



URP Glow Outliner

(v1.0 3/4/2024)

Thank you for supporting this asset. URP Glow Outliner is a powerful yet easy-to-use outline and glow system built for Unity's Universal Render Pipeline (URP). Whether you're highlighting collectibles, enemies, interactive objects, or selected units, Glow Outliner delivers stunning results with proper depth occlusion - glows correctly hide behind other objects in the scene. Feedback is always appreciated and support will always be offered.

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Features:

- True Depth Occlusion - Glow effects properly hide behind other objects, no visual artifacts
- Per-Object Customization - Set unique glow colors and intensities for each object
- HDR Emission Support - Intensity values above 1.0 create beautiful bloom effects
- Performant Kawase Blur - Soft, high-quality glow with minimal GPU cost
- Flexible Exclusions - Exclude child objects (particles, VFX) from the outline
- Simple API - Just call EnableGlow() and DisableGlow()
- Fully Configurable - Adjust blur iterations, downsample factor, occlusion bias, and more
- Demo Included - Mouse hover glow script ready to use

Limitations:

- Due to how occlusion is calculated (using depth dilation), it doesn't always work perfectly with tall/large objects. You can mitigate this by adjusting settings in the renderer feature (default values work great for most applications).

Basic Setup:

1. Import Project from Package Manager
2. Add the Renderer Feature
 - a. Select your URP Renderer Asset (usually in Assets/Settings/)
 - b. In the Inspector, click Add Renderer Feature
 - c. Select Glow Outline Renderer Feature
3. Adjust Renderer Feature settings as desired (defaults work well for most cases)
4. Add glow/outline feature to objects
 - a. Select any GameObject you want to be highlightable
 - b. Click Add Component → search for Glow Outline Target
 - c. Configure the glow color and intensity in the Inspector
5. Control the Glow via Script with public EnableGlow(), DisableGlow(), and ToggleGlow() methods (see MouseHoverGlow.cs in the Demo folder for an example).