

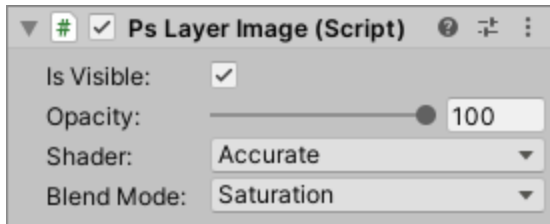
Ps Layer

Ps Layer is a plugin that allows you to create a layer hierarchy similar to Photoshop's in Unity. It also allows you to apply Photoshop blending modes to Sprites and UI images.

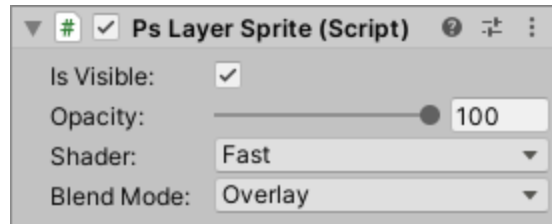
Ps Layer Components

The **Ps Layer** component controls how the object visually appears in a scene.

When you create a Ps Layer Sprite (**GameObject > 2D Object > Ps Layer - Sprite**) or a Ps Layer Image (**GameObject > UI > Ps Layer - Image**), Unity automatically creates a **GameObject** with the **Ps Layer** component attached.



Ps Layer Image Inspector



Ps Layer Sprite Inspector

Properties

Property	Function
Is Visible	If enabled, the object and all its visible children are displayed.
Opacity	Defines the opacity of the layer. It affects the opacity of all its visible children.
Shader	Defines the Shader used to render the texture.
Default	Unity Default shader. Only supports Normal blending.
Fast	Two-Pass shader. Way more faster than the Accurate shader. Blending looks very similar to Photoshop, but is not exactly the same, especially for opacities less than 100. Some blend modes are not supported.
Accurate	Grab-Pass shader. Blending looks exactly the same as in Photoshop. All blend modes are supported.
Blend Mode	Defines how two layers are blended with each other. Overwrites the blend mode of all its children.

Blend Modes

Blend Mode	Default Shader	Fast Shader	Accurate Shader
Pass Through	✓	✓	✓
Normal	✓	✓	✓
Dissolve	✗	✓	✓
Darken	✗	✓	✓
Multiply	✗	✓	✓
Color Burn	✗	✓	✓
Linear Burn	✗	✓	✓
Darker Color	✗	✗	✓
Lighten	✗	✓	✓
Screen	✗	✓	✓
Color Dodge	✗	✓	✓
Linear Dodge (aka Add, Additive)	✗	✓	✓
Lighter Color	✗	✗	✓
Overlay	✗	✓	✓
Soft Light	✗	✓	✓
Hard Light	✗	✓	✓
Vivid Light	✗	✓	✓
Linear Light	✗	✓	✓
Pin Light	✗	✗	✓
Hard Mix	✗	✗	✓
Difference	✗	✗	✓
Exclusion	✗	✓	✓
Subtract	✗	✓	✓
Divide	✗	✓	✓
Hue *	✗	✗	✓
Saturation *	✗	✗	✓
Color *	✗	✗	✓
Luminosity *	✗	✗	✓

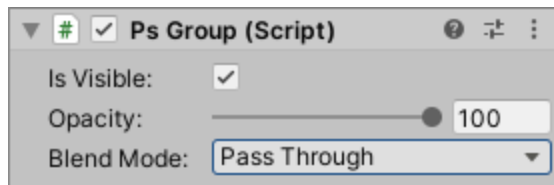
* Not supported on WebGL.

Shaders

Do not use the shaders directly, the shaders only work in conjunction with Ps Layer components. After adding the component the shader is set automatically.

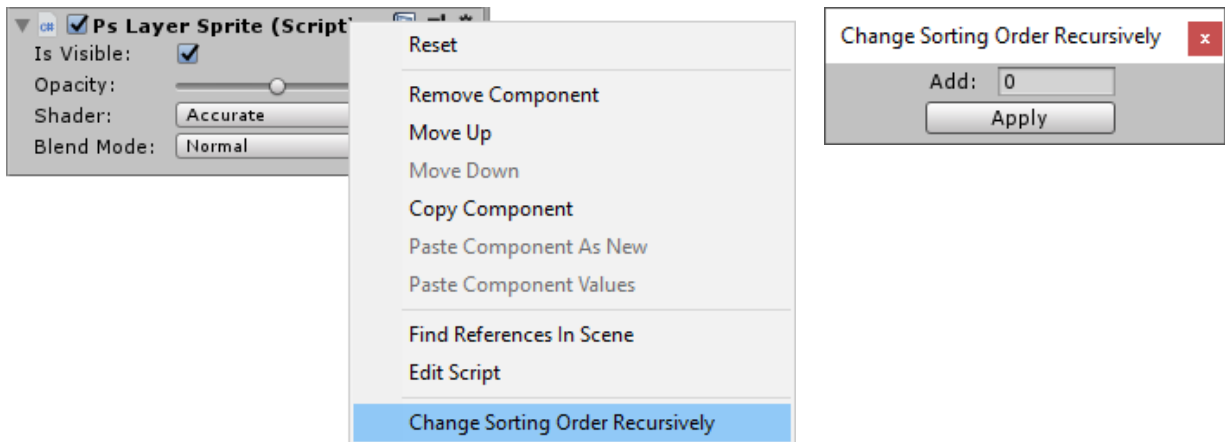
Ps Group

The **Ps Group** Component is used as an organization tool, however you can change the visibility, opacity and blend mode which affects the properties of the layers below.



Ps Group Inspector

Change Sprite Sorting Order Recursively



This tool allows you to recursively add a value to the sort order of sprite renderers.

How to use:

1. Right-click on **Sprite Renderers** or **Ps Components** to open the context menu.
2. Click **Change Sorting Order Recursively**.
3. Define a value, it can be negative.
4. Click the **Apply** button.

Limitations

HDR is required. You have to enable the HDR option in the project settings (main menu: **Edit > Project Settings > Graphics > Tier Settings**, then select **Use HDR**). You must also configure the camera to use HDR in the camera settings.

Gamma Color Space is required. (main menu: **Edit > Project Settings > Player > Other Settings**, then select **Gamma** color space)

SRP (Scriptable Render Pipelines) are not supported.

Troubleshooting

Problem	Cause	Solution
Shaders work in the editor but not at build/release.	Shaders are not being included in the build.	go to unity editor Edit>Project Settings>Graphics Then where it says "Always Included Shaders" add the PSLayer shaders, that is: "PluginMaster/PsBlendModeSimple", "PluginMaster/PsBlendModeFast" and "PluginMaster/PsBlendModeAccurate".

Support and feedback

Please send us feedback or ask for support via the [Unity forum](#). We do our very best to reply to all inquiries within 24 hours.