

Cel Shading

For Built-In

Documentation

Thank you for purchasing this pack. Here you will find a **Cel Shading** shader that you could use in Built-In projects

PARAMETERS

- **Albedo:** This is the base texture used for the material.
- **Toon Ramp:** This is the texture that determines the color profile of toon-style shading.
- **Normal Map:** This is a texture that is used to add surface detail to an object without the need for more polygons.
- **Rim Power:** This controls the intensity of the rim or edge effect in the shader. The rim effect can give objects a bright outline or highlight their edges.
- **Rim Offset:** This value is used to adjust the position of the rim effect in the shader.
- **Tint:** This is the tint color applied to the material's albedo.
- **Rim Tint:** This is the tint color applied to the rim effect.
- **Gloss Specular:** This value controls the intensity of the specular or shiny aspect of the material.
- **Specular Map:** This is a texture that controls the shininess and color of the shiny parts of the material.
- **Specular Color:** This is the color used for the shiny or specular reflections of the material.
- **Spec Intensity:** This value controls the intensity of specular reflections.