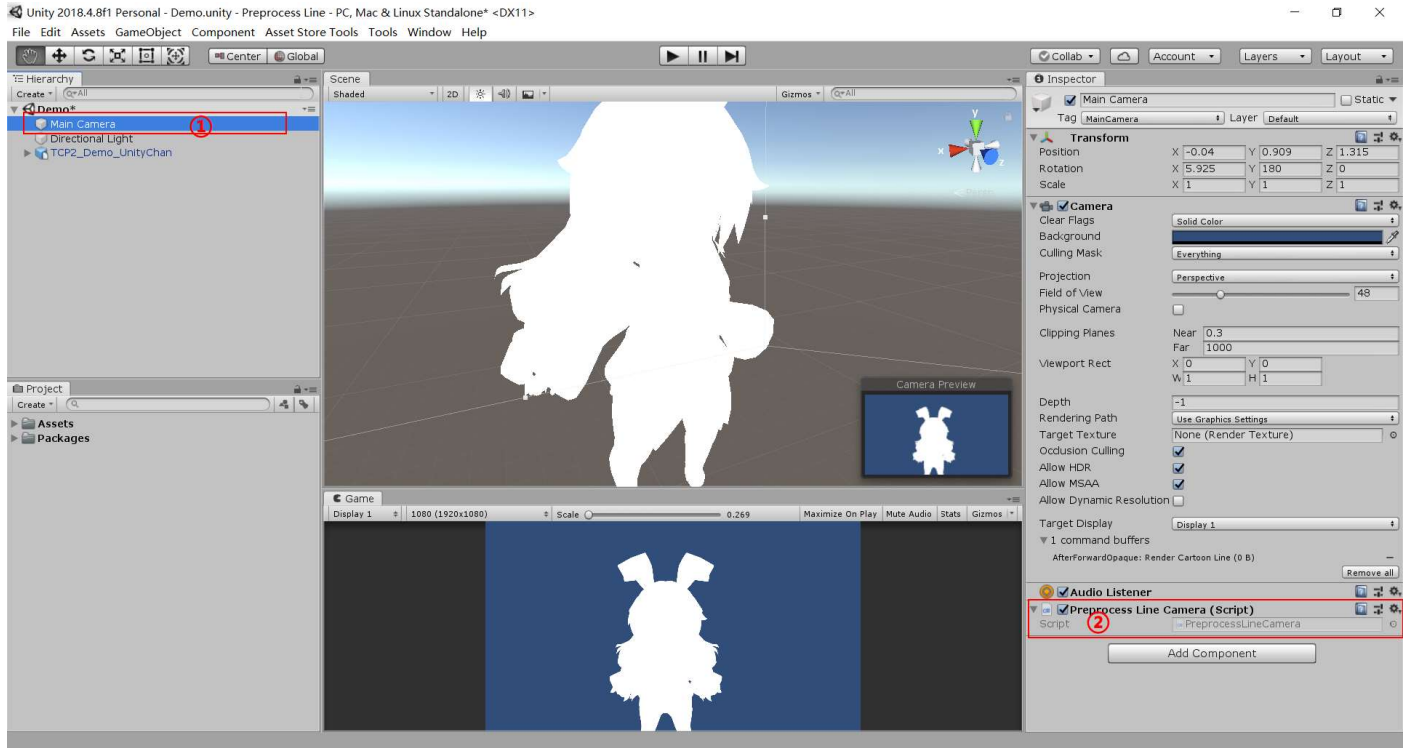


# PreprocessLine

Next, The following steps will show you how to add cartoon lines for UnityChan's body

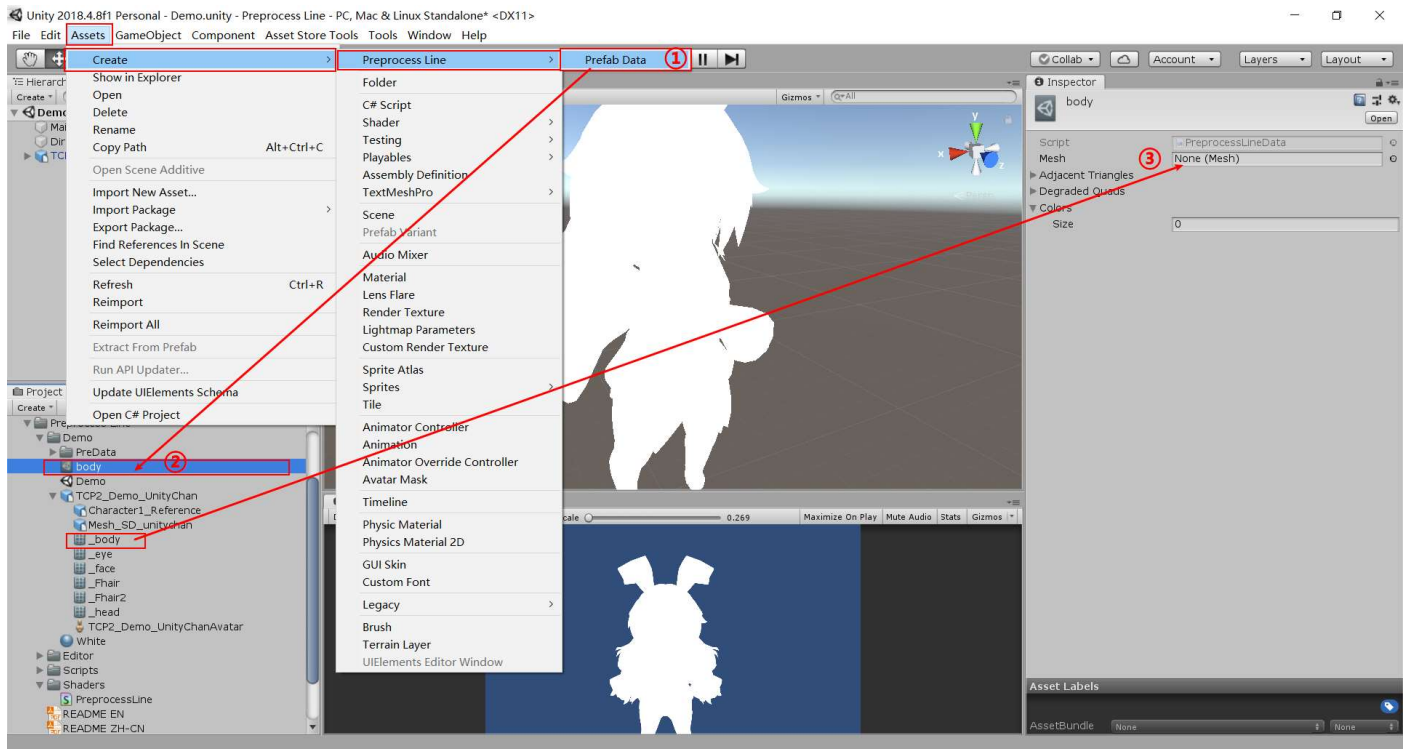
## Step 1

Add "PreprocessLineCamera" component to main camera.



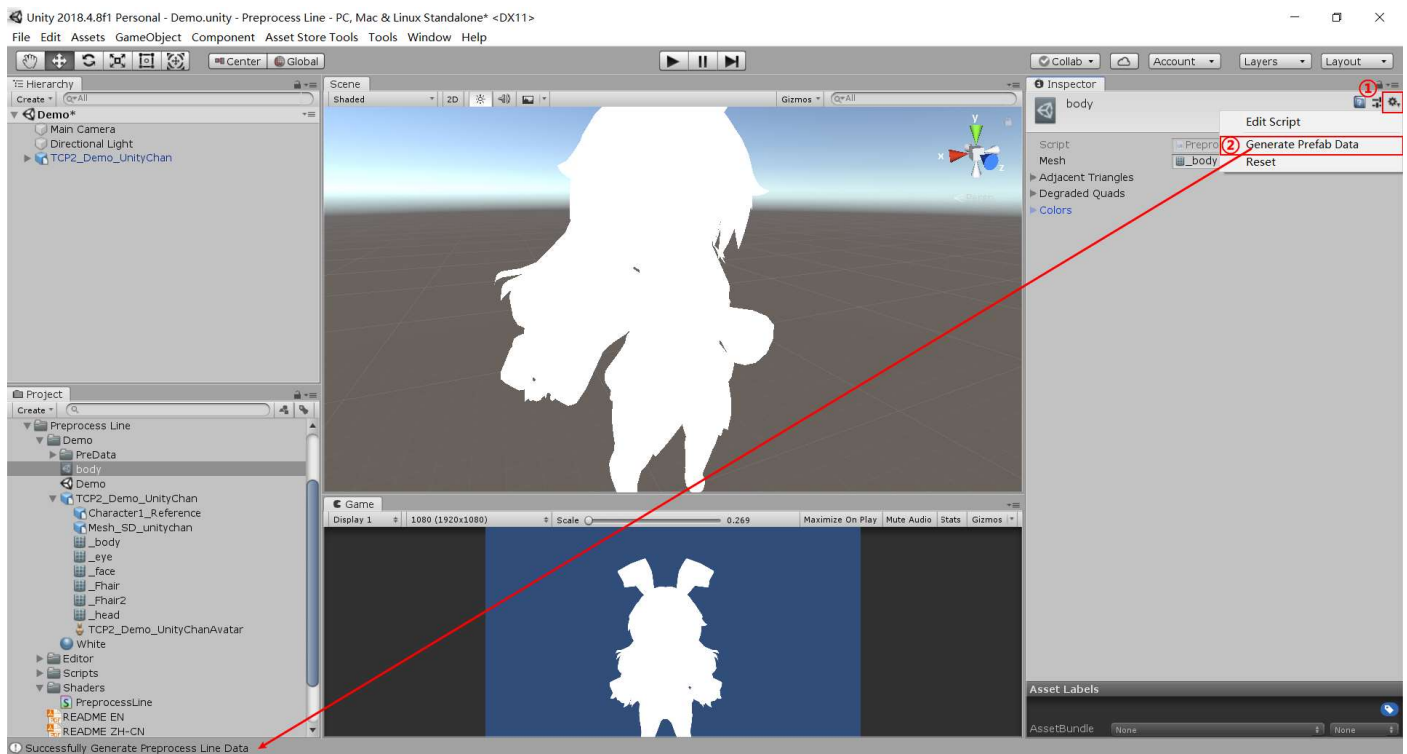
## Step 2

Create an asset for the '\_body' mesh to save prefab data.



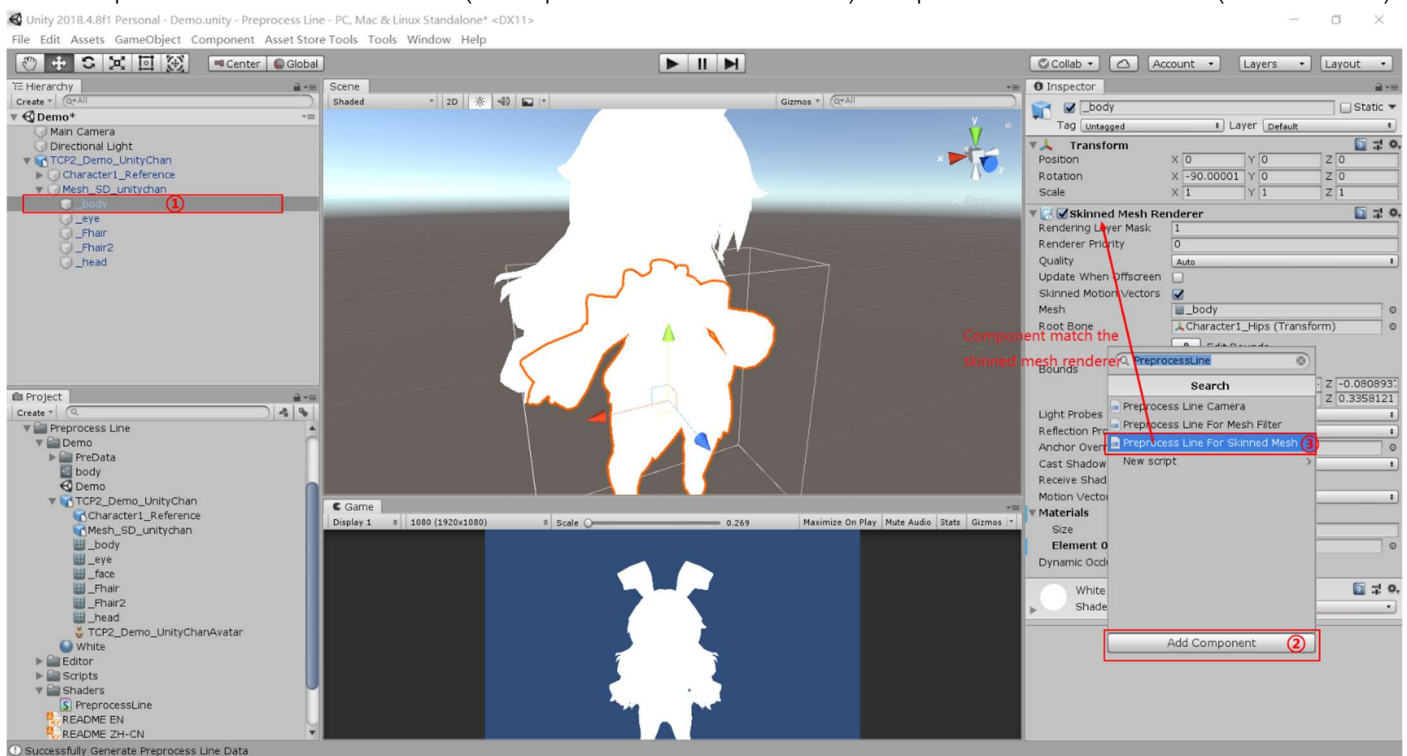
## Step 3

Generate prefab data for the asset.



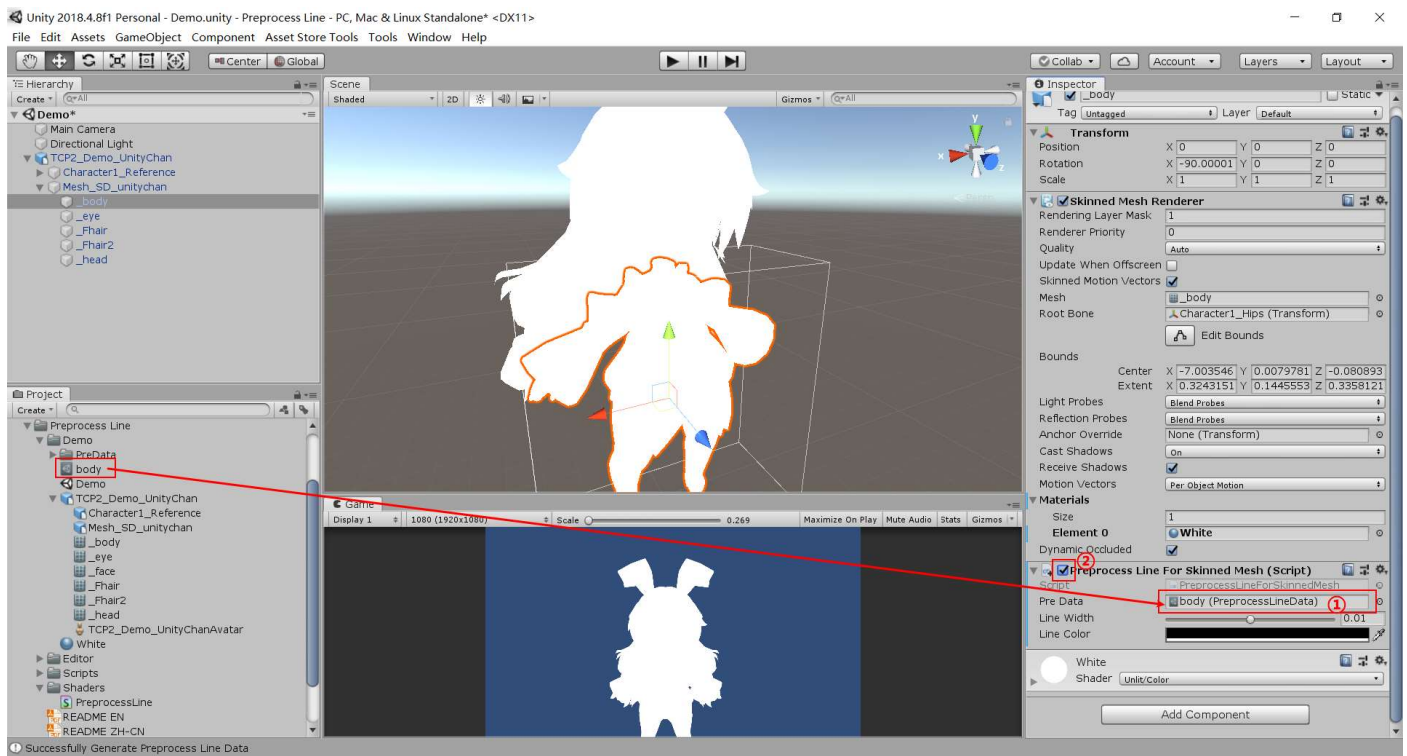
#### Step 4

Add "PreprocessLineForSkinnedMesh"(or PreprocessLineForMeshFilter) component for skinned mesh(or mesh filter).



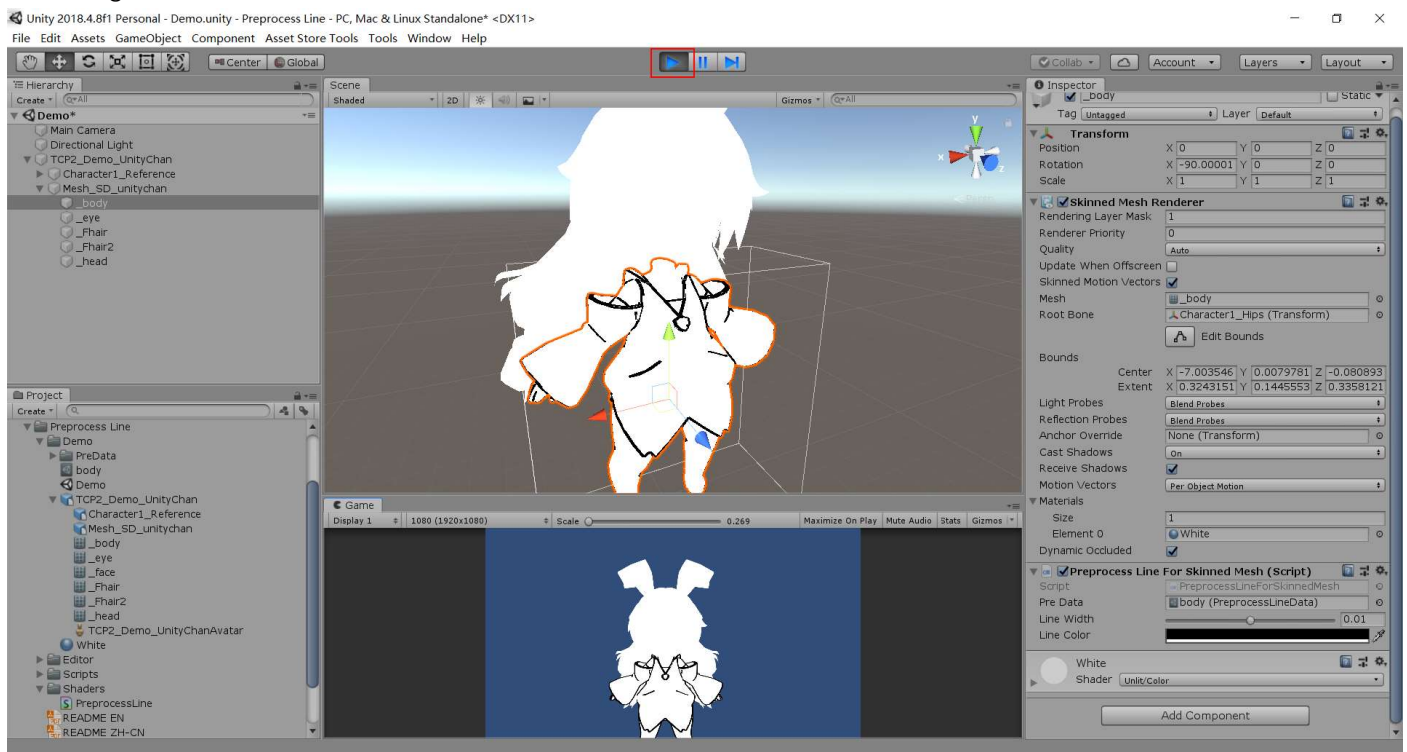
#### Step 5

Add prefab data to "PreprocessLineForSkinnedMesh"(or PreprocessLineForMeshFilter) component



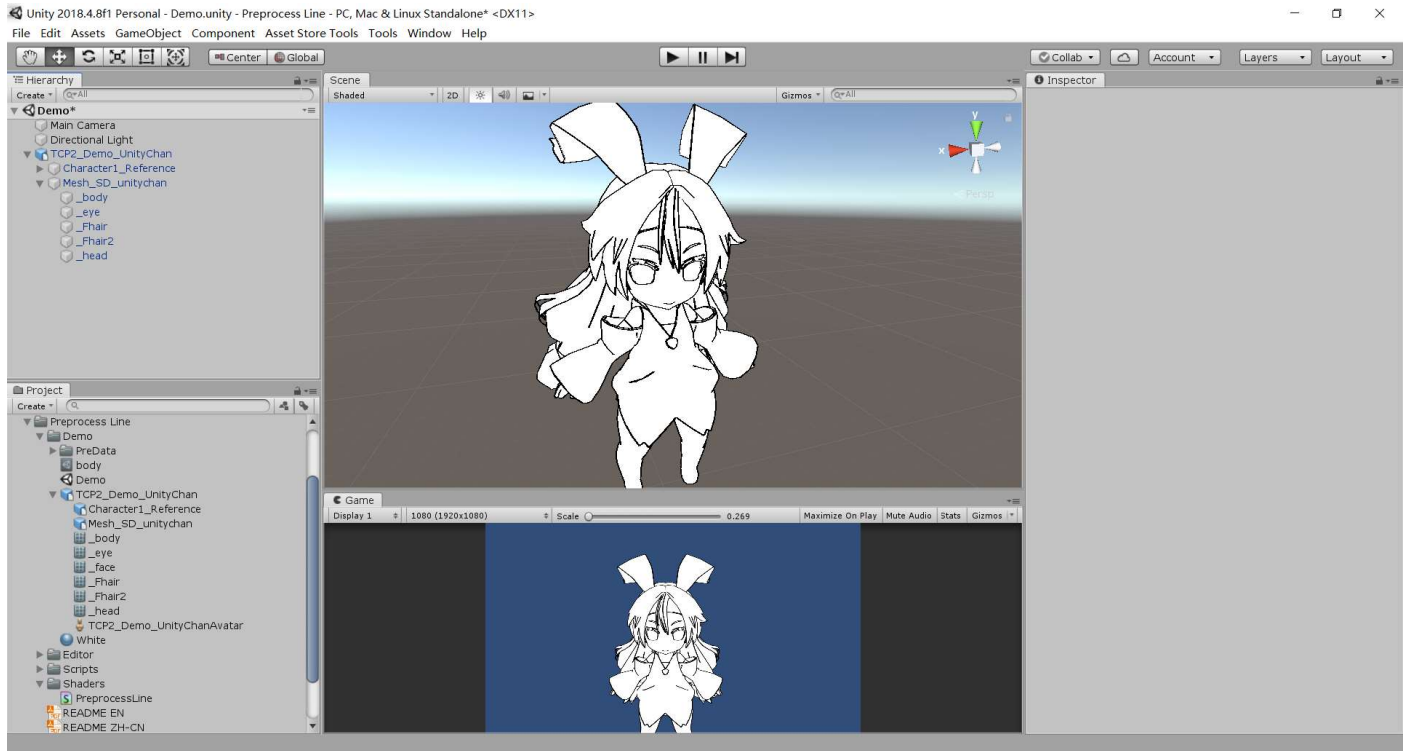
## Step 6

### Run the game

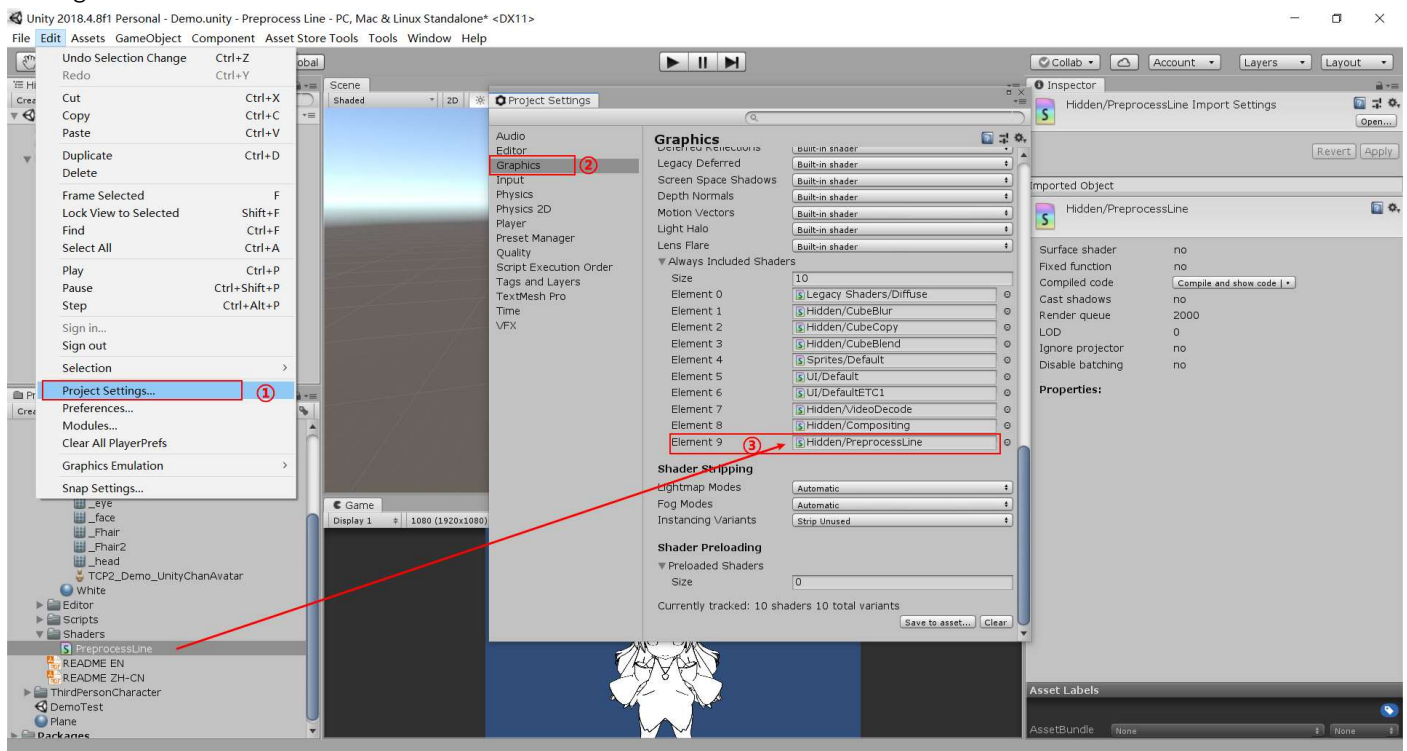


## Finish

When you finish all the works, you will get this.



PS: If you need to build your project, remember to add the “PreprocessLine.shader” to included shaders in your project settings.

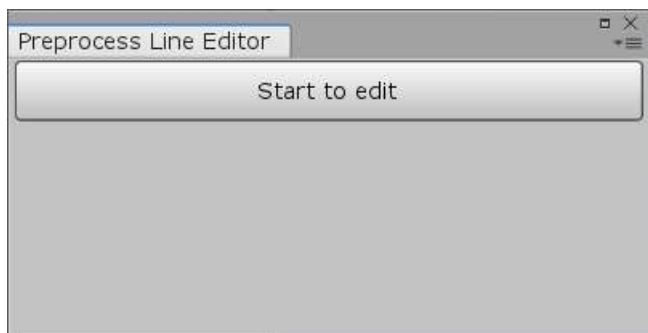
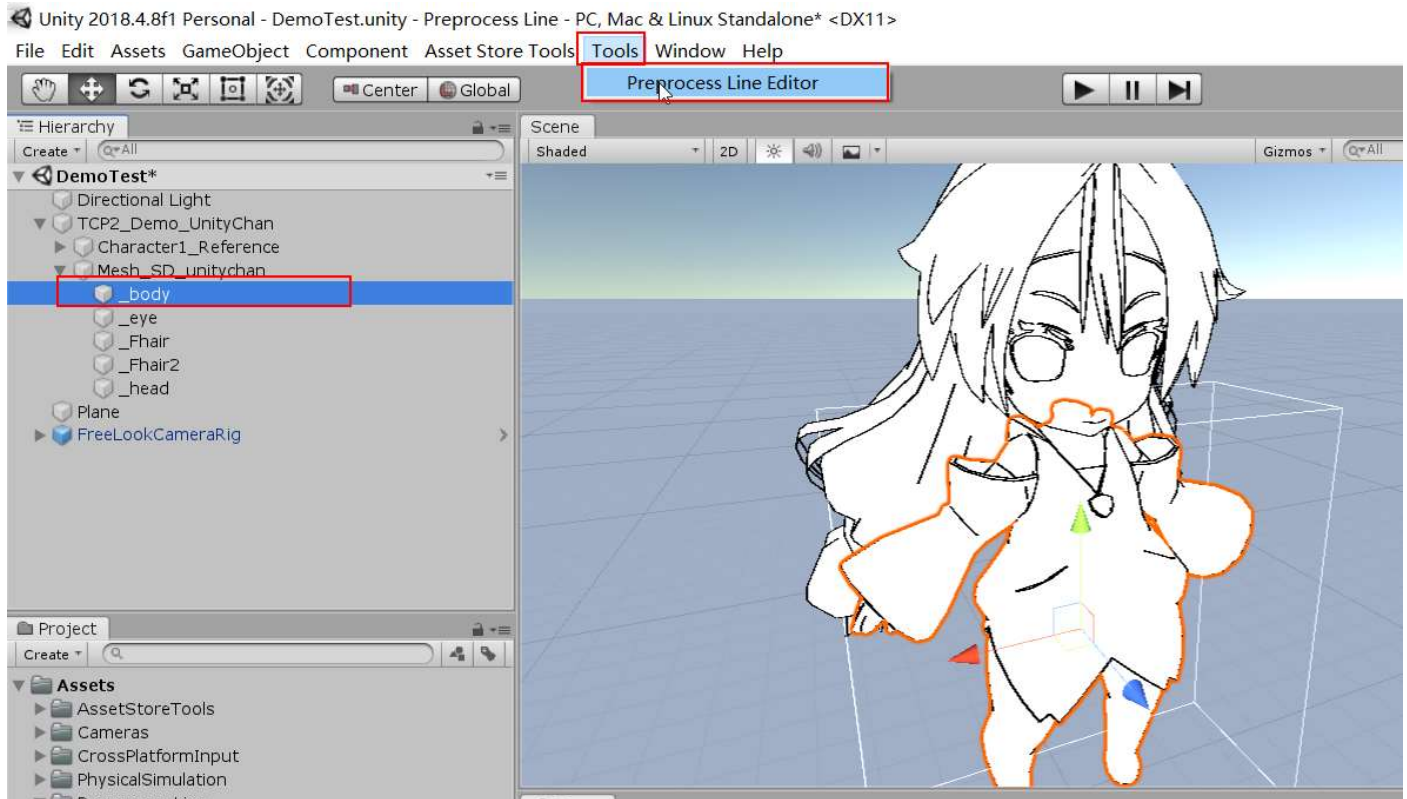




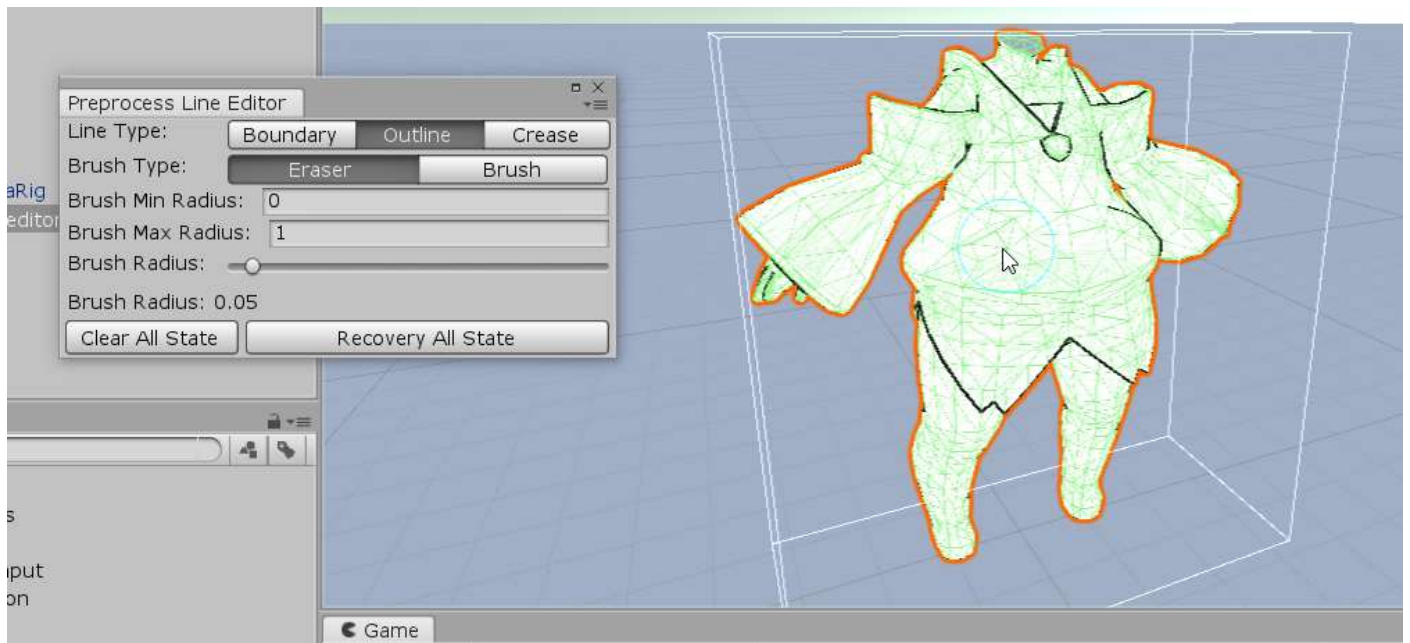
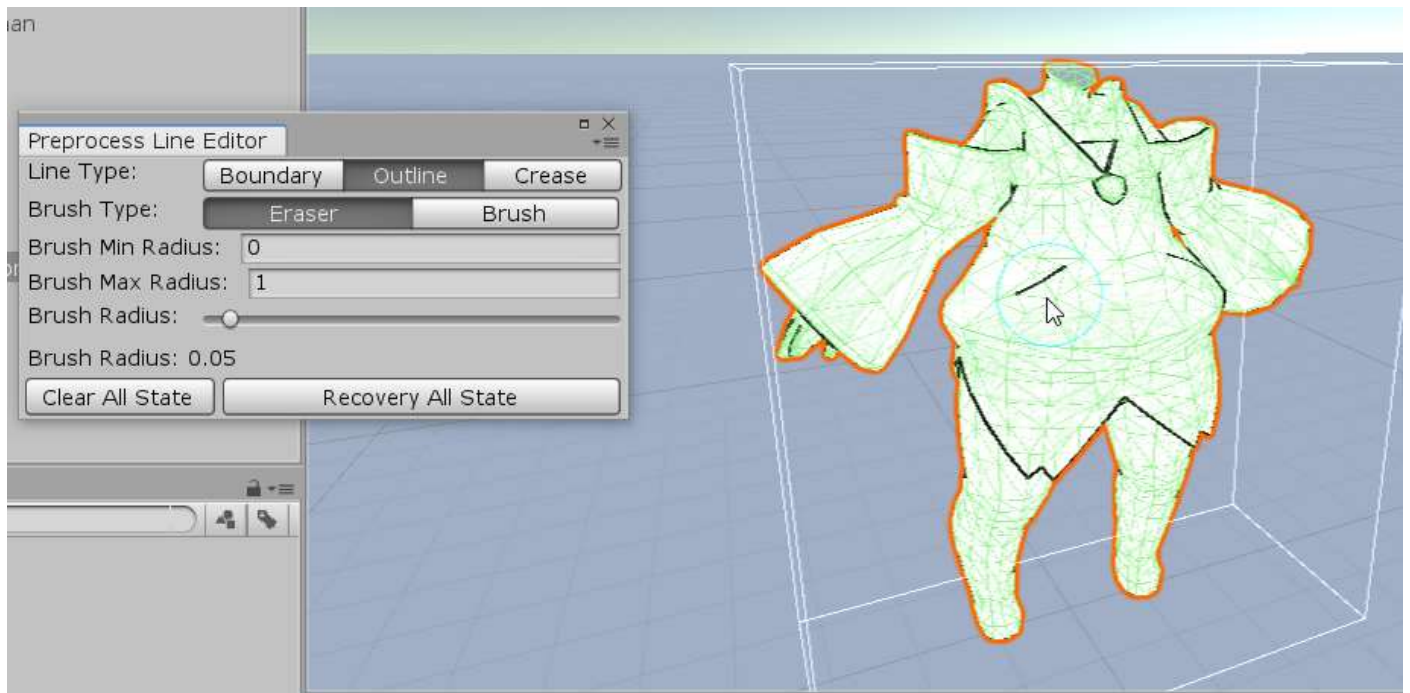
# Line Editor

It is used to erase or recovery some line which you don't want, and must be done after above steps. Next will tell you how to use it.

Step1: Select the object (with "PreprocessLineForSkinnedMesh" or "PreprocessLineForMeshFilter" component) need to edit. And then, click Tools-> PreprocessLine Editor->Start to edit



Step2: Erase or recovery line



Line Type: Set line type, and only show this line of the type.

Brush Type: Set brush type. Eraser erase line, Brush recovery line。

Brush Min Radius: Set min radius of the brush.

Brush Max Radius: Set max radius of the brush.

Brush Radius: Set radius of ths brush.

Clear All State: Clear all state from the brush (include before)。

Recovery All State: Recovery all state before you edit.

## FAQ

1. The lines don't fit the model.

If you set a scale for your model, the problem may appear. You can cancel or open scale processing for it in inspector of the script.

