How to set up the dual emission shader:

The dual emission is, in principle, the same as the regular URP shader you would use in your Unity project, only reconstructed and expanded. The setup is thus the same as with any other shader – create a material and assign the dual emission shader to it. Then assign the new material to your in-scene objects. That's it!

Shader options:

Albedo Texture:

The main (albedo/color) texture used by the shader.

Albedo Color:

An additional color multiplied with the one already present in the albedo texture. Use this to further customize the look of your sprite.

Alpha Cutoff:

This is a threshold value – all parts of the texture whose alpha-value is less than the alpha cutoff will not be rendered.

Metallic Map:

The metallic map is a black-and-white texture that determines the surface type of the object. It is used to make certain parts of the sprite reflect light like a metal would (metallic), and others like sand would (smooth).

Metallic:

This value determines how "metallic" the surface should be, i.e. whether it should reflect light like a metal or a wet surface, or should absorb it like sand or another rough, non-metallic surface.

Normal Map:

The normal map is used to simulate a 3D-surface by containing information on how the light should be reflected by the surface.

Normal Strength:

This value is multiplied with the normal map and is used to make the effect stronger or weaker. A negative value will mirror the 3D-effect (i.e. protruding surfaces will now be concave, and vice versa).

Primary Emission Map:

A black-and-white map that determines which parts of the sprite will emit light. The white pixels of the texture are areas where the emission will have an effect, and the black pixels are the areas with no emission.

Primary Emission Color:

The emission color for the primary emission. As it is an HDR color, an RGB-value as well as an intensity can be specified.

Primary Emission Extra Intensity:

Since the default HDR color has a limited intensity (-10 to 10), this shader offers an additional intensity option that allows you to make your emission even stronger.

Secondary Emission Map:

An additional emission map that allows you to make different areas emit different light sources with different intensities.

Secondary Emission Color:

The emission color for the secondary emission. Has the same properties as the primary emission color option.

Secondary Emission Extra Intensity:

The additional intensity applied to the secondary emission. Has the same properties as the primary emission color option.

Ambient Occlusion:

The regular ambient occlusion from the URP standard lit shader.