

DANK DOUBLE SIDED SHADERS

This is a package of 2 FREE double-sided shaders based on the Unity Standard Shader and a variety of research.

ARMORS:



HATS & HELMETS



(USE CASES)

We needed a solution for our own productions and overall we use this on a variety of assets, including things such as:

1. Armors
2. Hats/Cosmetics
3. Foliage

(INSTALLATION)

Installation is extremely easy. Simply download from the **Unity Asset Store** and it will be added to your opened Project.

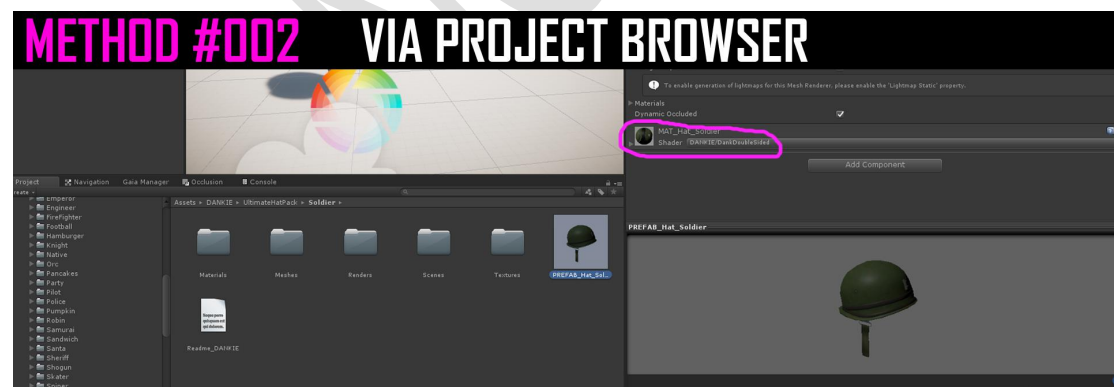
(SETUP)

Setup is also extremely easy.

STEP #1:

Simply select an object or prefab you wish to change.

You can do this in your Scene/Hierarchy OR via the Project Browser:



STEP #2:

Select the Shader under **DANKIE/DoubleSided** or **DANKIE/DoubleSidesSoft**.

You can do this in your Inspector panel:

