Canvas Image Drop Shadow Behavior

Descripción

Files: CGFCanvasImageDropShadowBehavior.cs

Path: "CGF/Systems/UI/ImageComponent"

Description

Behavior that allows the associated gameobject generate a drop shadow assigned sprite.

Reference

- **Shadow Color** – Color of the shadow.
- **Shadow Position** – Distance of the shadow from the subject.
- **Shadow Size** – Size of the drop shadow.
- **Shadow Spread** – How much the shadow fades around the edges.
- **Soft Drop Shadow** – Enables soft shadow effect.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.