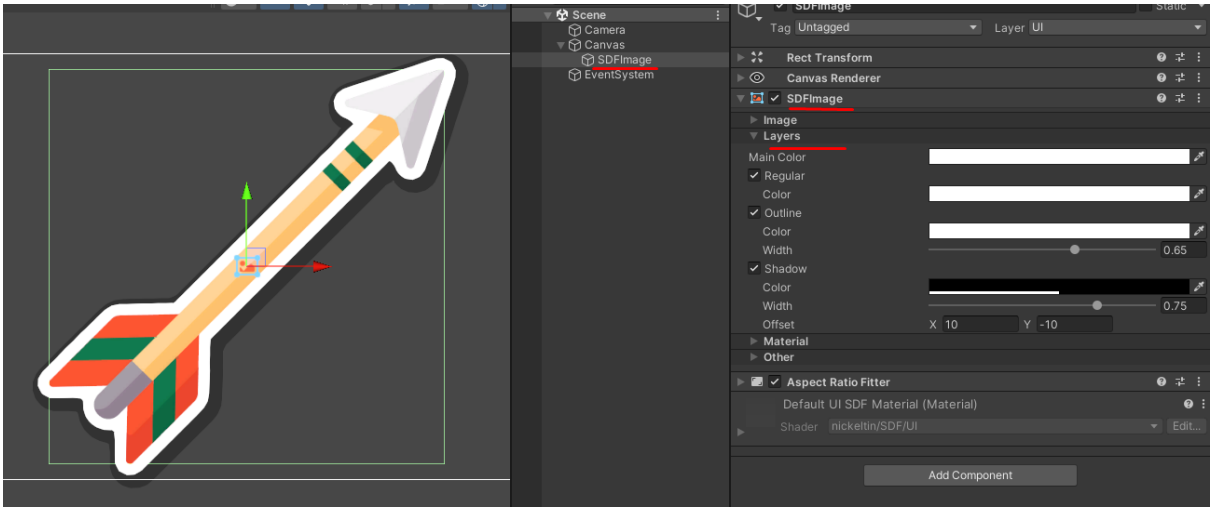
SDFImage Layers

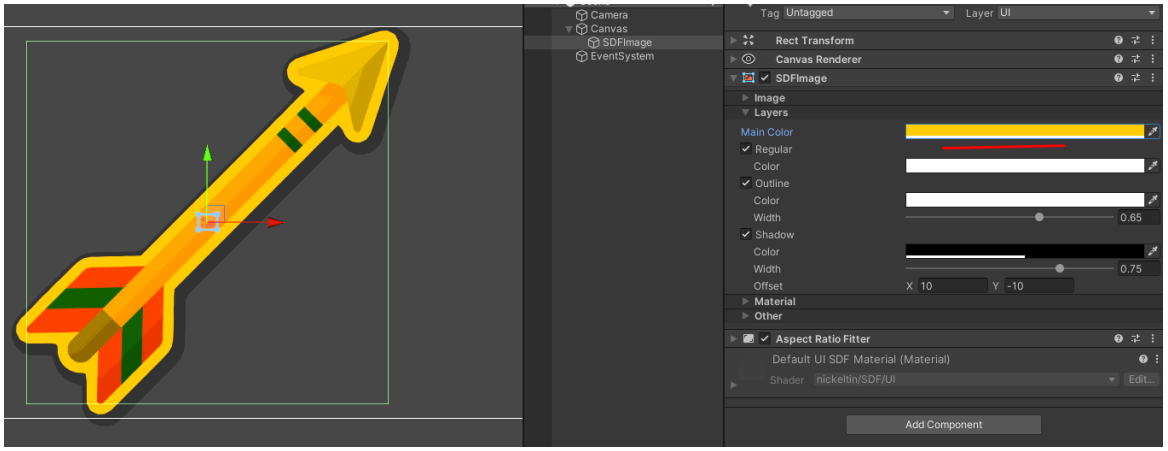
Open scene, go to `SDFImage` and expand its section called **Layers**.



Version 1.1.x fetures more per instance properties, and much more now can be configured in `SDFImage` rather then `Material`. Lest go over them:

`Main Color`

Tint color over all three layers, it is Vertex color, meaning its passed in each UI mesh vertex. Effect is not noticible for shadow since its black, but for **Regular** and **Outline** layer effect is visible.

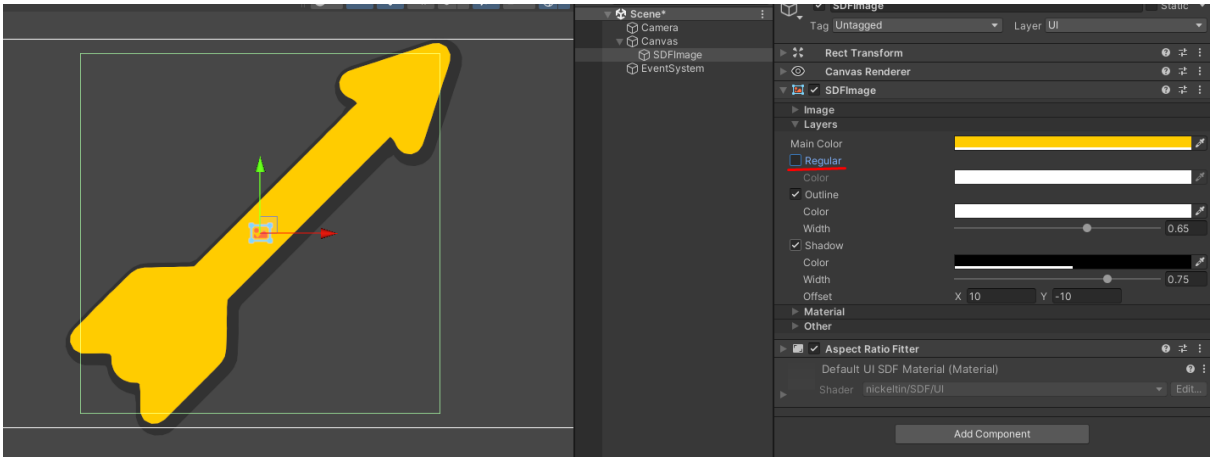


`Main Color` changed, it affects all layers

Regular

`Enabled`

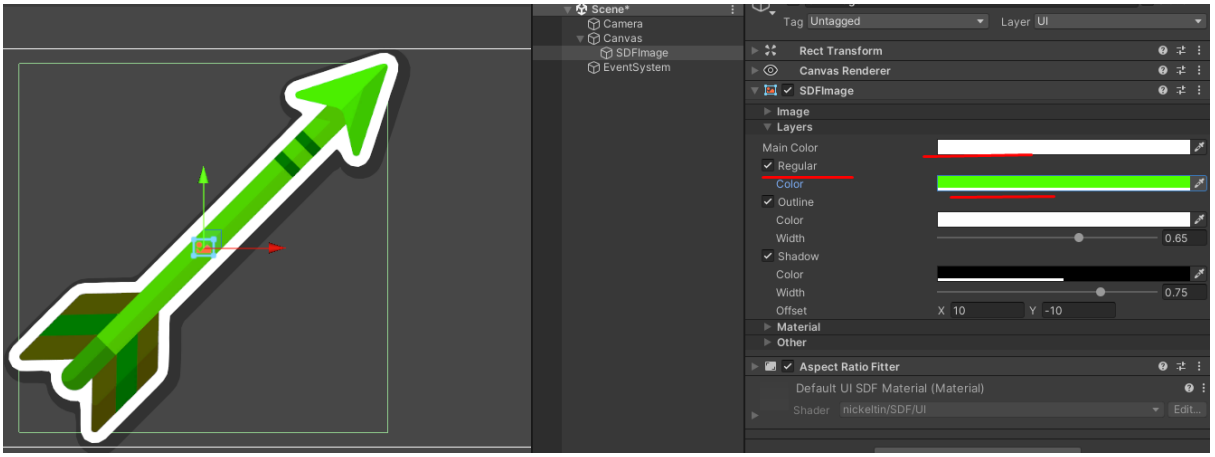
Determines is regular layer enabled, try disabling it. As you can see source sprite disappeared, leaving only two SDF layers to render. Disabling layer means removing its mesh, each layer is rendered on its own mesh.



Disabled **Regular** layer

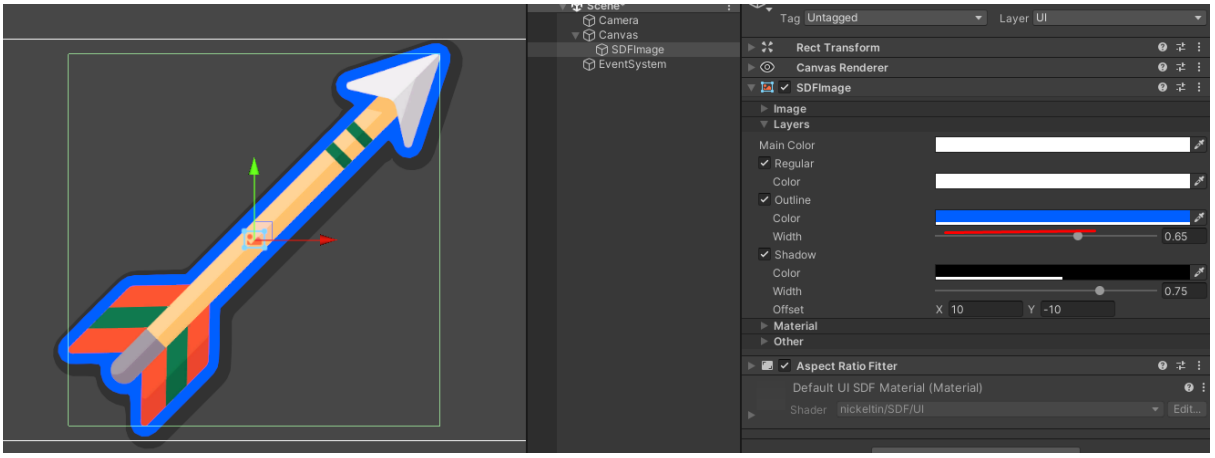
`Color`

Vertex color of this particular layer. Notice that I enabled **Regular** layer, reseted `Main Color` to white and changed **Regular** layer `Color` to green. As you can see only regular part of image has tinted green color, it does not affects neither **Outline** or **Shadow** layers.

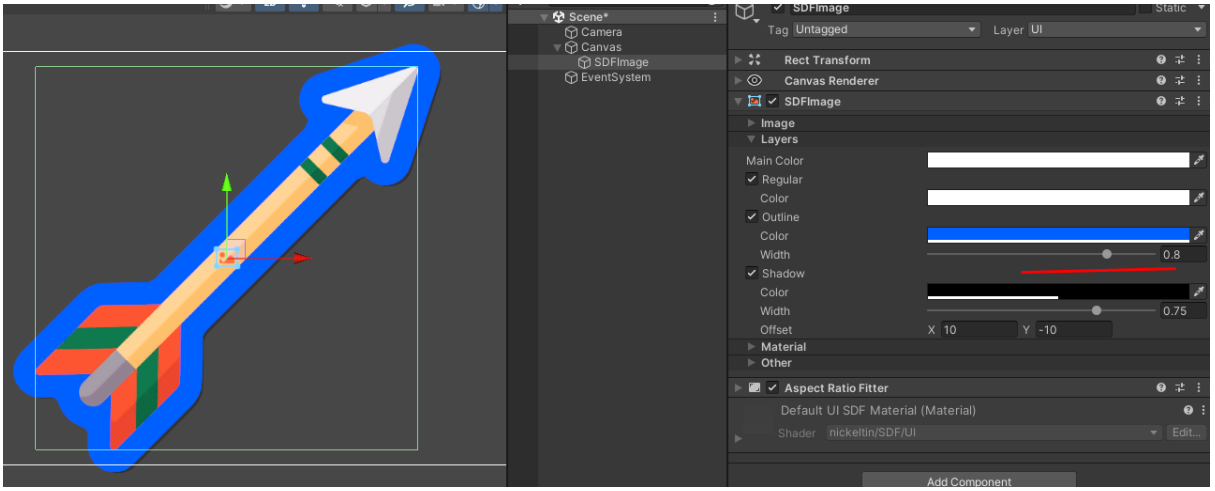


Outline

Its first SDF Layer, I has the same `Enabled` and `Color` properties, same as any layer, but has new one called `Width`. Width is passed as vertex data in `UV0` cahnnel as `W` axis.



Changed color with `Width` 0.65



`Width` setted to 0.8

`Width`

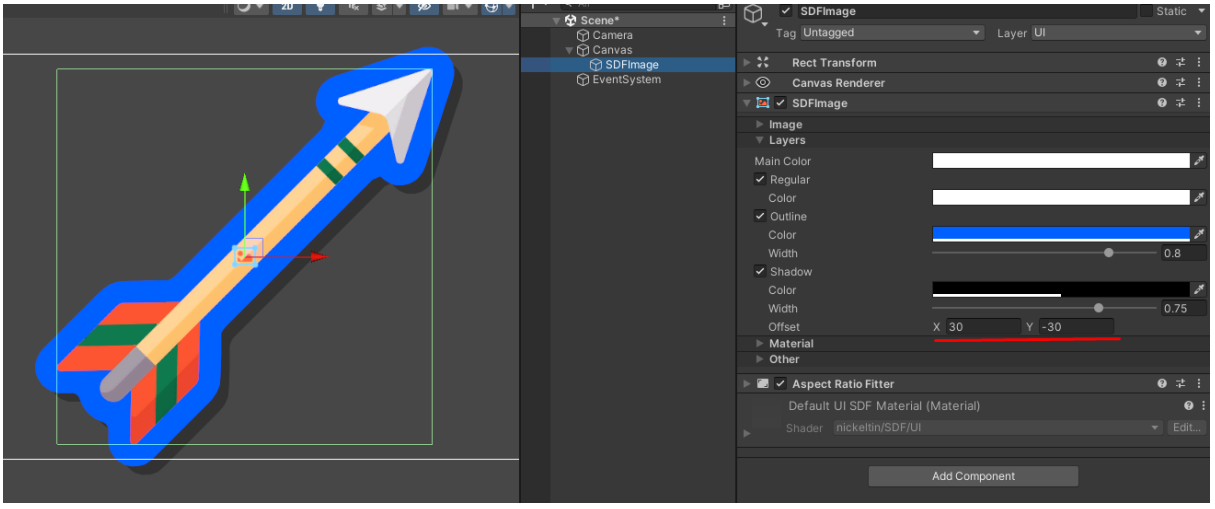
Range is [0 - 1], where 0 is inner edge of generated signed field, and 1 is outer edge of sdf. Value of 0.5 is at direct edge of an source sprite, try to set `Width` to 0.5 and disable **Regular** layer.

Shadow

It features the same properties, and a new one `Offset`

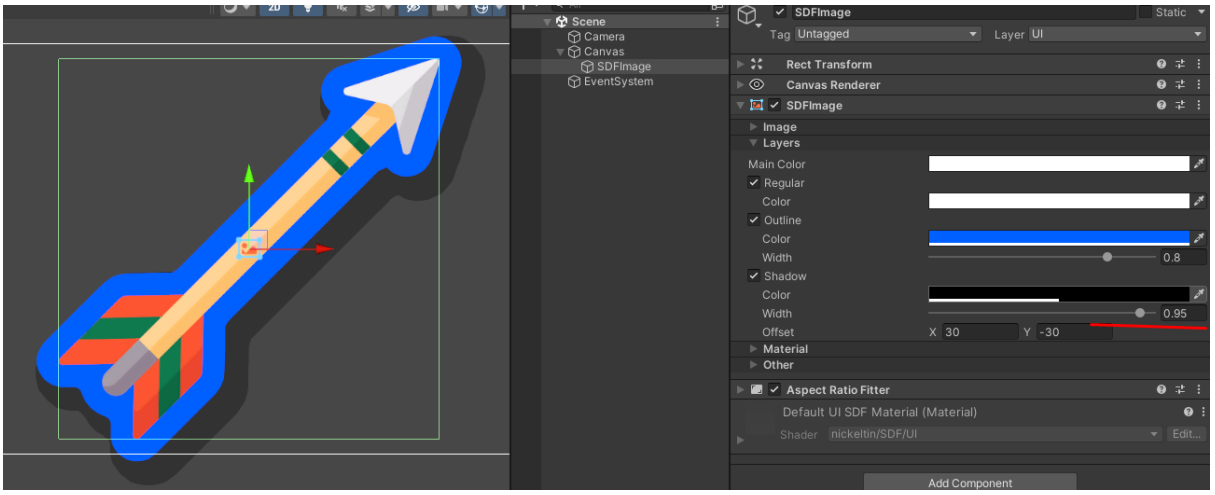
`Offset`

With **Outline** `Width` setted to 0.8 **Shadow** layer is almost invisible, so if we changing **Outline** `Width` we also need to change **Shadow** `Width`. But right now lets change `Offset`



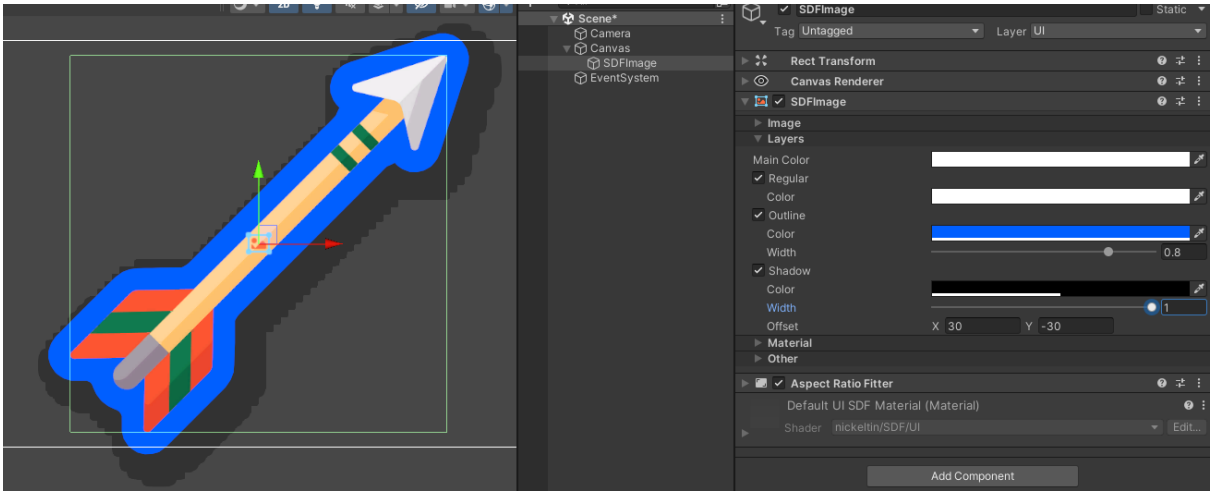
Changed `Offset` from 10, -10 to 30, -30

Now **Shadow** is much more visible, this offset works the same as for built-in `Shadow` component. It offsets local position of **Shadow** layer mesh, simple as that. Other that then **Shadow** is the same as **Outline** layer.



Shadow `Width` 0.95

Lets also increase **Shadow** `Width` to 0.95, this is one of the last possbile values before artifacts starts to appear.



`Width` 1

With `Width` increased up to 1, the artifacts start to appear.

> 💡 If you want to increase SDF effect width even further you'll need to go to SDF Import settings and thas what we've cover in next section (📙 SDF Import Settings)

👏 **Congrats on finishing Layers section of SDF Image! Play around with them, try disabling and changing values.**