

Getting Started with Outline Plus

1. Import the Asset

- Import the package into your Unity 6+ project using the Universal Render Pipeline (URP).

2. Add the Renderer Feature

- Go to your **URP Renderer Asset** (e.g., ForwardRenderer).
- In the **Inspector**, scroll down to **Renderer Features**.
- Click “**Add Renderer Feature**” → select **Outline**.

3. Create or Modify a Volume

- In your scene, add a **Post-Processing Volume**:
 - GameObject → Volume → Global Volume (or Local Volume, depending on your use case).
- Assign a **Volume Profile** (or create a new one).

4. Add the Outline Override

- Inside the Volume Profile, click “**Add Override**” → select **Post-processing** → **Outline**.

5. Done!

- The outline will now render as a fullscreen effect and dynamically respond to volume blending, transitions, and runtime changes.

Renderer Feature Properties

These options define how the outline pass is executed:

- **Injection Point**: Where the outline pass is injected in the frame (default: *Before Rendering Transparents*).
- **Mode**
 - *Depth Only* – Outlines are based only on depth differences.
 - *Depth + Normal* – Outlines also respond to surface angle changes.

- **Scale With Resolution:** Keeps outlines visually consistent across different resolutions.
- **Reference Height:** Baseline resolution (default: 1080). Used when scaling outline thickness.
- **Show in Scene View:** Toggle to preview outlines in the Scene view as well as the Game view.

Volume Override Properties

These options control the **look and style** of the outlines.

Outline Settings

- **Thickness:** Outline width in pixels (0 disables outlines).
- **Outline Color:** Color of the outline.

Edge Detection Sensitivity

- **Depth Smoothstep:** Adjusts sensitivity to depth differences.
- **Normal Smoothstep:** Adjusts sensitivity to normal (angle) differences.

Background Fill (Optional)

- **Background Fill:** Enable solid color fill behind objects.
- **Background Color:** Fill color (visible only if enabled).
- **Luminance Detail:** How much original luminance detail is preserved.
- **Luminance Contrast:** Boosts luminance contrast before blending with fill.

Distance-Based Fading

- **Distance Fade:** Enable fading of outlines based on camera distance.
- **Fade Start:** Distance at which fading begins.
- **Fade Distance:** Distance over which outlines fade completely.

Notes & Tips

- Set **Thickness = 0** to disable outlines without removing the override.
- Use **Depth + Normal** mode for sharper outlines on smooth or curved surfaces.

- **Background Fill** is useful for creating silhouette-style looks.
- Combine with other URP post effects for unique rendering styles.
- For consistent visuals across devices, keep **Scale With Resolution** enabled.

Need Help?

If you have any questions, feedback, or run into issues, feel free to reach out:
support@ilumisoft.de