OUTLINES

Thank you for downloading **Outlines**! Here you'll find more information about the asset!

CONTENT

The asset contains 4 different Outline Shaders:

1) Screen-Spaced All-in-One Outline – this shader uses all of the 2), 3) and 4) shaders combining them and almost always it's the best way!
2) Screen-Spaced Depth Based Outline – this shader is using the depth buffer with values from 0 to 1 in order to find edges!
3) Screen-Spaced Linear 01 Depth Outline – this shader is using the depth buffer with two values only: 0 or 1. It works best when you look at the skybox.
4) Screen-Spaced Texture Based Outline – this shader is using what you see in the Game View in order to find the edges.

SET UP

Just place the 'O_CustomImageEffect.cs' on the **Main Camera**. Then assign one of the materials the asset comes with: '*SS All-in-One Outline*' / '*SS Depth Based Outline*' / '*SS Linear 01 Depth Outline*' / '*SS Texture Based Outline*'

CONTACTS

➡ [WEBSITE](#)

📌 [YOUTUBE](#)

▤ [FACEBOOK](#)

▣ [INSTAGRAM](#)

♦ [TWITTER](#)

★ [LINKEDIN](#)

✍ Email: *support@thedevelopers.tech*