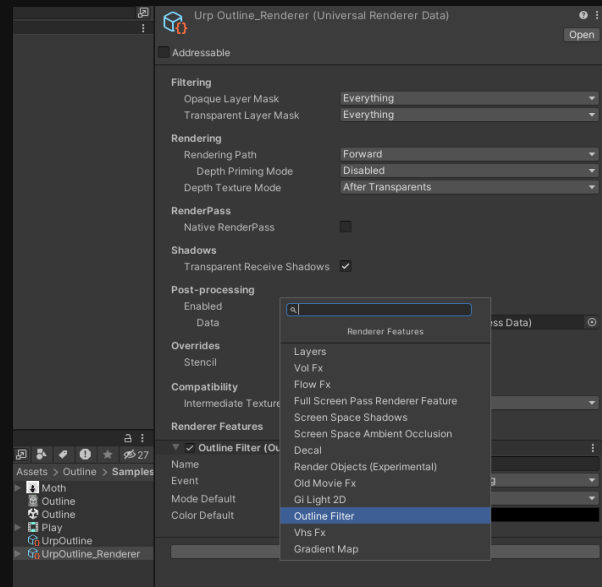


# Outline

## Post Effect for Unity Urp Quick Guide

### Add **OutlineFilter** render feature to UrpRenderer

Render feature contains general settings for default mode and color. If you want they don't mix at runtime.



### Configure Outline settings via VolumeProfile

