

# OUTLINES

Thank you for downloading **Outlines!** D  
information about the asset!

# CONTENT

The asset contains 4 different Outline Shaders:

- 1) *Screen-Spaced All-in-One Outline* this shader uses all of the 2), 3) and 4) shaders
- 2) *Screen-Spaced Depth Based Outline* this shader is using the depth buffer with values from 0 to 1 in order to find edges!
- 3) *Screen-Spaced Linear 01 Depth Outline* this shader is using the depth buffer with two values only: 0 or 1. It works best when you look at the skybox.
- 4) *Screen-Spaced Texture Based Outline* this shader is using what you see in the Game View in order to find the edges.

# SET UP

F E A **Main Camera.**  
Then assign one of the materials the asset comes with: *SS All-in-One Outline / SS Depth Based Outline / SS Linear 01 Depth Outline / SS Texture Based Outline*

# CONTACTS

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