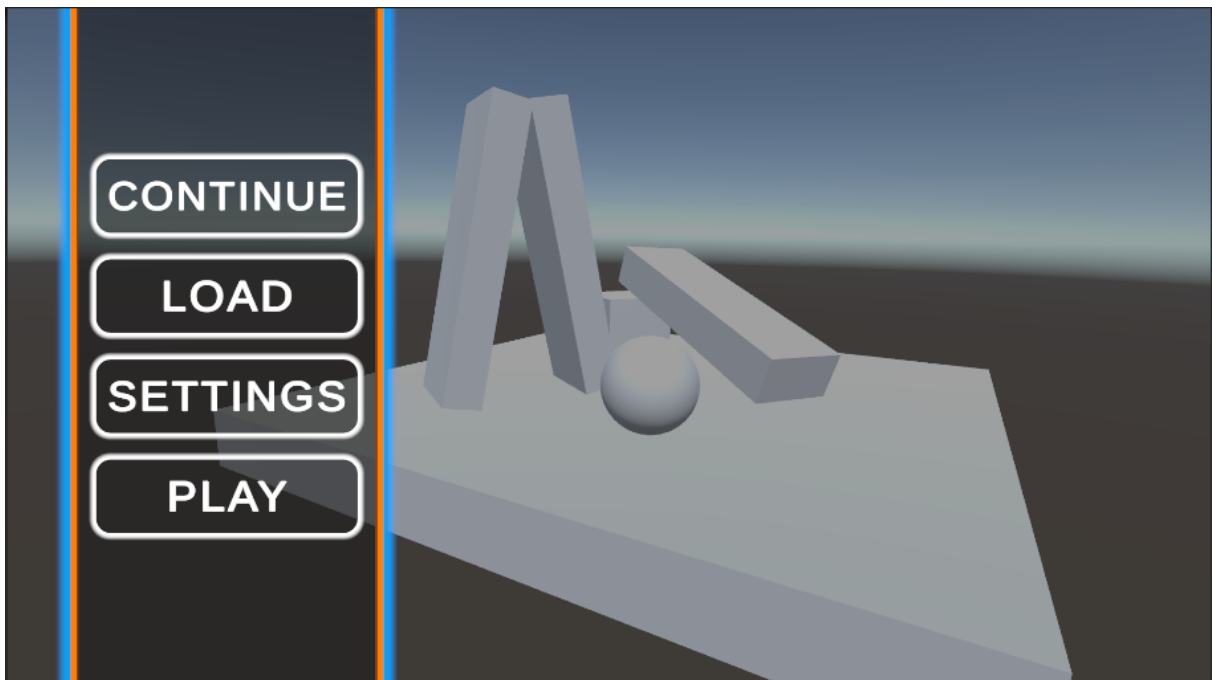# Advanced Effects

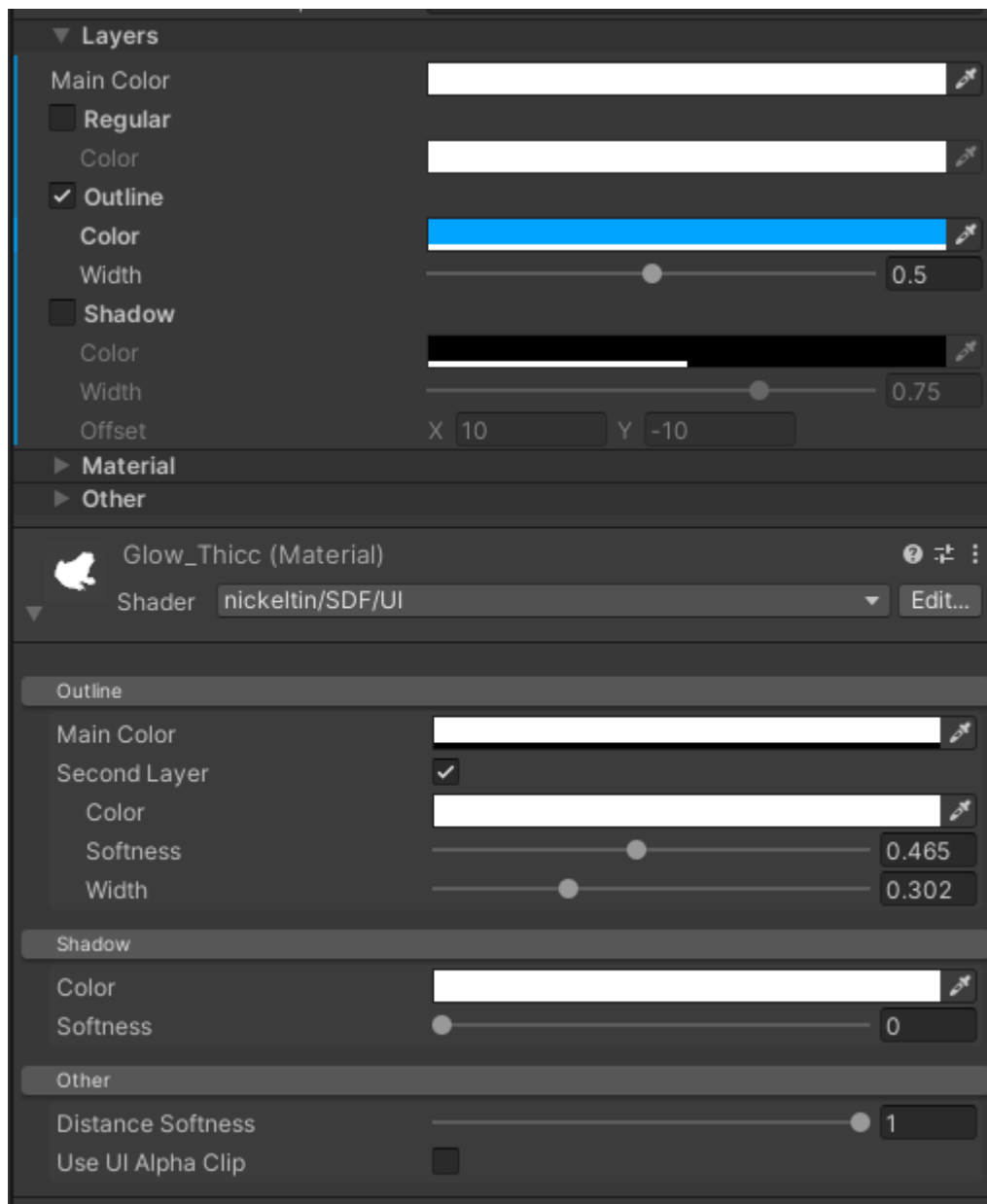Here is presented some advanced techniques with combination of all sdf image features.

Glow

UI elements glow can be imitated with sdf material, win disabled main outline layer, and soft second outline layer.

This glow allows to use transparent background.

Take a closer look at **GlowBorder** prefab. Only **Outline** layer is enabled, and in material **Main Color** is transparent, **Second** layer is enabled and has **Softness**.

Also glow is change on mouse hover and click (with help of built-in button) Start playmode to see this