Outlines & Highlights

Supported assets:

1. Easy Performant Outline 2D | 3D (URP / HDRP and Built-in Renderer)
2. Ultimate Outlines & Highlights

The Dynamic Mesh Combiner is fully compatible with the Ultimate Outlines & Highlights asset, allowing you to combine meshes while still maintaining the ability to apply outlines and highlights. To achieve this integration, follow these steps:

1. Set # **Disable Renderer** to **false** for all meshes that you want to apply outlines and highlights to. By keeping the original renderer enabled, the highlighting effects can be properly applied.
2. Set # **Remove Materials** to **true** for those same meshes. This ensures that the original materials are removed during the combining process, optimizing performance and memory usage.
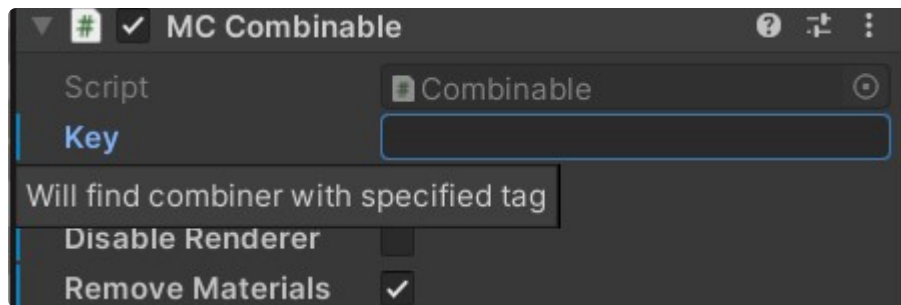
Example of configuration

By configuring the `Disable Renderer` and `Remove Materials` properties as described above, you can achieve seamless integration between Dynamic Mesh Combiner and Ultimate Outlines & Highlights. The original mesh will not be rendered directly, but the outlining and highlighting effects will still be applied correctly.

Please note that it's important to carefully manage the configuration of these properties for each mesh, depending on whether highlighting is required or not.

Take advantage of this integration to create stunning visual effects with combined meshes and Ultimate Outlines & Highlights!