

Outline Shader (HDRP)

Introduction

This is a very simple outline shader effect. If you want to add an outline effect to your game object. Then this shader is perfect for you. It can easily allow you to achieve the outline effect. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The graph shader file exposes multiple parameters for you to adjust. Let you adjust the outline effect of some different parameters by yourself. Due to this cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

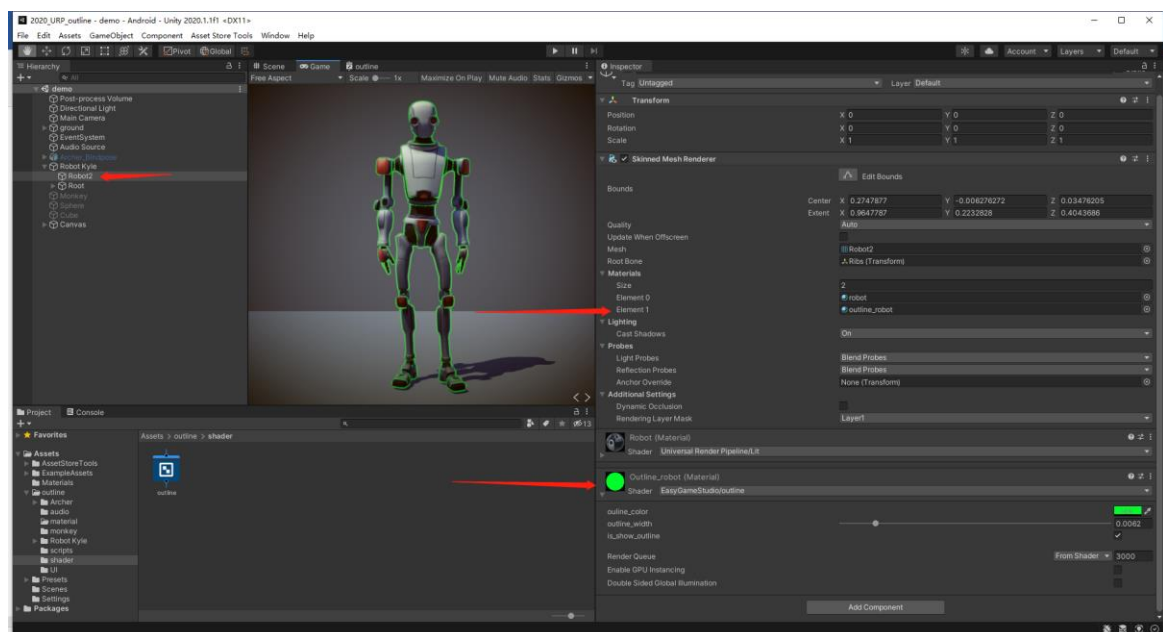
PS: Only support HDRP (High Definition Renderer Pipeline)

Main Features:

1. Very easy to integrate into your project, no need to write any shader and code
2. Only support HDRP (High Definition Renderer Pipeline)
3. Through the parameters exposed by the shader, you can easily adjust the thickness and color of the outline
4. Support Android, IOS, Windows and other platforms
5. Clear demo
6. Cheap

How to use:

You need to add one more material to your game object. For the additional material, you need to select shader "EasyGameStudio/outline" . As shown in the figure below:



PS: It needs to be used together with post processing, the post processing effect file the post processing effect file is included in this asset.

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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