

Battle Arena - Cartoon Assets

Hello and first of all thank you for buying my Asset ! I hope you will like it. I put all my heart in this project. :)

What to do before opening a demo scene:

1 - Import “Post Processing” :

Use the Unity Package Manager window (in Unity’s top menu: Window > Package Manager) Then click the All button and select “Post Processing” After that , click the Install button

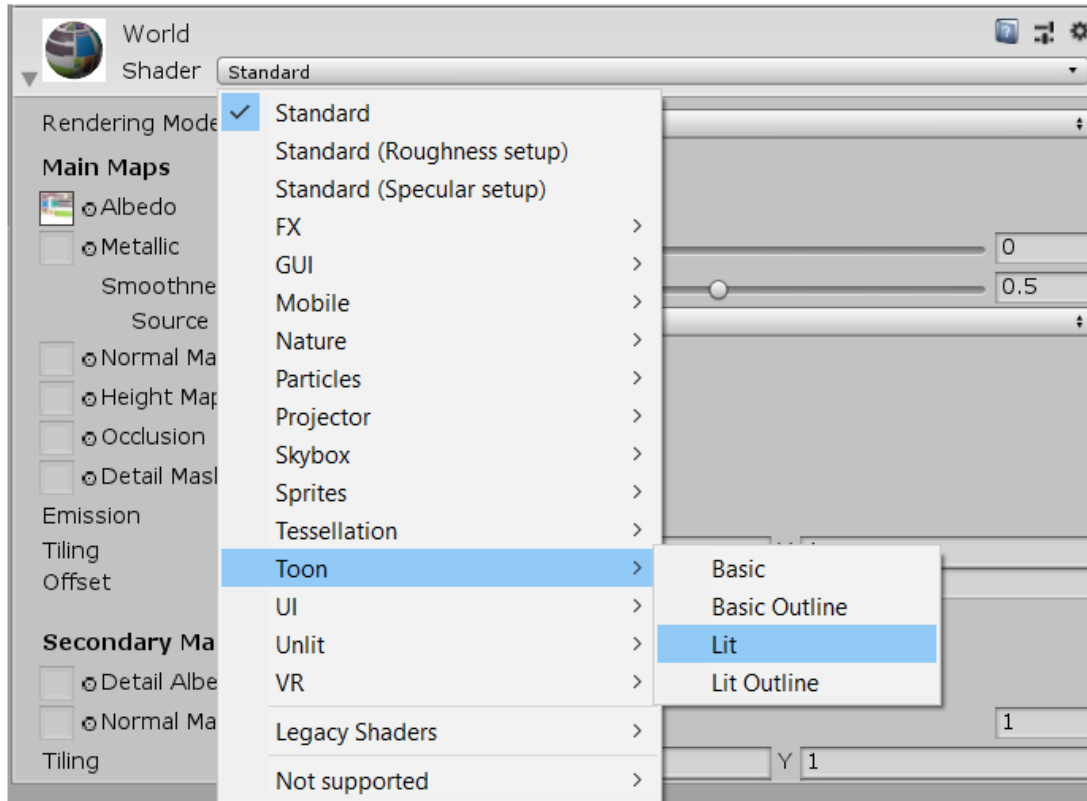


2 - Define the color space on linear :

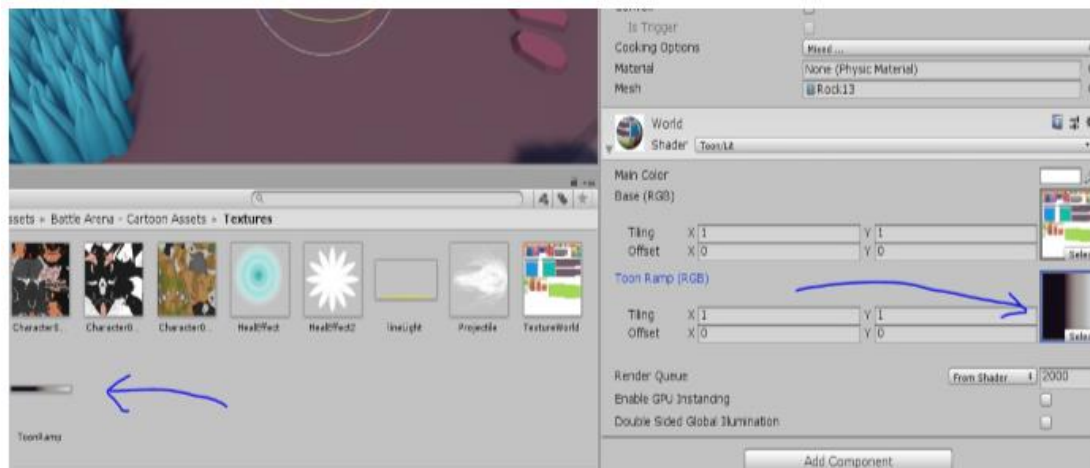
This can be selected using the ‘Color Space’ property from (Edit>Project Settings>Player).

3 - Import the “Toon shader” :

Import the standard asset of Unity. After That , you can change the shader of the material of the environment and select Toon -> Lit



After that you just have to put the Ramp Texture like that :



Et voila ! :)

If you have any trouble or any questions or any requests or whatever , please contact me at : caliari.jordan@gmail.com

I will respond you fastest as possible !

You can contact me too on my ArtStation at this link : <https://www.artstation.com/jordancaliari>

Please if you enjoy my pack , you can let your comment on the Asset store , this is nothing for you but a lot for me :) Have a good day and i wish you the best for your project :) !