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How To Cel Shade Holos

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11-09-2009

#1 (permalink)

Ehmmett

Wirererer

WM

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Points: 665

Level: 13

Level: 13

Activity: 18%

Activity: 18%

Activity: 18%

[Ehmmett's Avatar](#)

Join Date: Sep 2009

Location: owner():pos()

Posts: 113

How To Cel Shade Holos

Cel Shading is extremely easy and is totally worth it, makes your holo's look amazing.

First, make a cube. For the sake of the tutorial lets say its dimensions are 2,2,2

Next, make a second cube, in the same spot as the first one, but this time the dimensions are going to be -2.5,-2.5,-2.5

Reason for negative: That's how you cel shade it.

Reason for the added .5: That's how big the border is going to be, and .5 is a nice size for the border.

Essentially, just add another holo. Negative the dimensions, and add a little on to it.

Here are some examples on what cel shading does:


It adds a pretty little black border around it that you can see from any angle.

Kind of like a cartoon.

A demo e2 of cel shading.

Code:

```
@name Holo Testing
interval(10)
Base = holoCreate( 1, entity():pos() + vec( 0, 0, 25) , vec( 5, 5, 5), entity():angles()
CelShadeBase = holoCreate( 2, entity():pos() + vec( 0, 0, 25) , vec( -5.5, -5.5, -5.5),
```





```
holoMaterial( 1, "debug/debugwhite" )
holoParent( 1, entity() )
holoParent( 2, Base)
holoShadow( 1,1)
```

**My "Color" Tool doesnt work. Help**


*Last edited by Ehmmett; 11-11-2009 at 01:02 PM.*


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QUOTE


 11-09-2009

#2 ([permalink](#))

[mattwd0526](#)  
Wire Sofaking  
 **REGISTERED**  
Points: 1,835, Level: 25  
Activity: 86%


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Join Date: Apr 2009  
Location:  
findPlayerByName( "mattwd0526" ):pos()  
Posts: 447  





 **Re: How To Cel Shade Holos**


Pictures please

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 11-09-2009

#3 ([permalink](#))

[Ehmmett](#)  
Wirererer  
 **REGISTERED**  
Points: 665, Level: 13  
Activity: 18%

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Join Date: Sep 2009



 **Re: How To Cel Shade Holos**

Pictures of what? Cel shading?

**My "Color" Tool doesnt work. Help**

Location: owner():pos()  
Posts: 113



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11-09-2009

#4 ([permalink](#))

[mattwd0526](#)

Wire Sofaking



Points: 1,835, Level: 25  
Points: 1,835, Level: 25  
Points: 1,835, Level: 25  
Activity: 86%  
Activity: 86%  
Activity: 86%

[mattwd0526's Avatar](#)

Join Date: Apr 2009  
Location:  
findPlayerByName(  
"mattwd0526" ):pos()  
Posts: 447



**Re: How To Cel Shade Holos**

Of holo cel shading, was does it look like in garrysmo

Post 300

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11-09-2009

#5 ([permalink](#))

[Ehmmett](#)

Wirererer



Points: 665, Level: 13  
Points: 665, Level: 13  
Points: 665, Level: 13  
Activity: 18%  
Activity: 18%  
Activity: 18%

[Ehmmett's Avatar](#)

Join Date: Sep 2009  
Location: owner():pos()  
Posts: 113



**Re: How To Cel Shade Holos**

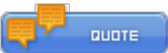
To be honest, i haven't learned holos. But i learned cel shading in Second Life. **And I modified someone else's pumpkin to be cel shaded. So I know it works.**

But if you really want pictures, give me a few hours.

**My "Color" Tool doesnt work. Help**

*Last edited by Ehmmett; 11-10-2009 at 08:15 AM.*

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11-09-2009

#6 ([permalink](#))

[Zantier](#)

Wirererer

wm

REGISTERED

Points: 2,186, Level: 28, Activity: 6%

Points: 2,186, Level: 28, Activity: 6%

Points: 2,186, Level: 28, Activity: 6%

[Zantier's Avatar](#)

Join Date: Feb 2008  
Posts: 305

Re: How To Cel Shade Holos

the [pokeball video](#) gives a nice example of cell shading.

[E2 wiki](#)  
[1337](#)

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11-09-2009

#7 ([permalink](#))

[Ehmmett](#)

Wirererer

wm

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Points: 665, Level: 13, Activity: 18%

[Ehmmett's Avatar](#)

Join Date: Sep 2009  
Location: owner():pos()  
Posts: 113

Re: How To Cel Shade Holos

Quote:

Originally Posted by [Zantier](#) the [pokeball video](#) gives a nice example of cell shading.

:O That it does, that looks **Excellent**  
**My "Color" Tool doesnt work. Help**

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11-10-2009

#8 ([permalink](#))

[turck3](#)

Moo Cow

wm

WM HELPER

wm

GLOBAL MOD

Points: 7,211, Level: 56, Activity: 32%

Points: 7,211, Level: 56, Activity: 32%



Points: 7,211, Level: 56, Activity: 32%

Re: How To Cel Shade Holos

Quote:

Originally Posted by [Ehmmett](#) To be honest, i haven't learned holos. But i learned cel shading in Second Life. And I modified someone else's pumpkin to be cel shaded. So I know it works.  
  
But if you really want pictures, give me a few hours.

Do us a favor, and don't tutorial something you've never done... it's a little ridiculous... and while I can applaud the fact that it does work apparently... it's a tutorial about something completely visual, and so without a picture of an object with the cel shading and without it, it's a little... pointless.... show us why we want to know what this

[turck3's Avatar](#)  
Join Date: Jun 2007  
Location: USA  
Posts: 1,078  
  



is.


Still... kudos on finding this out.

---




Moo.


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QUOTE


 11-10-2009

#9 ([permalink](#))

[Ehmmett](#)  
Wirererer  
  
Points: 665, Level: 13, Activity: 18%  
Points: 665, Level: 13, Activity: 18%  
Points: 665, Level: 13, Activity: 18%  
[Ehmmett's Avatar](#)  
Join Date: Sep 2009  
Location: owner():pos()  
Posts: 113  
  


 **Re: How To Cel Shade Holos**

Quote:

Originally Posted by **turck3**   
*Do us a favor, and don't tutorial something you've never done... it's a little ridiculous... and while I can applaud the fact that it does work apparently... it's a tutorial about something completely visual, and so without a picture of an object with the cel shading and without it, it's a little... pointless.... show us why we want to know what this is.*


*Still... kudos on finding this out.*

I have done it. *I even said I did it.* But if you want pictures, I guess I'll do that right now.

---






**My "Color" Tool doesnt work. Help**


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QUOTE

 11-10-2009

#10 ([permalink](#))

[turck3](#)  
Moo Cow  
  
  
Points: 7,211, Level: 56, Activity: 32%  
Points: 7,211, Level: 56, Activity: 32%  
Points: 7,211, Level: 56, Activity: 32%  
[turck3's Avatar](#)  
Join Date: Jun 2007  
Location: USA  
Posts: 1,078  
  
  


 **Re: How To Cel Shade Holos**

Quote:

To be honest, i haven't learned holos.

?????

---

Moo.



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QUOTE



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