

2D Lit Shader

2D LIT SHADER

Per-Pixel Lighting for Sprites in Unity

User Manual

Version 1.0.0

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LEGAL

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SUMMARY

Thank you for your purchase of 2D Lit Shader!

2D Lit Shader is a Per-Pixel-Lighting shader for 2D games. It was designed for use with Sprites, although it should be compatible with most 2D elements. This shader allows for much smoother lighting gradients than with Vertex Based Lighting.

INSTALLATION

To install 2DLS, please follow the instructions below:

- Make sure you are logged into the Unity Asset Store.
- Download latest version of **2D Lit Shader** from Unity Asset Store.
- Import "**2D Lit Shader.package**" into desired Project.

USAGE

To get started using 2DLS, please follow the instructions below:

1. Simply create materials that utilize the 2D Lit Shader.

For support, if you have questions, comments, or anything else - please visit my website to get in touch:

<http://www.rancid1.com/2dls/>

SUPPORT

Documentation, API notes, tutorials, and much more can be found at my website: <http://www.rancid1.com/2dls/>

You can also contact me directly via: contact AT rancid1 DOT com.

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VERSION HISTORY

1.0.1:

- Fixed some typos in the readme.

1.0.0:

- Initial version.