

How to set up the image highlight shader:

The following paragraph presents the steps necessary to make the image highlight shader work in your project. Visit <https://docs.project-gamedev.com/image-highlight-shader/setup.html> for image-aided instructions.

The image highlight is, in principle, the same as the regular URP Unlit shader you would use in your Unity project, only reconstructed and expanded. The setup is thus the same as with any other unlit shader – create a material and assign the 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.

Emission Color:

The emission color as a regular RGB color.

Emission Strength:

The strength of the emission. This allows you to make your emission stronger or weaker, regardless of color. Keep in mind that different post-processing effects (most notably bloom) will have a profound effect on the look of your emission.

Wave Controller:

The controller value for the wave effect. This value can be controlled via scripts (an example is provided) to create a smooth progressive wave along the image by lerping the controller value, or to keep the wave stationary at a specific position by setting the controller to a constant value. Recommended values are -1 for the beginning of the wave effect, and 1 for its end. These values may need to be tweaked manually on longer text sprites.

Wave Thickness:

The thickness of the wave. Normally, a wave would be several letters thick, but you can customize the value to your liking.

Wave Strength:

The overall feel of the wave. Higher values make the wave thicker, brighter, and with sharper edges, whereas lower values make the wave lighter, with weaker emission, and smoother along the edges.

Congratulations! You are now ready to use the shader!

In case you experience any problems with the shader, can't manage to set it up properly, or would simply like to propose an improvement, don't hesitate to contact us at contact@project-gamedev.com, or fill out the form at <https://project-gamedev.com/contact.html>.

Best of luck with your game development journey!