Welcome to the documentation and thank you for purchasing *Toon Shader FX*!

For any questions, don't hesitate to contact me at: bytesizedassets@gmail.com

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Getting Started

🔗 Setup

Setting up *Toon Shader FX* is really easy and simple. Just drag and drop the shader into a material and configure the shader settings until it fits your scene. Alternatively you can use one of the material already created in the demo and configure its attributes.

This asset works best in combination with simple textures. However solid colors also work well as shown in the demo scene.

The shader uses a technique called Cel Shading that makes graphics look flat by using less shading color instead of a shading gradient like normal gradient does.

`Bytesized/Toon` Shader Reference

Property	Type	Description	Default Value
Main Color	Color	Color used for the material. Leave white if none	(1, 0, 0, 1)
Main Texture	Texture	Texture used for the material	white
Ambient Color	Color	Ambient color to add to the light calculation	(0.4,0.4,0.4,1)
Specular Color	Color	Color to apply on the specular lighting stage	(0.9,0.9,0.9,1)
Glossiness	Float	The size of the specular reflection	32
Rim Color	Color	The color used in the rim lighting stage	(1,1,1,1)
Rim Blend	Range(0, 1)	How much should the material be affected by rim lighting	0.5
Rim Threshold	Range(0, 1)	Controls how smoothly the rim blends with other unlit parts	0.1
Smoothness	Range(0, 0.5)	Controls the color transition between shadowed surfaces and non shadowed surfaces	0.025