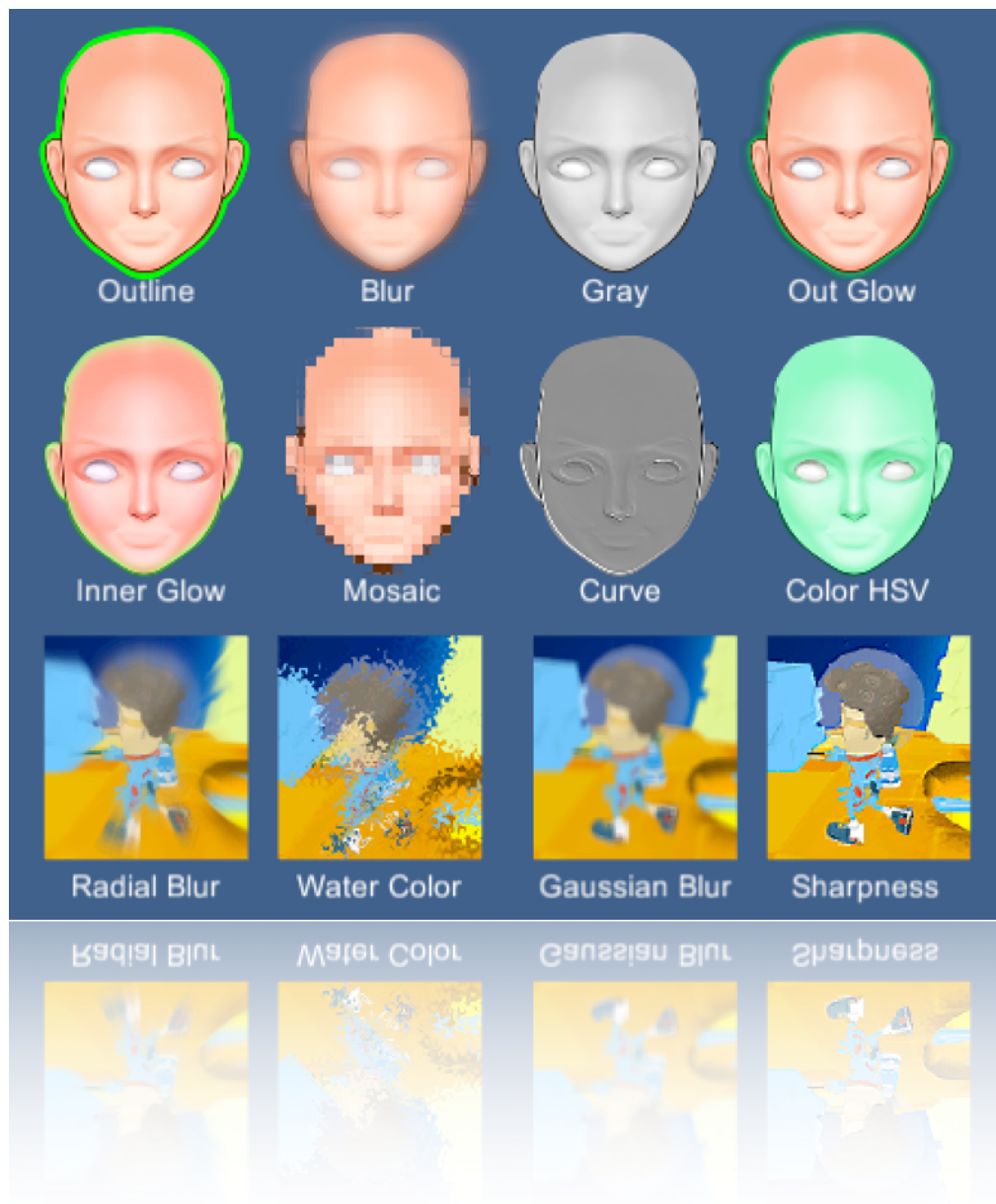


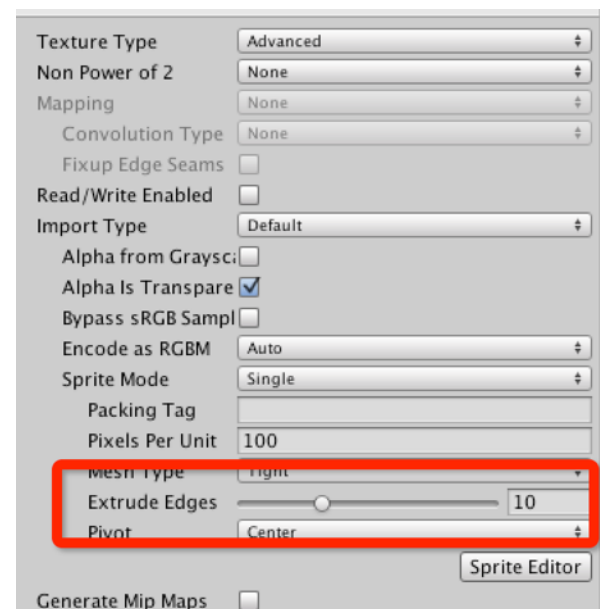
Unity 2D Filters

This plugin supports Unity Native2D and UGUI.
Easy to use and easy to extend.



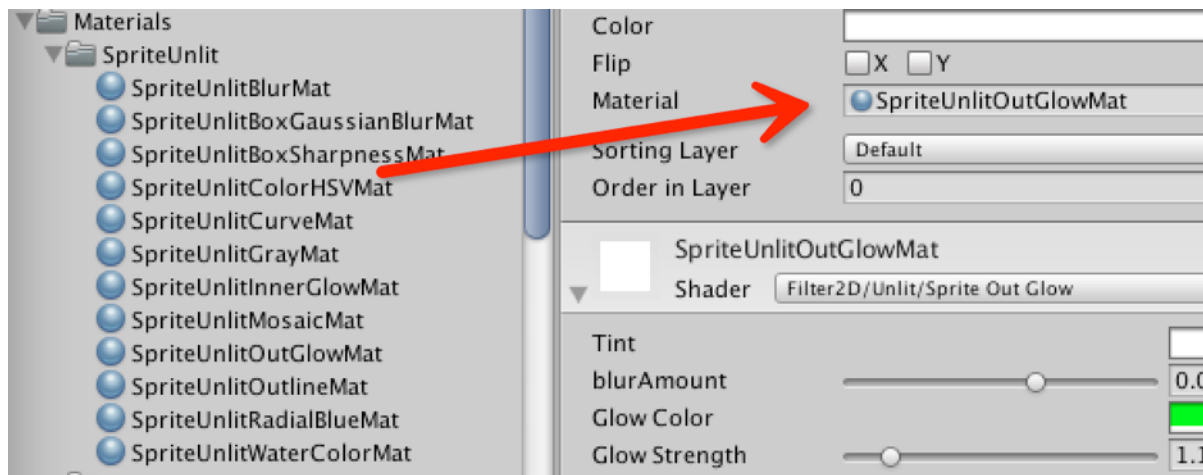
Sprite filter setting

You can set the Extrude Edges value if you want get goods effect.



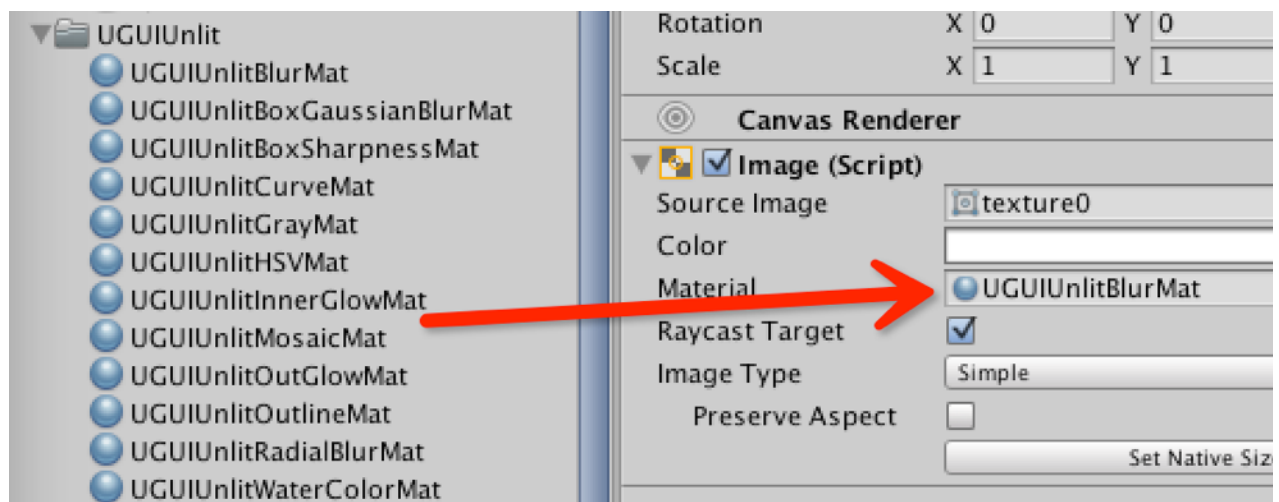
Unity2D Filters

Drag the Filter2D / Materials / SpriteUnlit / xxMat to Sprite Renderer Material.



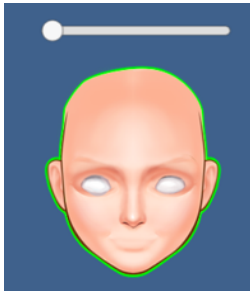
UGUI Filters

Drag the Filter2D / Materials / UGUIUnlit /xxMat to Image Material.



Change filter value by script

You can use MaterialPropertyBlock.



```
public class OutlineTest : MonoBehaviour {  
  
    private SpriteRenderer m_sr;  
    private MaterialPropertyBlock m_block ;  
  
    // Use this for initialization  
    void Start () {  
        m_sr = GetComponent<SpriteRenderer>();  
        m_block = new MaterialPropertyBlock();  
    }  
  
    public void OnChange(UnityEngine.UI.Slider slider){  
        m_sr.GetPropertyBlock(m_block);  
        m_block.SetFloat("_Outline", slider.value);  
        m_sr.SetPropertyBlock(m_block);  
    }  
}
```

Filter extend

Create customer Shader, and import 'FiltersCG.cginc'. Then you can invoke filtersCG.cginc's functions.

```
#include "Assets/Filter2D/Shader/FiltersCG.cginc"
```