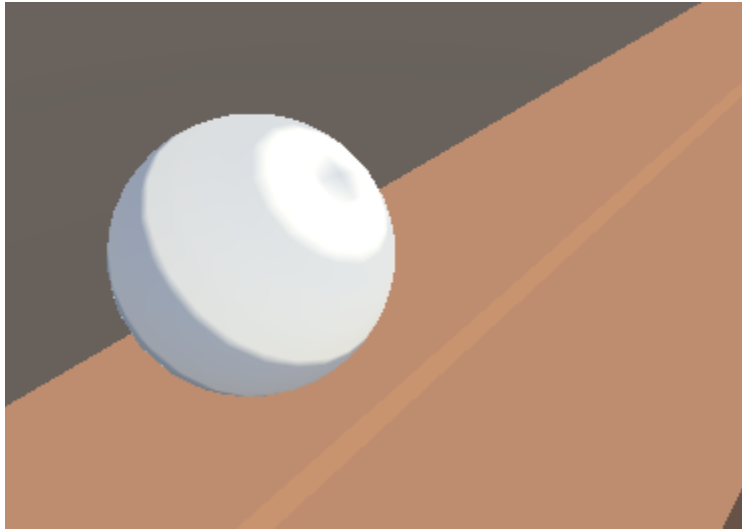
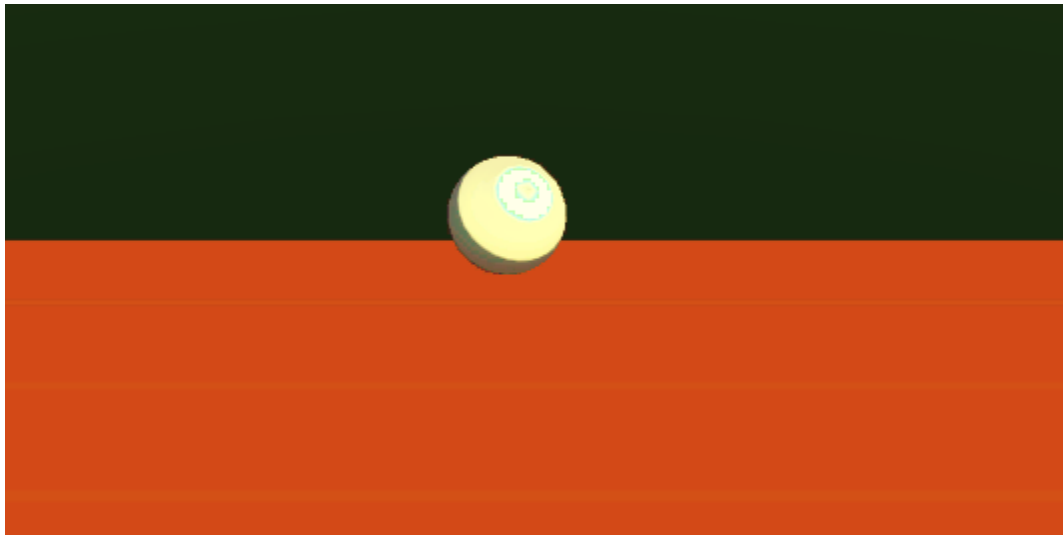


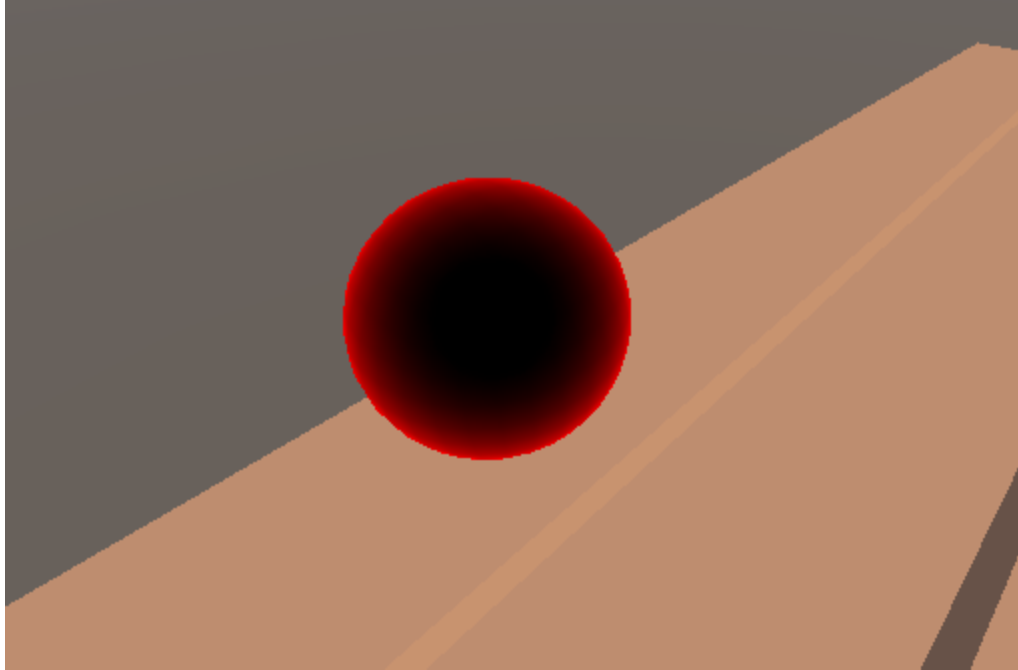
Midterm Shader Breakdown



Here is a basic Toon Shader for general use, it works by taking light values and rounding them to fit a ToonMap. A ToonMap is a texture with solid colour blocks that can be used to tell what light intensity to round too.



Here is the game colour graded to dark, warmer colours. It works by shifting the colours in the scene by using a Look Up Table(LUT) that has been modified. The script attached to the camera looks at the LUT and then changes the colours accordingly. It adds a warmer feeling to the game.



This is a rim lighting shader, it works by taking in an inverted view direction and then emitting colour based on where the player is looking. It can be applied to show how much heat the bike has as it boosts. The more red around the model the more heat there is.