

Sorter

Unity's Sprite Renderer allows you to modify the 'Sorting Order' and 'Sorting Layer' settings, but the other renderers in Unity hide these settings. The Sorter component exposes these settings for you, allowing you to mix Sprite Renderers with Mesh Renderers.

Sorting Order

This allows you to set the sorting order of the current renderer.

Sorting Layer

This allows you to set the sorting layer of the current renderer.