SDFMaterial

Overview
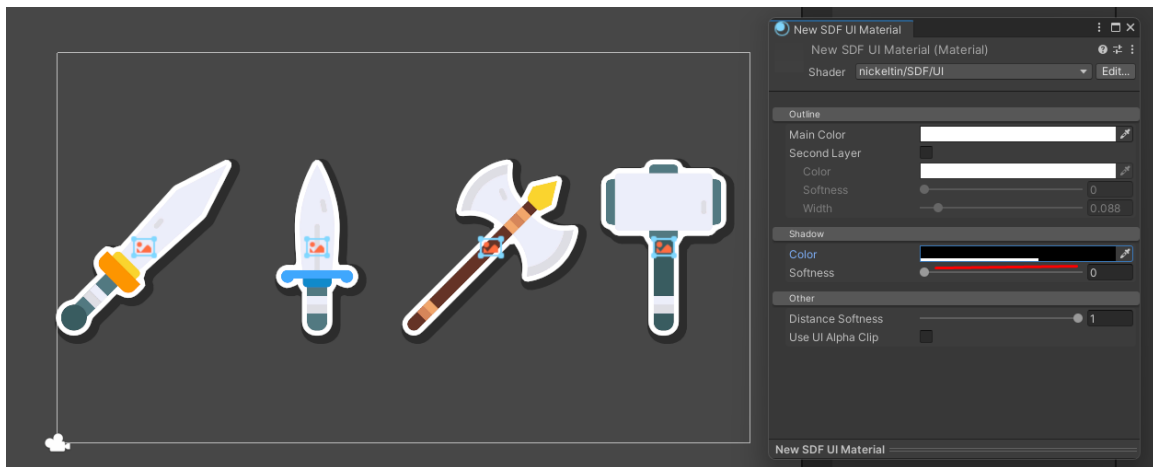
`SDFImage` has section **Material,** right now it only has field to reference existing material, and plus button to create new sdf material.
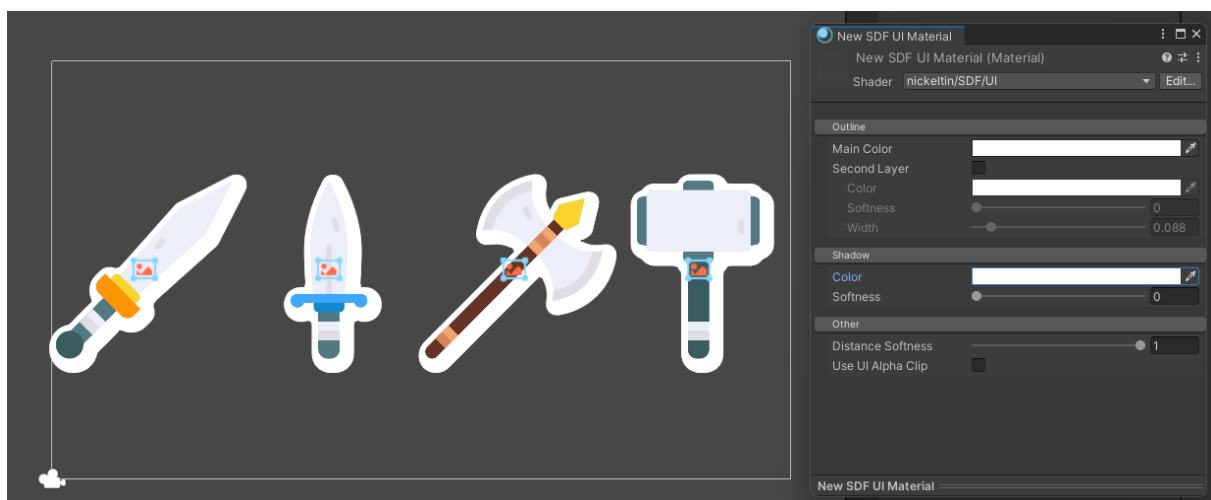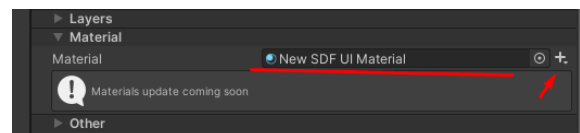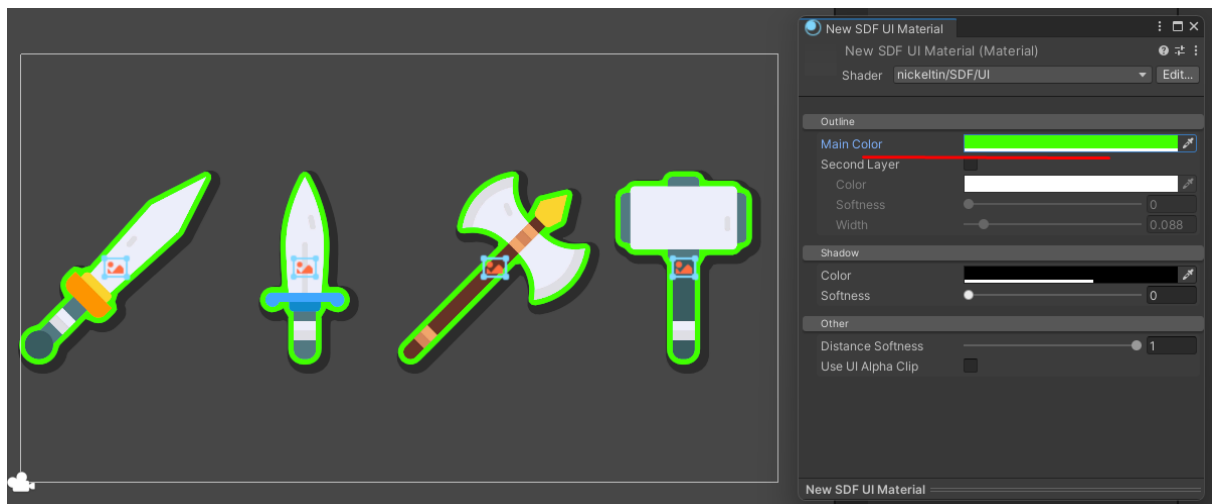

All white layers images and material

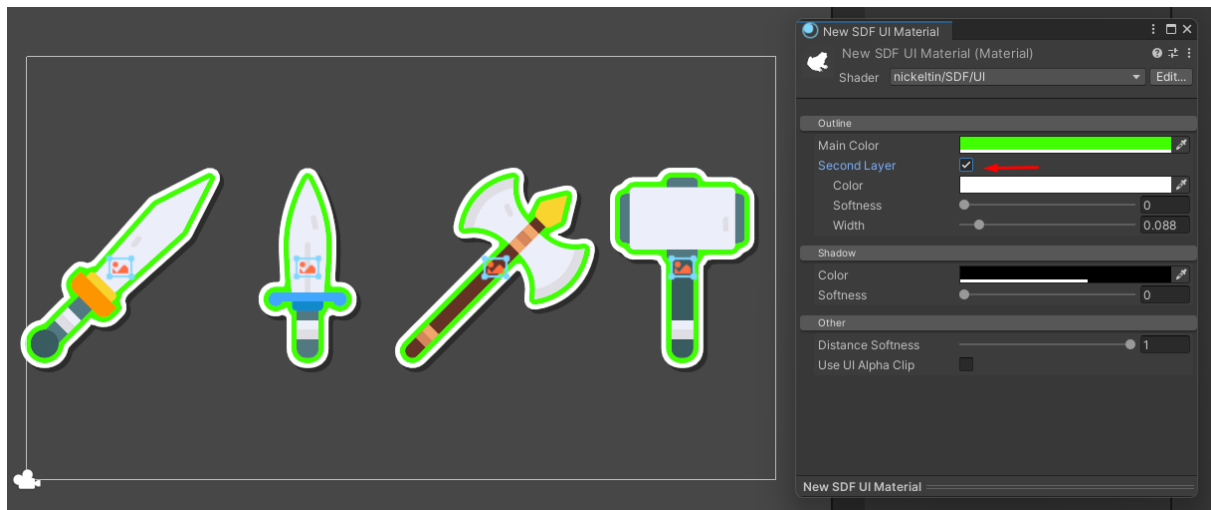Images on scene share on material, it allows to unify their style.

Base colors

Adding dark shadow

First let's change shadow color, since all images has white color on each layer on component it allows to fully control color from material.
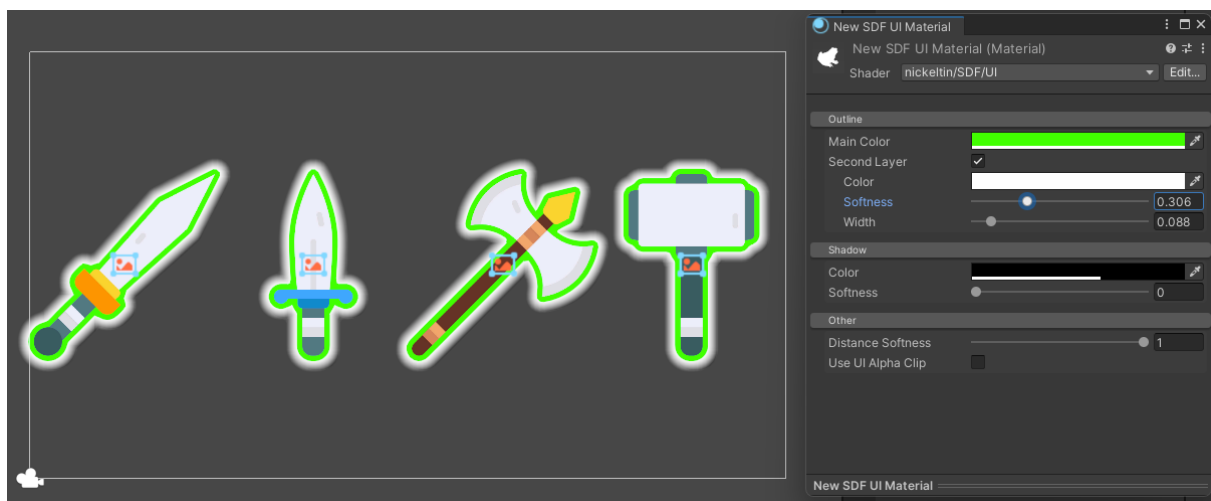

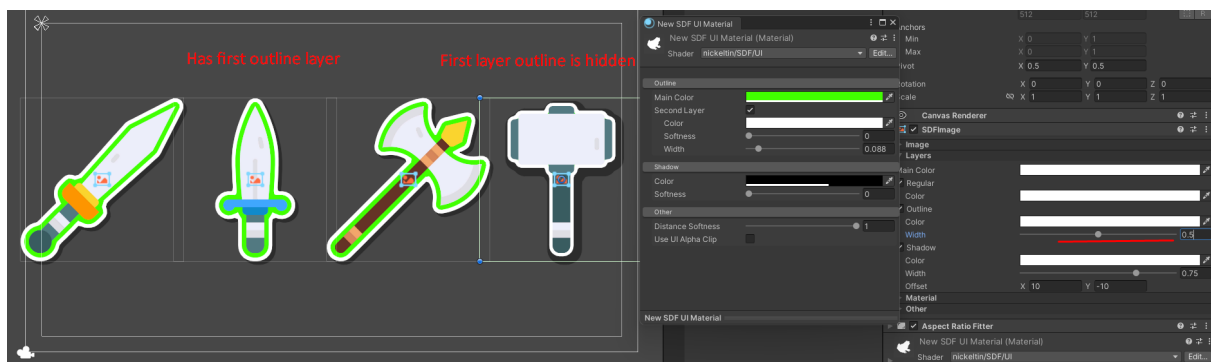Changing main color

Second outline layer

Enabling second outline layer

Material features second layer for outline, this layer has its own `Color` , `Width` , and new property `Softness` .

Increased softness

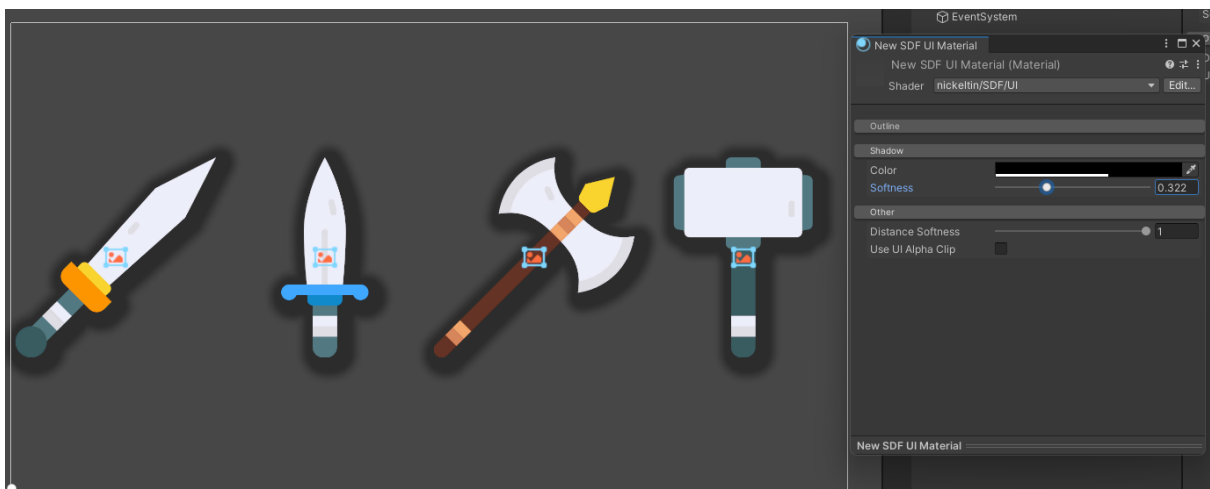Here `Softness` is increased and edge of second layer became blurred.

In `SDFImage` ,**Outline** `Width` can be setted to 0.5 which means outline will spread out directly from image edges, this is how first layer can be hidden. Alternatively first layer color can be same as second, so differences between them won't be noticeable.

Shadow

Shadow layer enabled

Except from color, shadow also has softness, for this example **Outline** in `SDFImage` is disabled.

Soft shadow