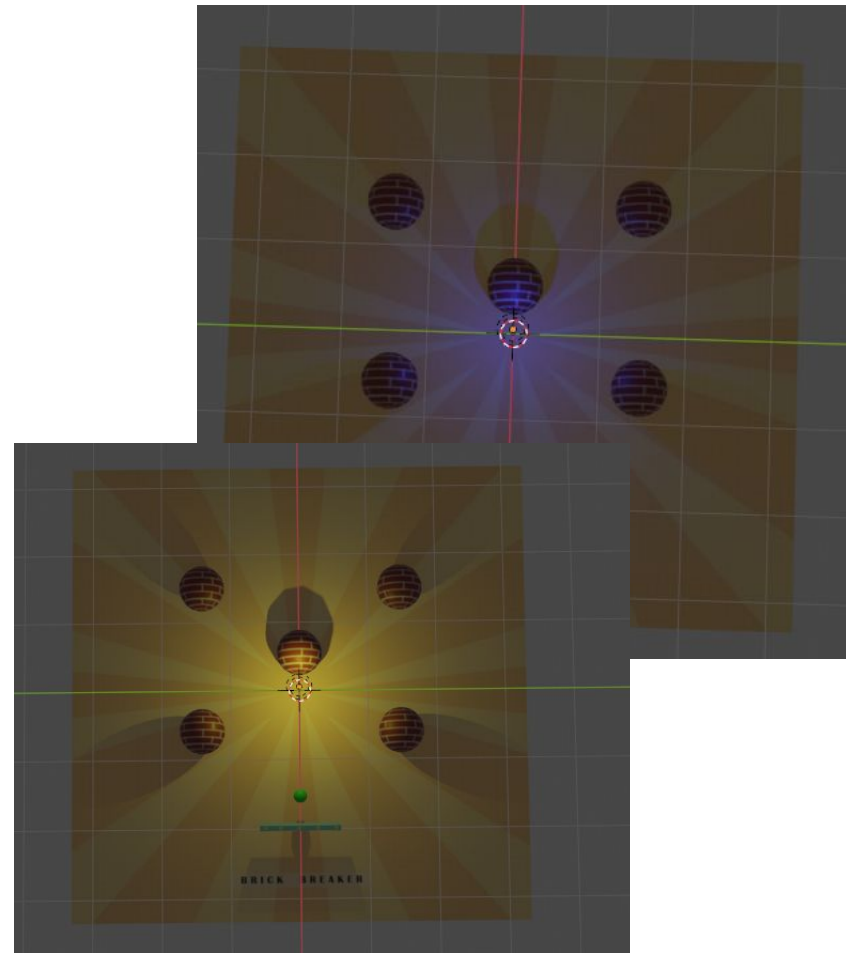


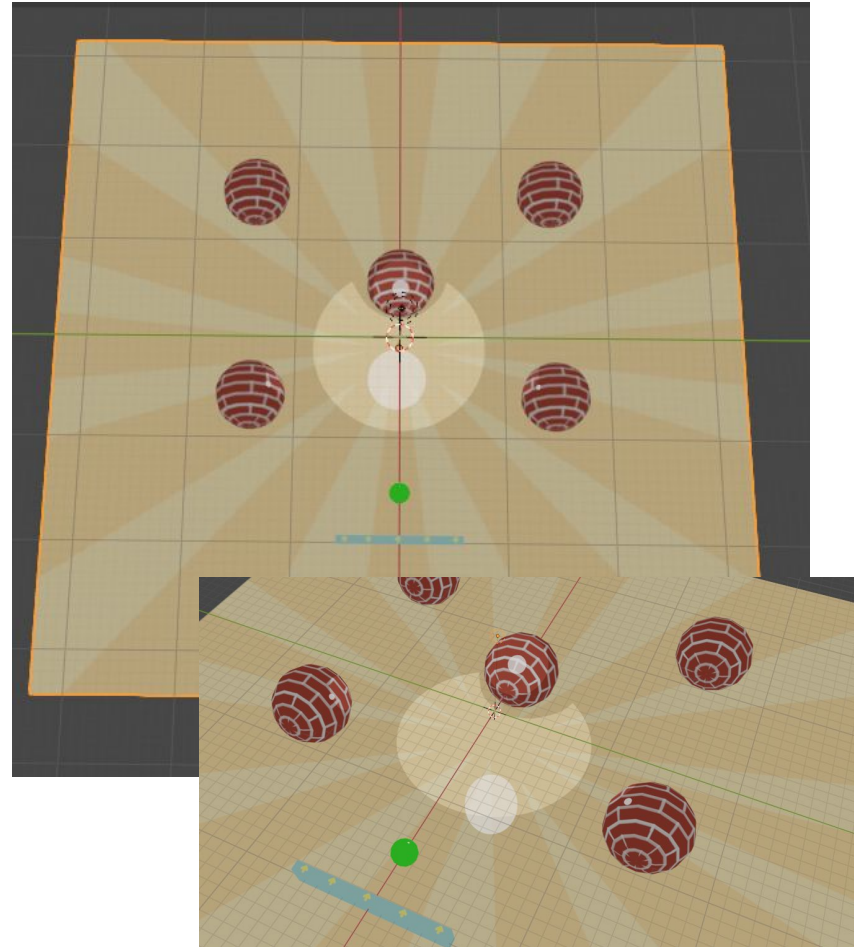
Dynamic Lighting

- On the right there are two images created in Blender. This would be how the lights would look if we were to implement this into the game. It would have night lighting as well as day lighting.
- The colour values (RGB) of our light source would change to make this day and night effect happen.



Shader

- If we were to apply a shader into the game, it would be a toon shader, the next slide will show the lighting pipeline.
- We used this video:
https://www.youtube.com/watch?v=sJTEJKQ0IYw&ab_channel=MrTriPie
- The video was a guide on how to implement a toon shader into blender. Using nodes.



brickTex.jpg

Color

Alpha

brickTex.jpg 5

Linear

Flat

Repeat

Single Image

Color Space sRGB

Vector

Multiply

Color

Multiply

Clamp

Fac 0.500

Color1

Color2

ColorRamp

Color

Alpha

+ - ▾ RGB ▾ Constant ▾

0 Pos 0.000

Fac

Add

Color

Add

Clamp

Fac 0.500

Color1

Color2

Material Output

All

Surface

Volume

Displacement

Diffuse BSDF

BSDF

Color

Roughness 0.000

Normal

Shader to RGB

Color

Alpha

Shader

Glossy BSDF

BSDF

GGX

Color

Roughness 0.500

Normal

Shader to RGB

Color

Alpha

Shader

ColorRamp

Color

Alpha

+ - ▾ RGB ▾ Constant ▾

0 Pos 0.005

Fac

References for Textures

