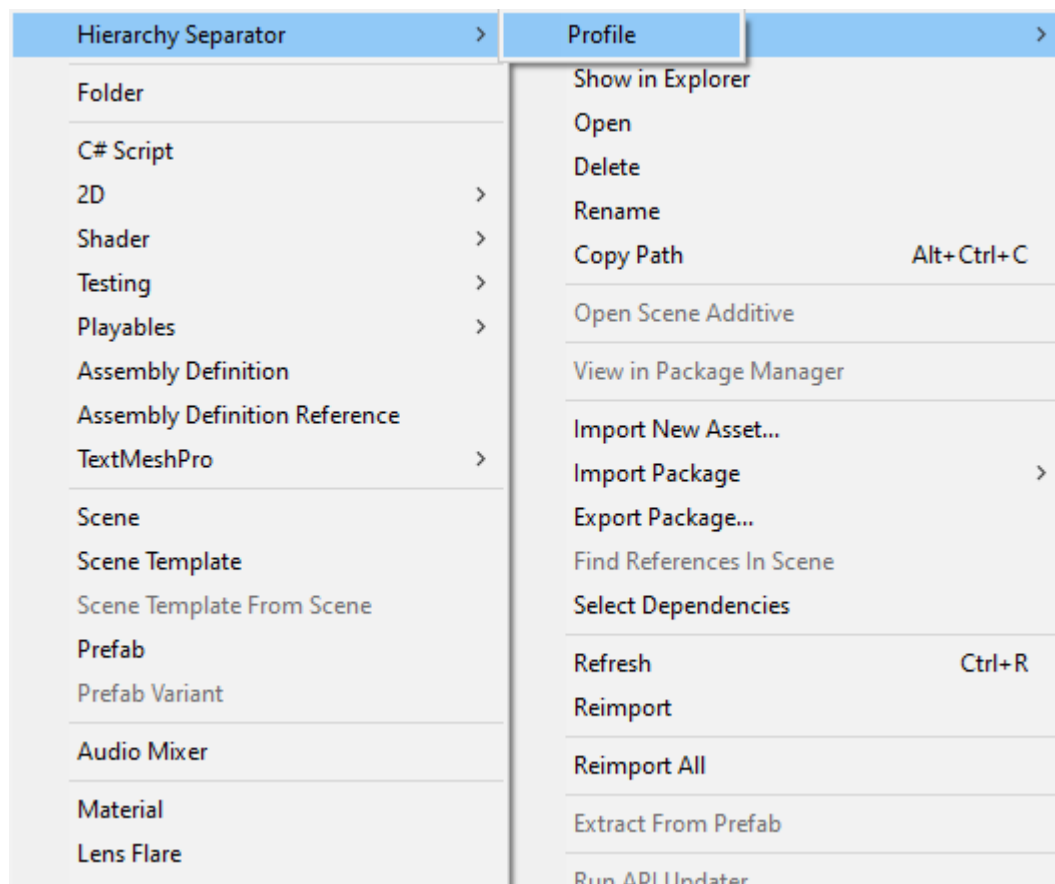# Hierarchy Separator

Install Instructions

1. using 2020.3.20f1(or a recent version of unity), create a new project.
2. find "Hierarchy Separator" by Deniz Yanar, click the download button, then the import button.
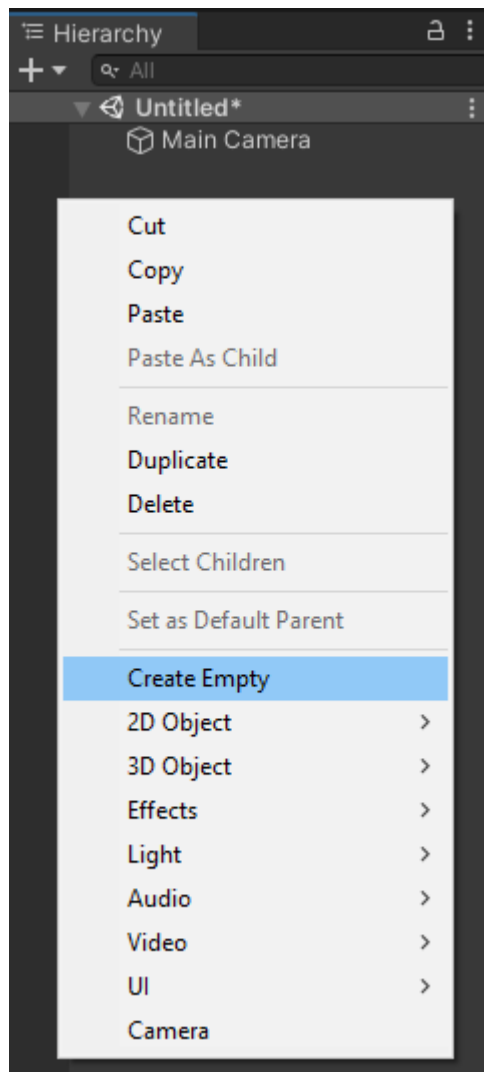
URP and HDRP

Hierarchy Separator independent from render pipelines. So feel free to use Hierarchy Separator with any render pipelines.
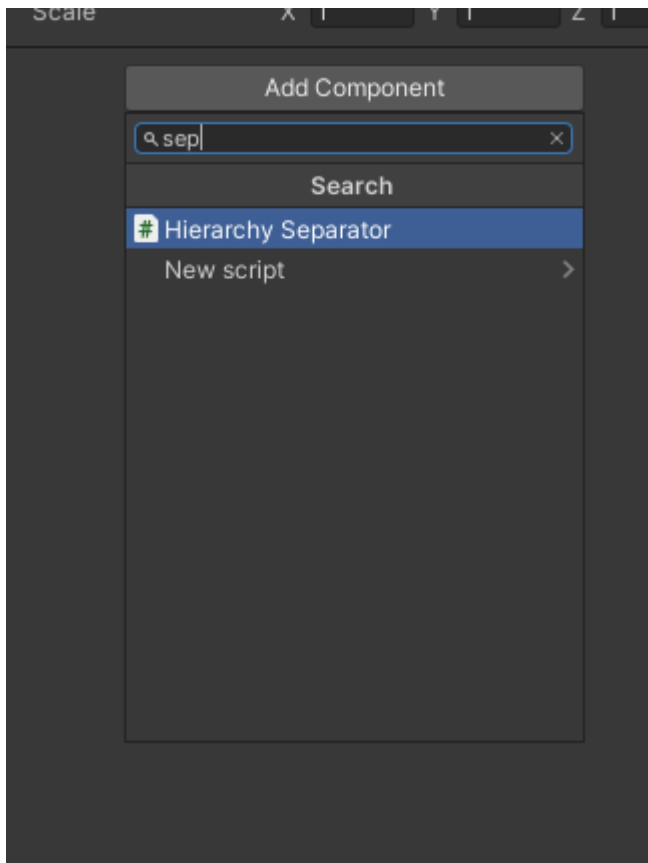
How To Use

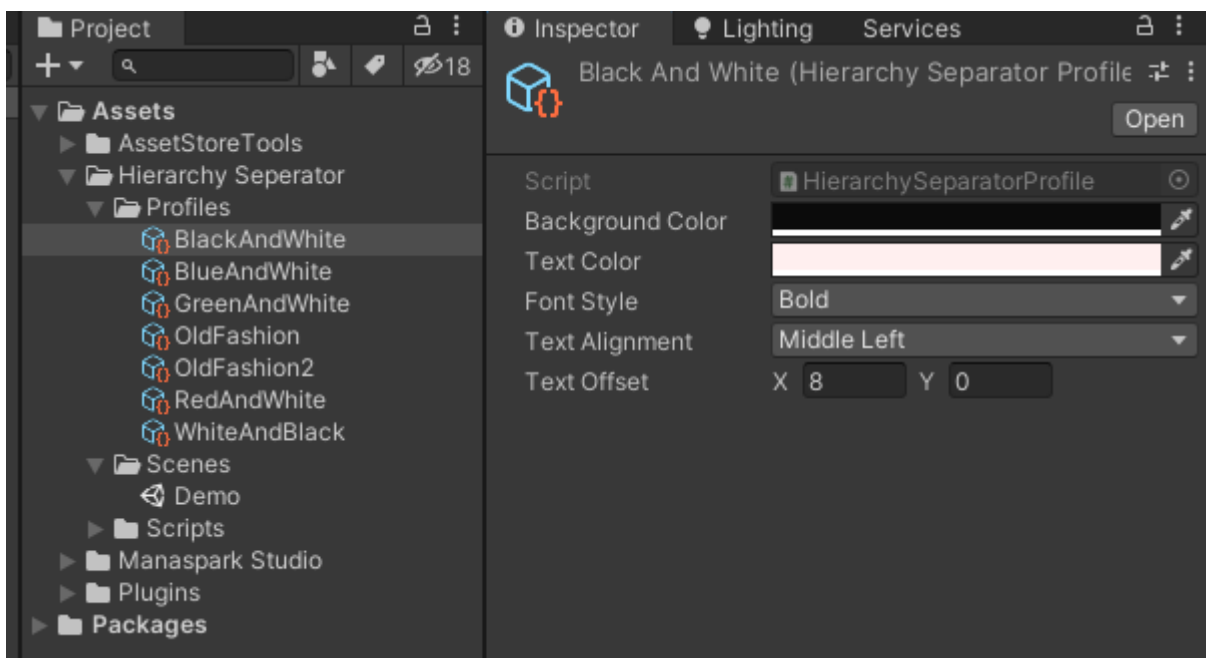Right click in project window>create a hierarchy separator profile

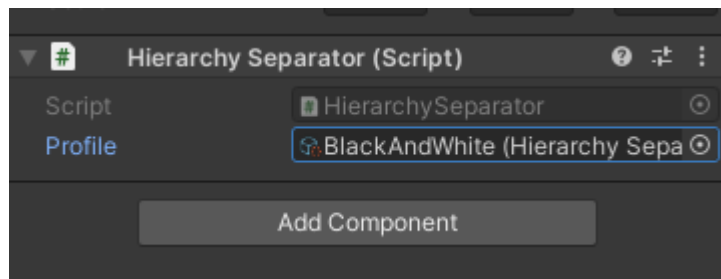Create an empty object, right click in hierarchy window, select create empty (or in scene press ctrl+shift+n)

Name it whatever you want. The name will be displayed as a separator.

Select the object and add the "Hierarchy Separator" component to the object.

Turn to the hierarchy separator profile which you created at the first step and configure it as you wish.

Select the empty object, find "Hierarchy Separator" component and assign profile variable to your profile.