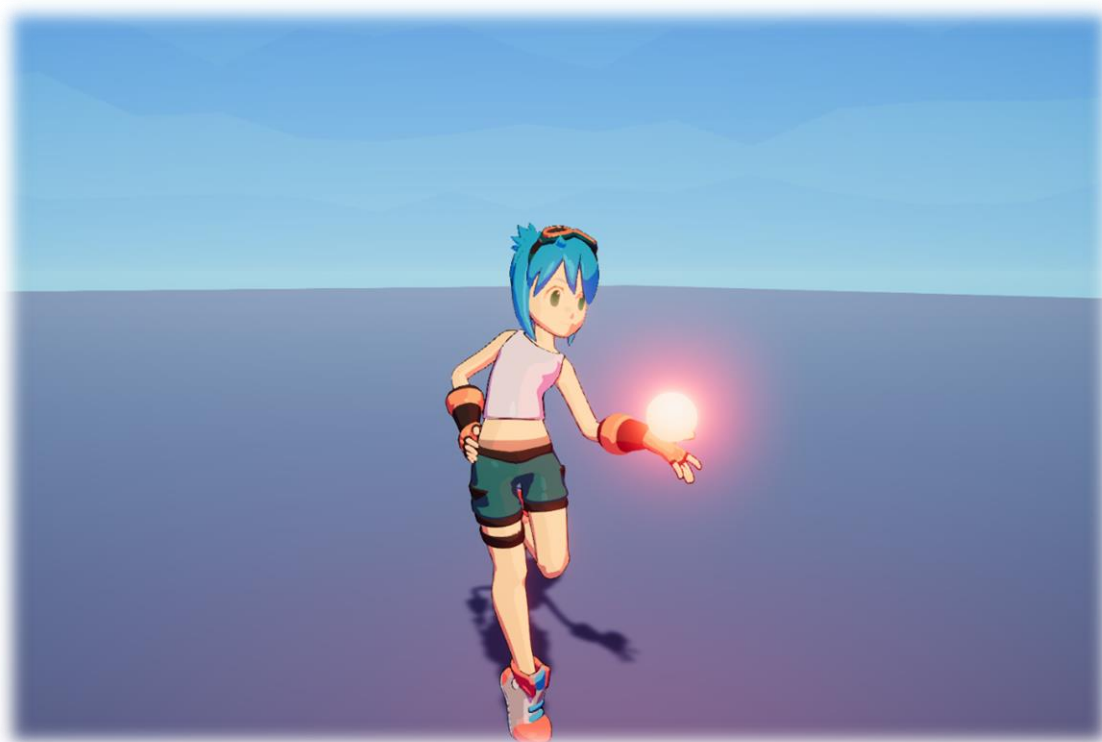# ANIME/CELSHADING SHADER

## MANUAL

Thank you for purchasing this Anime/Cel Shading shader!!

If you have time, consider rating the package on the asset store, is really helpful 😊

## First Steps

1. Import the Unity Package.
2. Put the desired material into the materials of the mesh renderer
3. Feel free to change the material properties to get your desired style

## Properties



Use Custom Inspector ☑

**ANIME/CEL SHADING SHADER DIFFUSE**

### ▼⌾Colors

### ▼ Surface Options

Environment Shadows ☑
Shadow Range ————————●—————— 0.15
Shadow Sharpness ————————————● 1
Shadow Intensity ——————————●—— 0.79564
Specular Range ——————————●—— 0.98205
Specular Intensity ———●——————————— 0.109

### ▼ Outline Options

ⓘ Outline color acts as a tint when Textured Outline is ON

Textured Outline ☐

ⓘ In order to use VC Outline properly, you will need to calculate the outline values with the VCCalculator script on scripts folder

VC Outline ☐
Outline Width 0.006

### ▶ Emisive Options

### ▶ Fresnel Options

### ▼▦Textures

Main Texture

Tiling    X 1    Y 1          None
                           (Texture 2D)
Offset   X 0    Y 0
                              Select

Specular/Normal Texture

                              None

# COLORS

| | |
|---|---|
| **Main Color** | The tint color the material will have |
| **Shadows Color** | The tint color the shadows will have |

# SURFACE OPTIONS

| | |
|---|---|
| **EnvironmentShadows** | Enable/Disable the shadows of the environment that interacts with this material |
| **Shadow Range** | The range of the shadows |
| **Shadow Sharpness** | The sharpness of the shadows |
| **Shadow Intensity** | The intensity/opacity of the shadows |
| **Specular Range** | The range of the specular attribute of the surface |
| **Specular Intensity** | The intensity/opacity of the specular attribute of the surface |

# OUTLINE OPTIONS

| | |
|---|---|
| **Outline Color** | The tint color the outline will have |
| **Textured Outline** | Enable/Disable the custom outline color |
| **Outline Width** | The width of the outline |
| **VC Outline** | Activate VC outline type, deactivated will use the regular vertex offset outline type. |

# TEXTURES

| | |
|---|---|
| **Main Texture Tiling** | The Main Texture Tiling |
| **Main Texture** | The Main Texture |
| **Specular Texture Tiling** | The Specular Texture Tiling |
| **Specular Texture** | The Specular Texture |
| **Outline Color Texture Tiling** | The Outline Color Texture Tiling |
| **Outline Color Texture** | The Outline Color Texture |

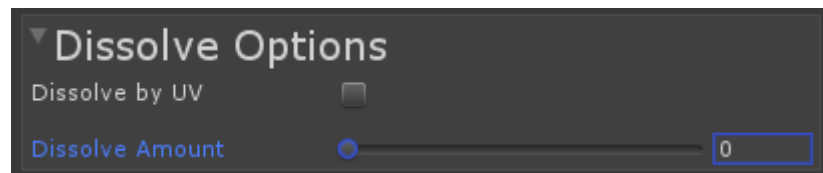In certain shaders some custom options are added:

# ON EMISIVE SHADER



| | |
|---|---|
| **Emisive Color** | The tint of the emissive texture |
| **Emisive Texture Tiling** | The Emisive Texture tiling |
| **Emisive Texture** | The Emisive Texture |

# ON FRESNEL SHADER
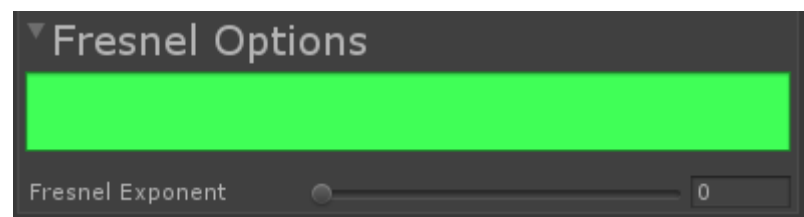


| | |
|---|---|
| **Fresnel Color** | The tint of the fresnel |
| **Fresnel Exponent** | The exponent of the fresnel |
| **Fresnel Bias** | The bias of the fresnel |

# ON DISSOLVE SHADER



| | |
|---|---|
| **Dissolve by UV** | When its enabled, the dissolve guide will use the UV coordinates to dissolve, if disabled, the dissolve guide will use the Vertex coordinates to dissolve. |
| **Dissolve Amount** | The amount of dissolve (from 0 to 1), 0 is nothing, the mesh is fully visible. 1 is completely dissolve, non visible mesh. |

# GLASS SHADER



| Color | The tint of the glass (on current improvement) |
|---|---|
| UVs | Use the UVs as reflection coordinates (Off uses the camera position, On uses UVs) |
| Glass Opacity | The opacity of the glass |
| Lines Opacity | The opacity of the reflection lines |
| Lines Distance | The distance between the reflection lines |
| Lines Width | The width of the reflection lines |
| Scale Multiplier | The multiplier value to use on the scale |
| Camera position | The position of the camera, used on the reflection lines. Will be set by scripting. (Example script of Camera Post Setting in the package) |

# NOTICE

If you are not satisfied with the asset or you are having some unresolvable issues, feel free to request a refund.

**BUT**, refunds requested 14 days after the purchase date will not be accepted.

Have a good dev!