

## ***Package Title: LowPoly Japanese Weapons by BackRock***

### **Overview:**

*The Fire Contour Shader is designed to enhance the visual appeal of the 3D objects by adding a vibrant glow around their edges, making your objects stand out in any scene.*

*How it Works:*

### **Edge Detection:**

- 1. The shader starts by detecting and analysing the geometry of the object and identifying where the edges of the 3D element are.*

### **2. Color Emission:**

*Once the edges are detected, the shader applies a color emission to these edges. You can customize the color of the glow to match the aesthetic of your scene or the material of the object itself.*

### **3. Fresnel Effect:**

*To enhance the realism and visual appeal of the glow, the shader incorporates a Fresnel effect. This effect simulates the behavior of light as it interacts with the surface of the object, causing the glow to be more intense at glancing angles and gradually fading towards the normals. This creates a dynamic and natural-looking glow.*