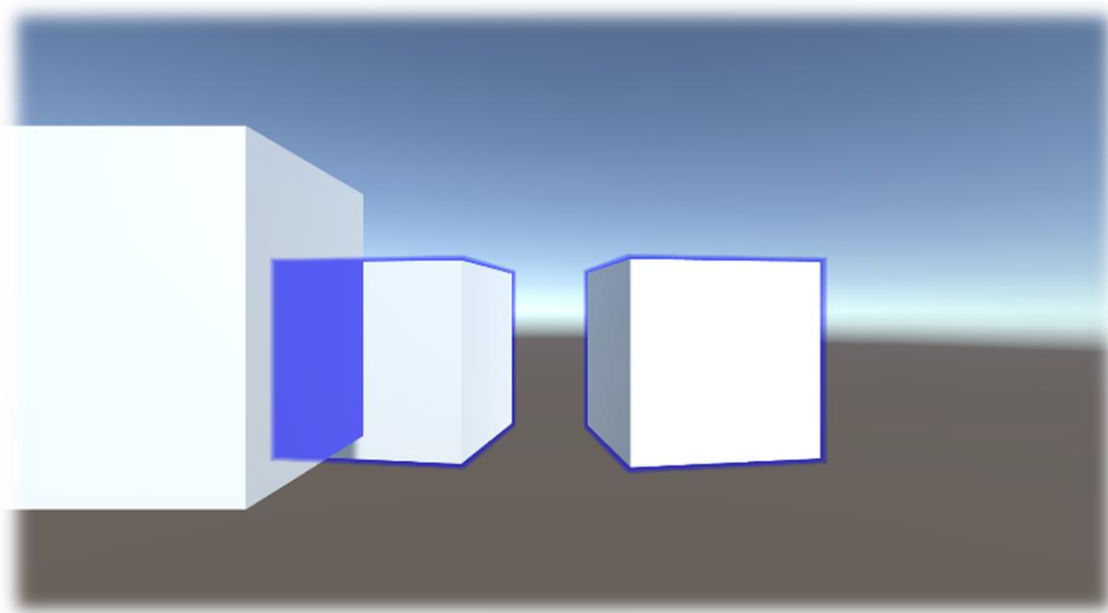




GLOWING / OUTLINE SHADERS

Manual

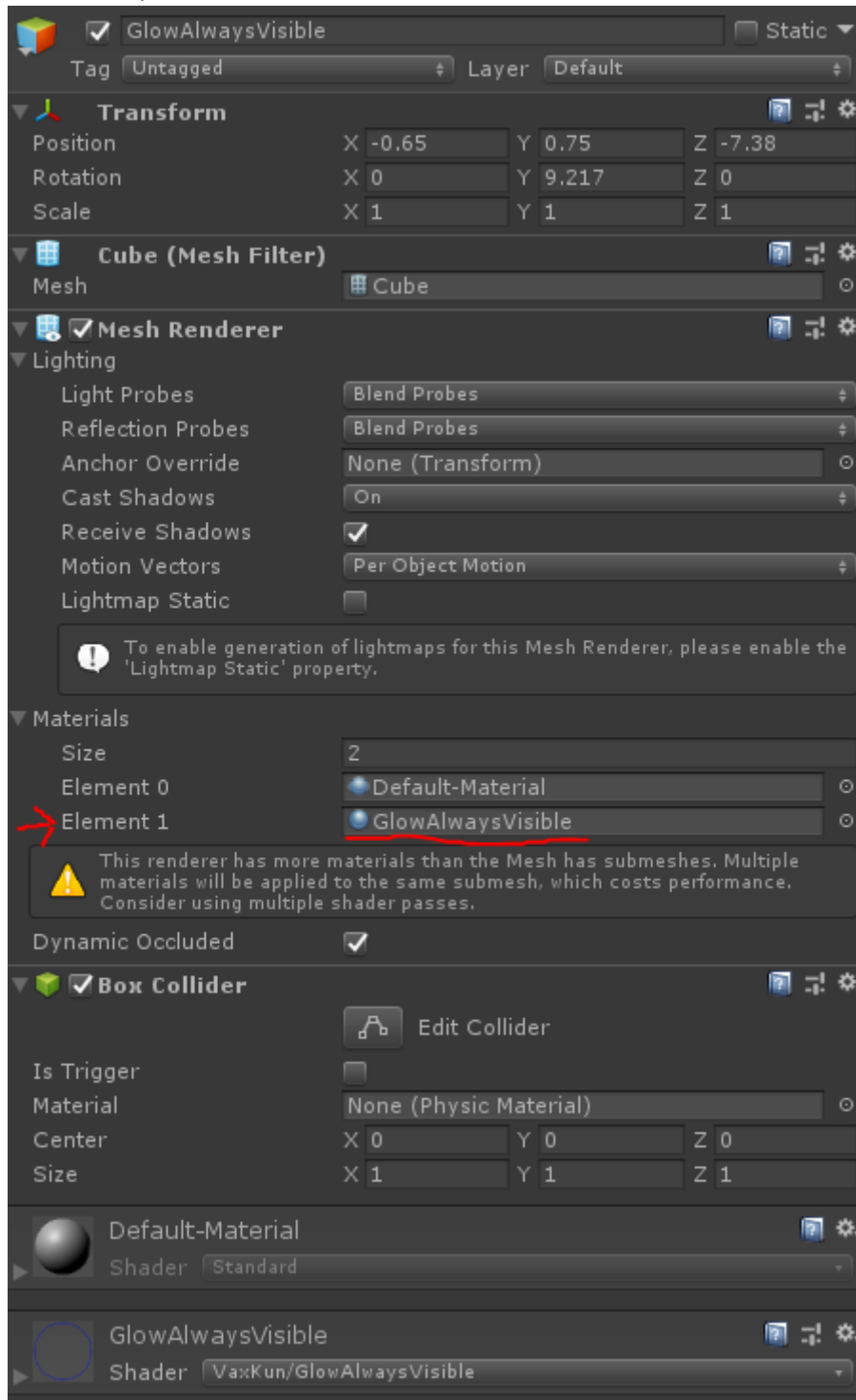


Thank you for purchasing Glowing / Outline shaders !! :D

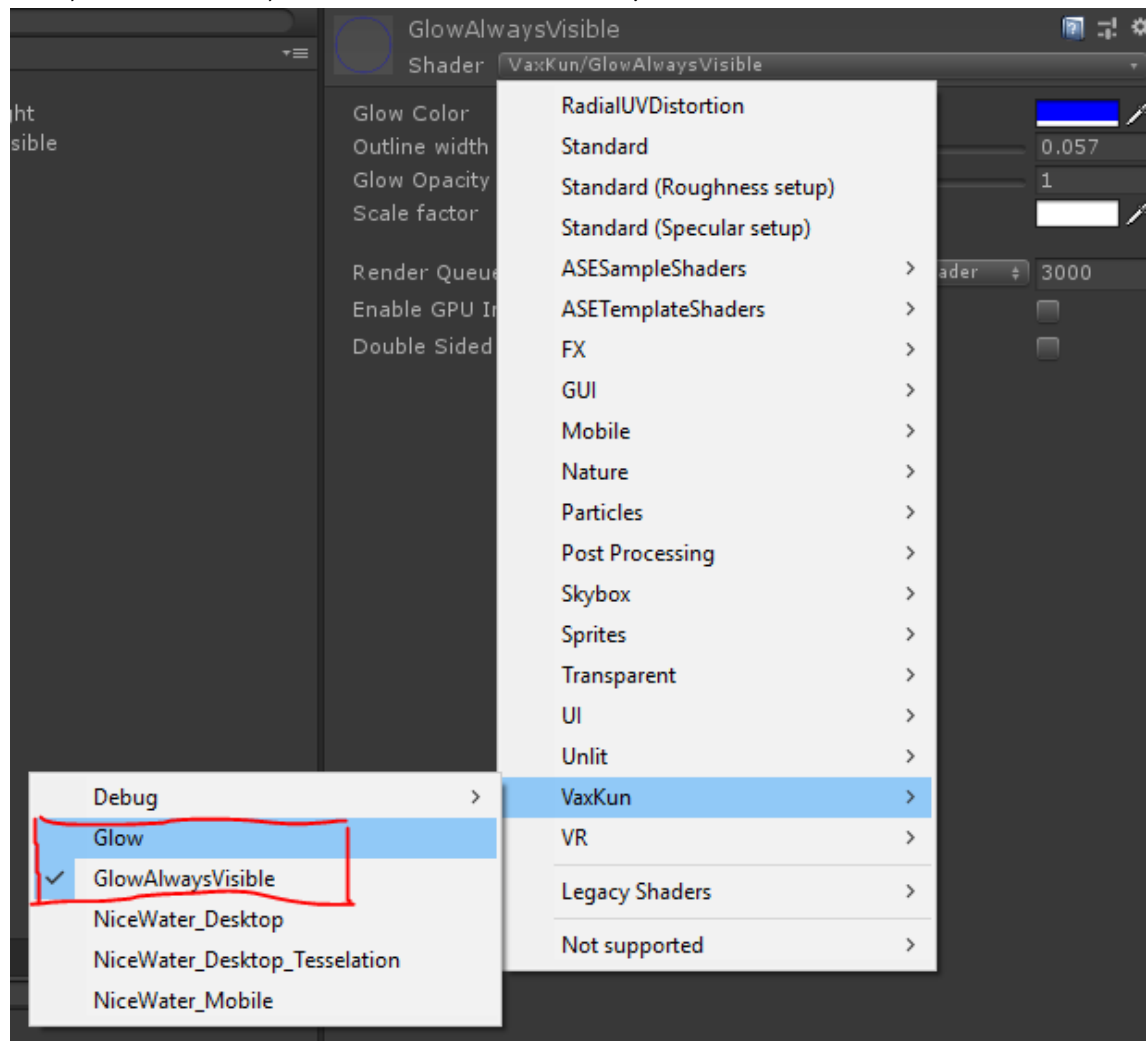
If you have time, consider rating the package on the asset store ;P

First Steps

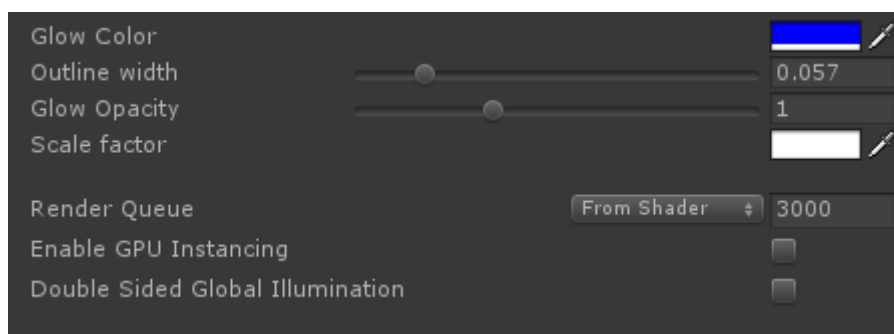
1. Import the Unity Package
2. Create and put a material to SECONDARY MATERIAL in the mesh renderer component.



3. Then, on the material, select a shader under VaxKun/...



Properties



- Glow Color: The color of the Glow/Outline
- Outline width: The width of the Glow/Outline
- Glow Opacity: The opacity of the Glow/Outline
- Scale factor : The Outer Glow/Outline Scale (White is 1, Black is 0)

NOTICE

If you are not satisfied with the asset or you are having some unresolvable issues, feel free to request a refund.

BUT, refunds requested 14 days after the purchase date will not be accepted.