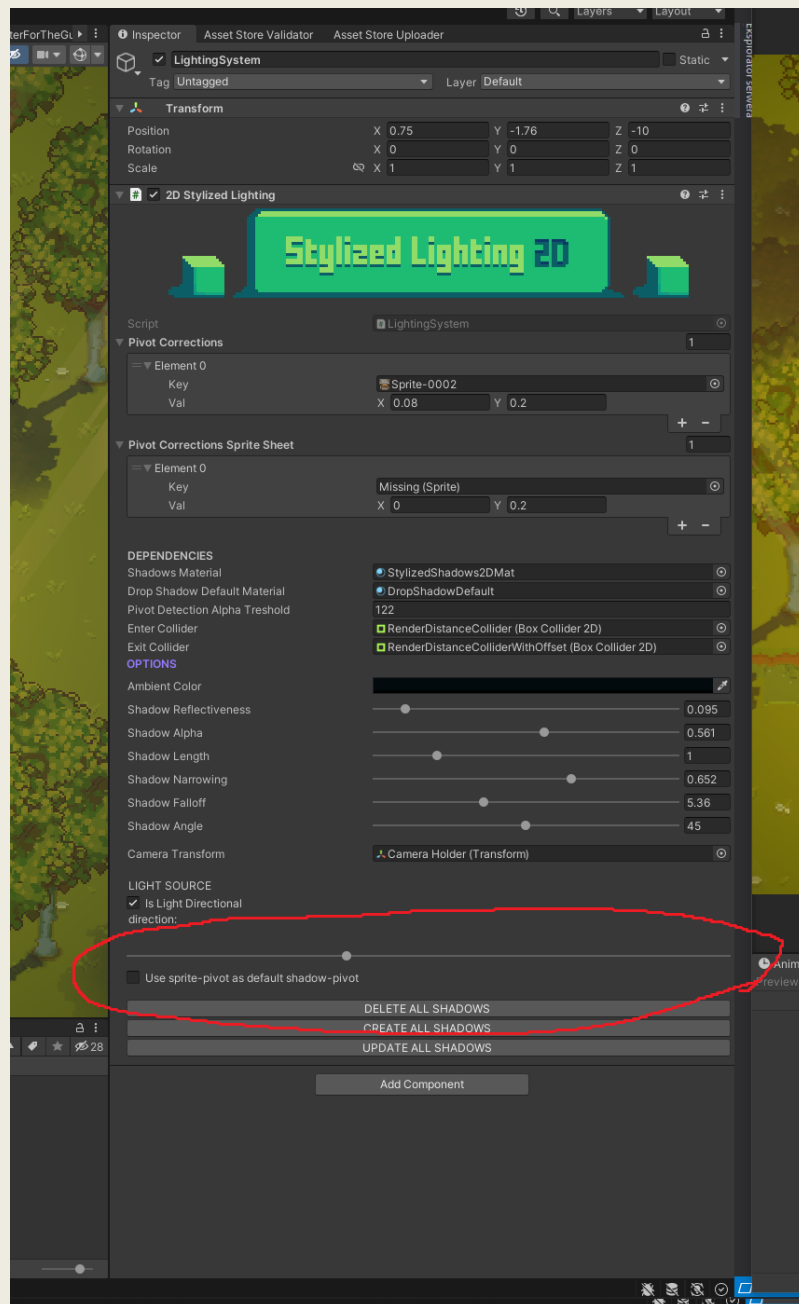


More options will automatically show up:



(you have to click the "Update Options" button every time you change something).

You can also change the default way of determining shadow pivot position for all sprites (from auto to sprite pivot):



Now all non-overridden shadow casters 2d will use source-sprite pivot as their shadow pivot.