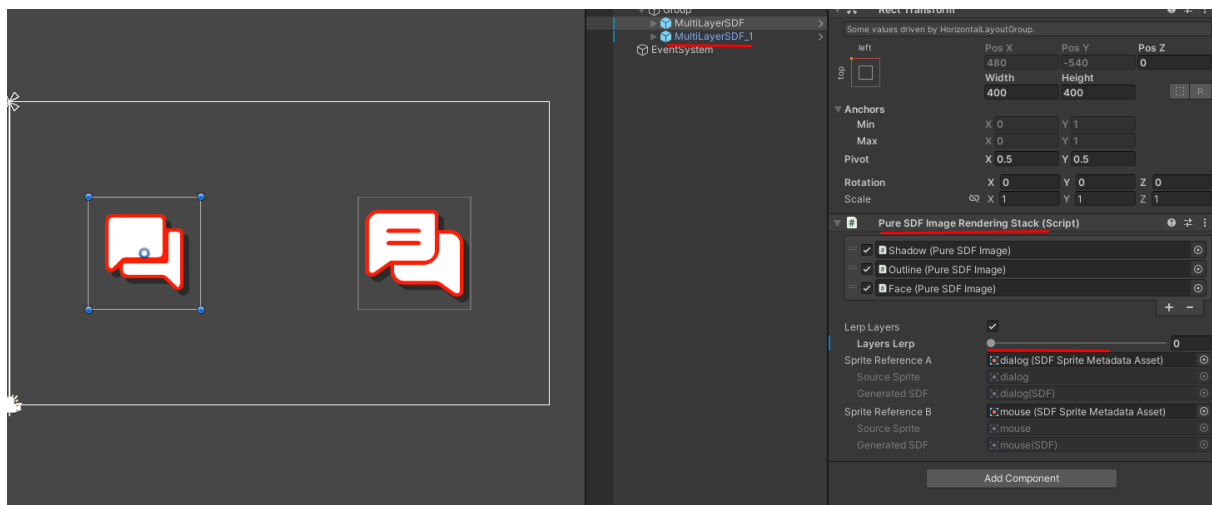# PureSDFImage

Overview

`PureSDFImage` is an experimental component that used to render only SDF texture, unlike to regular SDFImage where both original and SDF textures is rendered.

Using only SDF texture allows to create cool blending effect between two SDF's, useful for dynamic icons.

On scene You will see two prefabs, try changing LayersLerp slider.
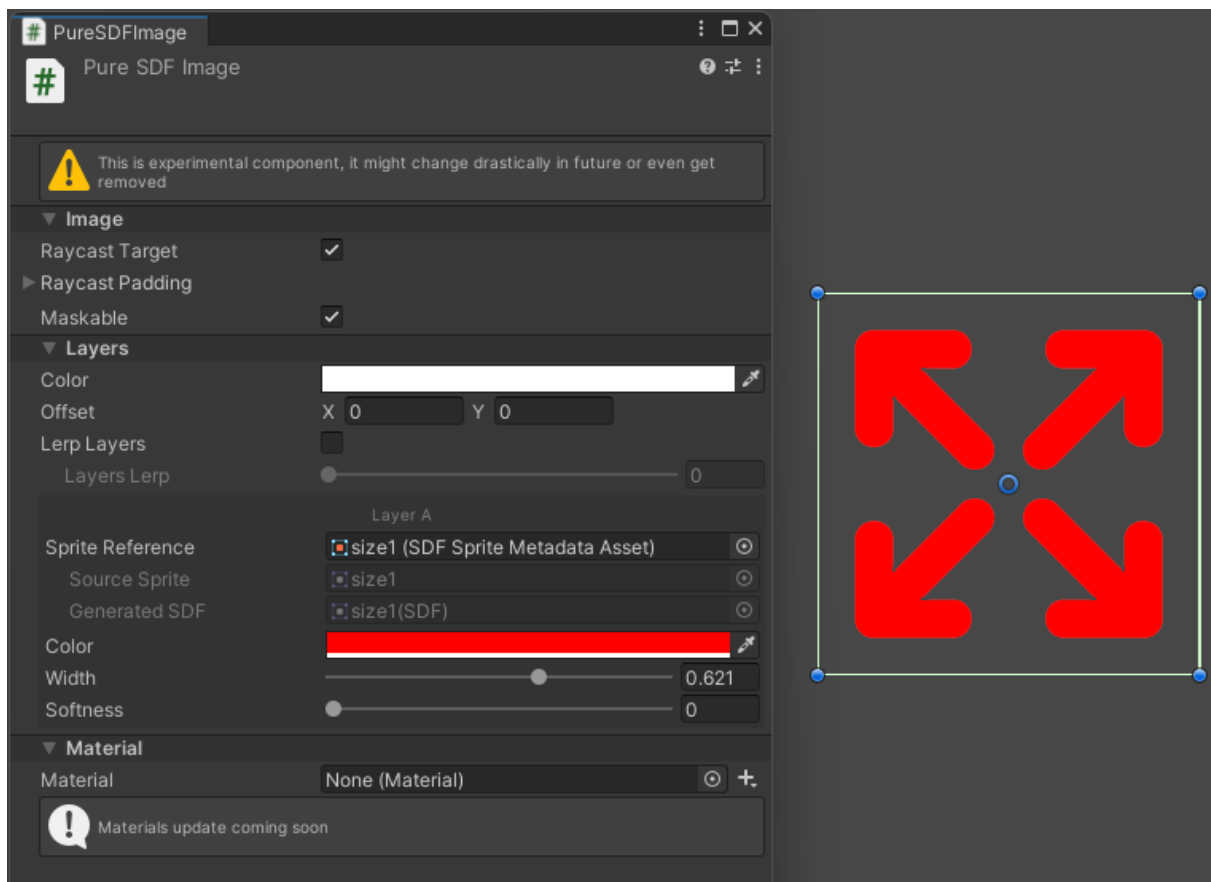
Effect
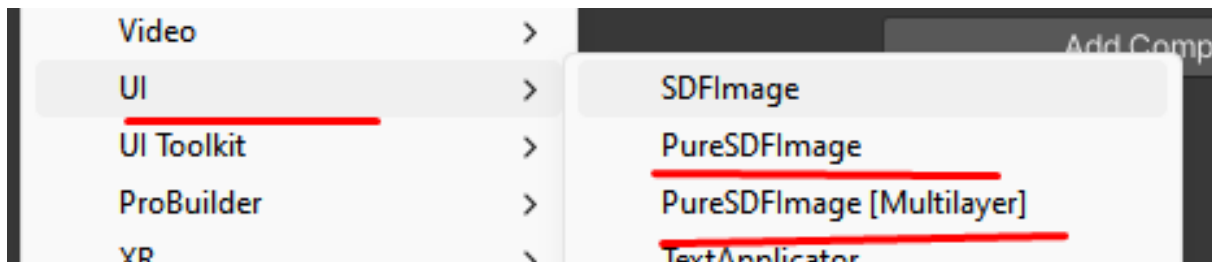
The two sdf sprite will be interpolated.

Pure SDF Image

Single `PureSDFImage` render only one layer like **Outline**, **Shadow, Face.**

But it allows to specify additional per-instance property like **Softness**, and to lerp between two sprites.
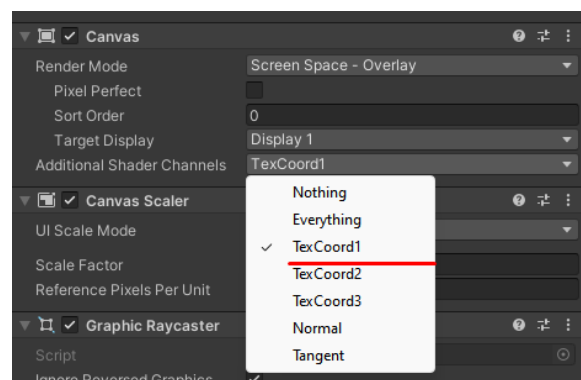
Creation

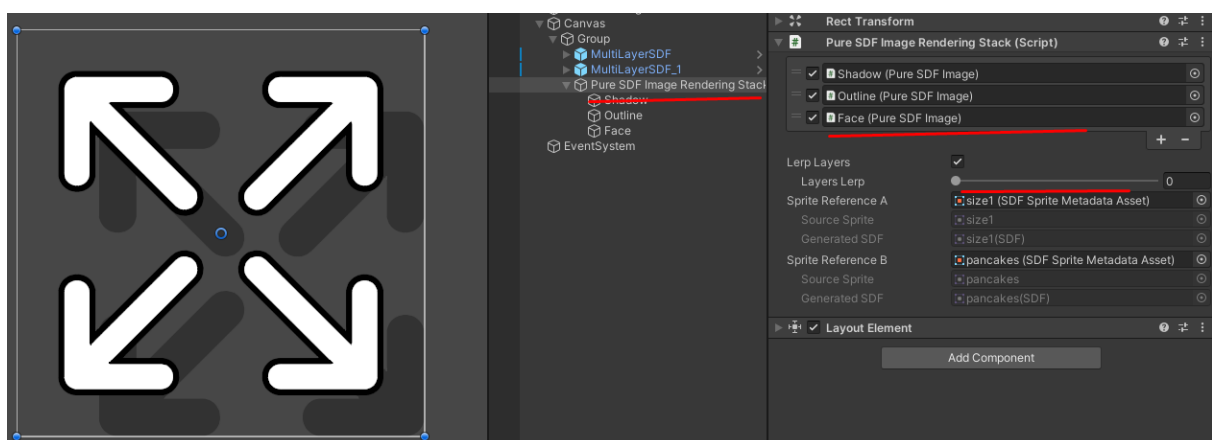Pure image can be created in context menu, as well as setup for multiple layers.

`PureSDFImage` uses additional shader channel of **TextCoord1**.

It will be activated automatically.

Rendering stack

When **PureSDFImage [Multilayer]** created it populates with three `PureSDFImage`'s for **Face, Outline** and **Shadow** layers.

`PureSDFImageRenderingStack` is component that allows manage this layers as single image.

Images controlled by `RenderingStack` has editor messages about it.

`RenderingStack` controls some properties that should be shared for all images if they constructed to render single sprite constructed with multiple layers.
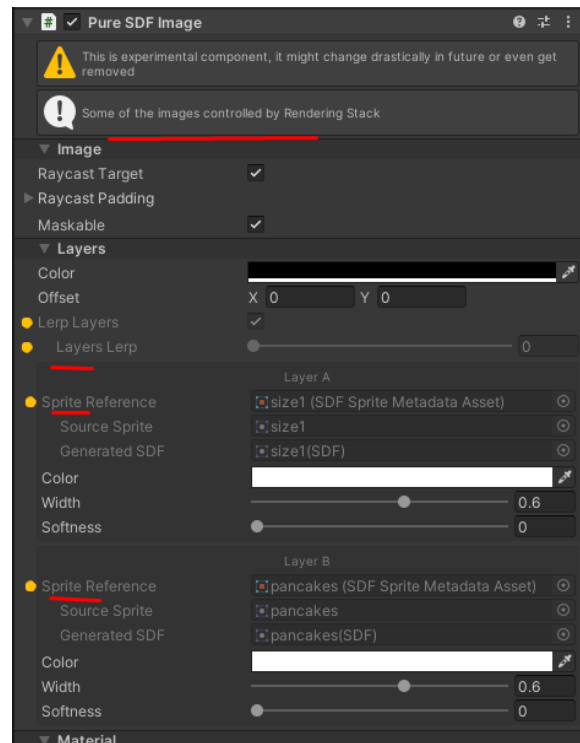
> 💡 **Note that** `PureSDFImage` **and** `PureSDFImageRenderingStack` **is an experimental components and might change drastically or get removed in the future**