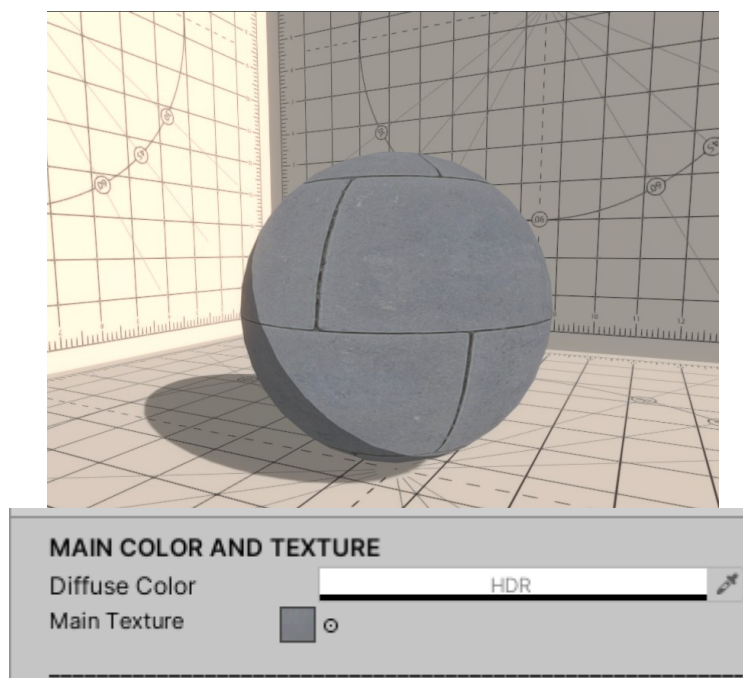# TETRA ARTS

Tatoon
Toon Shader for Unity

Thank you for purchasing Tatoon, I hope you have a good time with it.
If you like my shader, do not hesitate to note it on the page of the asset store and leave me a little comment
For any problem or suggestion you can contact me at: tetraarts66@gmail.com
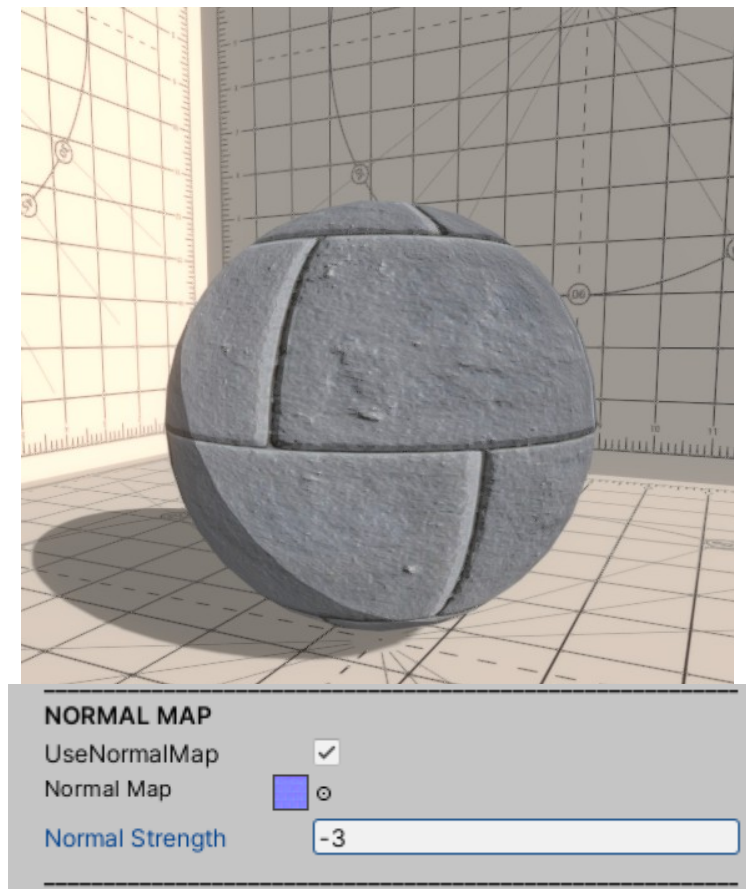
PARAMETERS

Color And Texture

Diffuse Color : a simple colorpicker to choose the main color of the material
(Note: if you use a texture, it is preferable that the color is white)

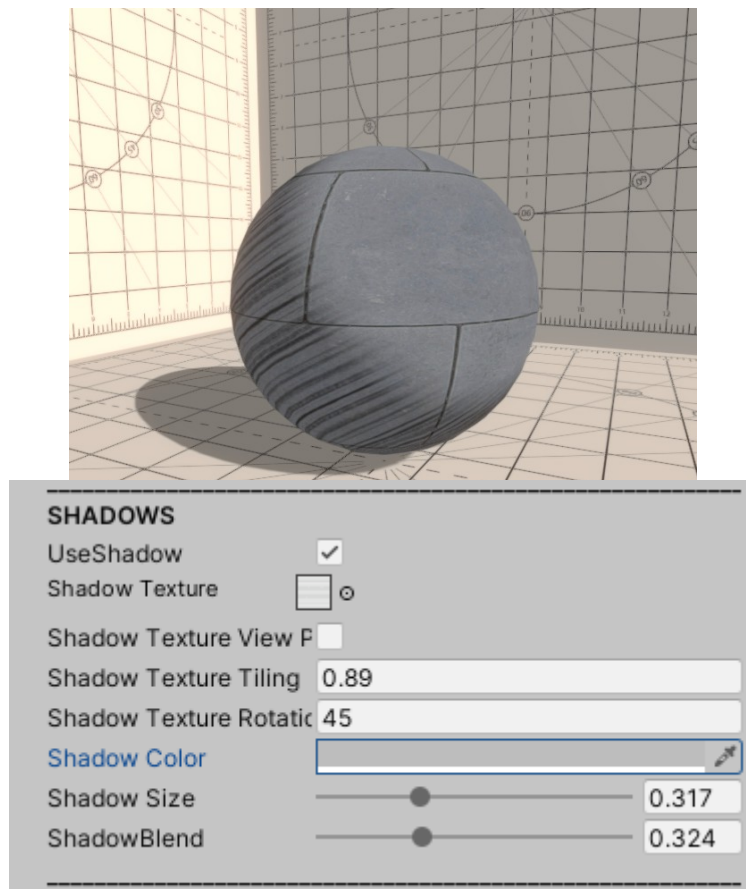Main Texture : location for your main texture (diffuse, color, albedo ...)

Normal Map

UseNormalMap : Enable or Disable Normal map parameters.

NormalMap : Location for normal texture.

Normal Strength : Value to increase or decrease the strength of the normal map.

Shadows

UseShadow : Enable or Disable Shadows.

Shadow Texture : allows you to customize the shade by adding a texture.

Shadow Texture View Projection : switch the texture projection mode between view and object.

Shadow Tiling : resize texture

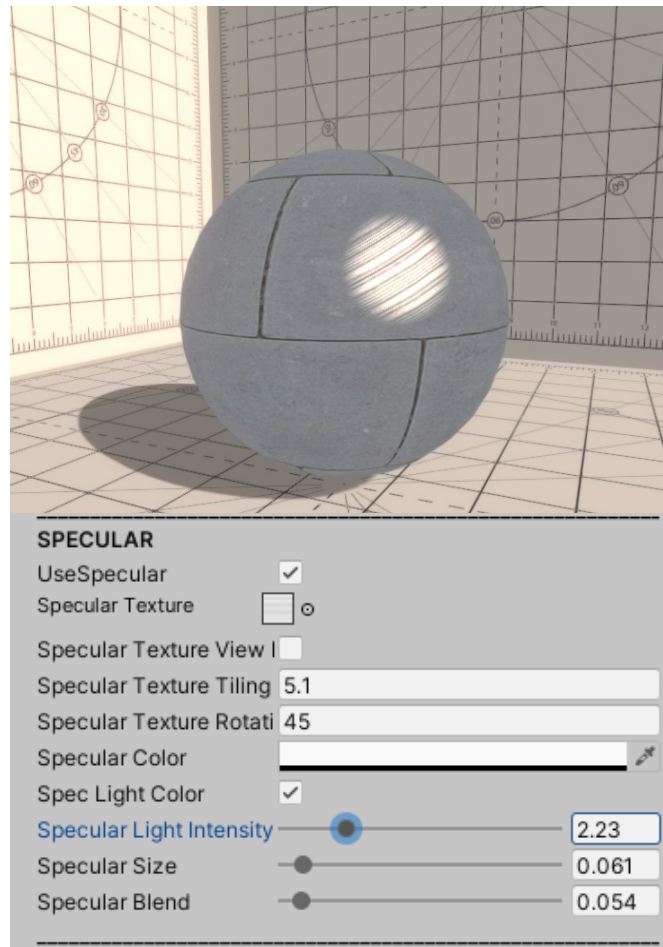Shadow Texture Rotation : allows texture rotation

Shadow Color : acts on the color of the shadow

Shadow Size : increases the size of the shadow

Shadow Blend : enlarges the mixing zone between the shadow and the main color

AttenuationPower : allows you to adjust the offset between the strength of the light and the intensity of the shadow

SPECULAR

UseSpecular : Enable or Disable specular parameters.

Specular Texture :allows you to customize the specular by adding a texture.

Specular Texture View Projection : switch the texture projection mode between view and object.

Specular Tiling : resize texture

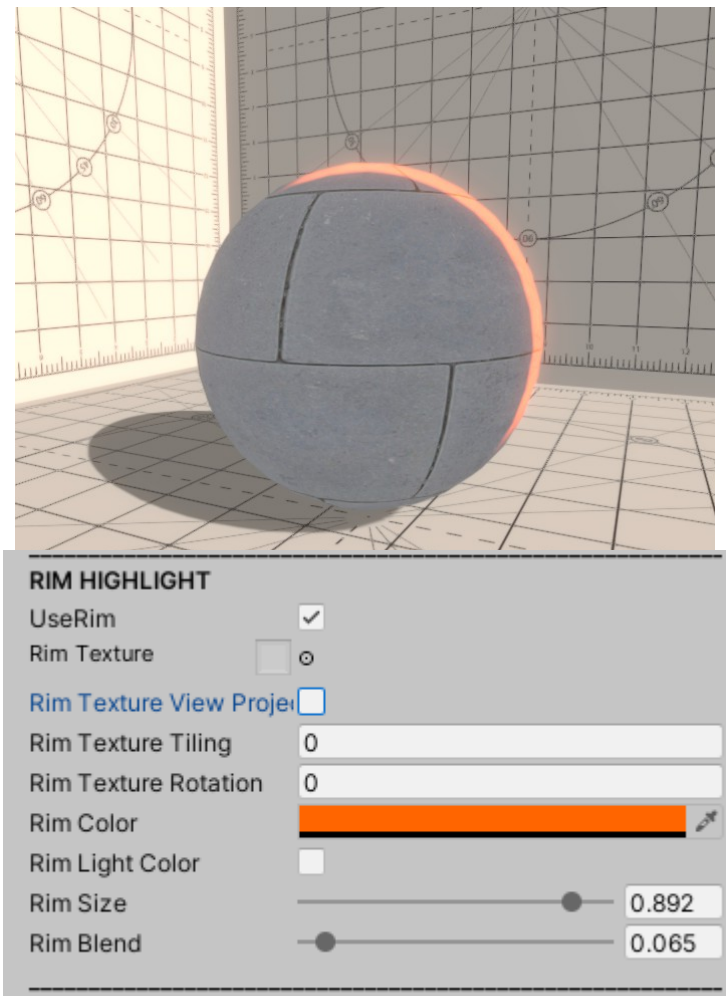Specular Texture Rotation : allows texture rotation

Specular Color : affects the color of the Specular

Specular Size : increases the size of the specular

Specular Blend : enlarges the mixing area between the specular and the main

color

RIM HIGHLIGHT

UseRim : Enable or Disable Rim parameters.

Rim Texture : allows you to customize the rim by adding a texture.

Rim Texture View Projection : switch the texture projection mode between view and object.

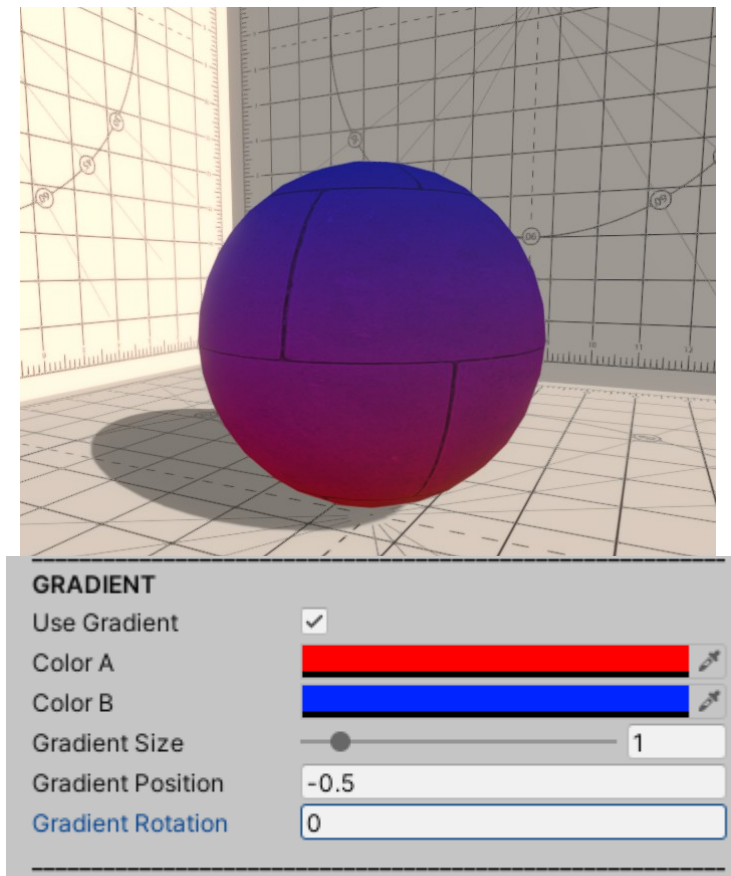Rim Texture Tiling : resize texture

Rim Texture Rotation : allows texture rotation

Rim Color : acts on the color of the rim

Rim Size : increase the size of the rim

Rim Blend :enlarges the mixing area between the rim and the main color

GRADIENT

UseGradient : Enable or disable gradient parameters
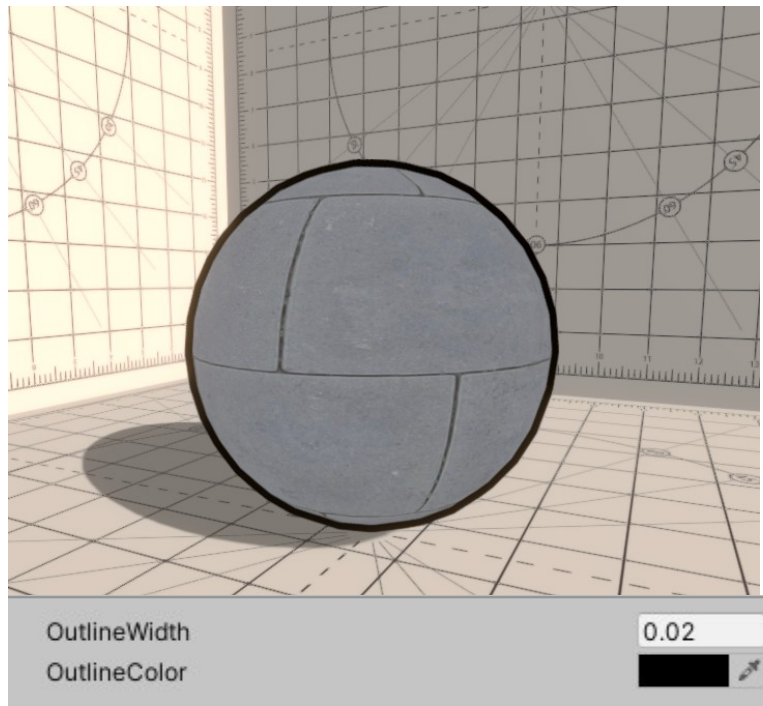
Color 1 : First gradient color

Color 2 : Second gradient color.

Gradient Size : Scale the Gradient (0 = null)

Gradient Position : value to center the gradient, (acts on the Y axis of the object)

Gradient Rotation : allows to rotate the gradient

OUTLINE(deferred only)

UseOutline : Enable or disable Outline.

Outline Color : Color of the outline

Outline Size : controls the thickness of the outline

UseOutlineFire : Enable or disable OutlineFire.

NoiseTexture : allows you to customize the Outlin by adding a texture.

Speed : Control the scrolling speed of the texture on the Y axis

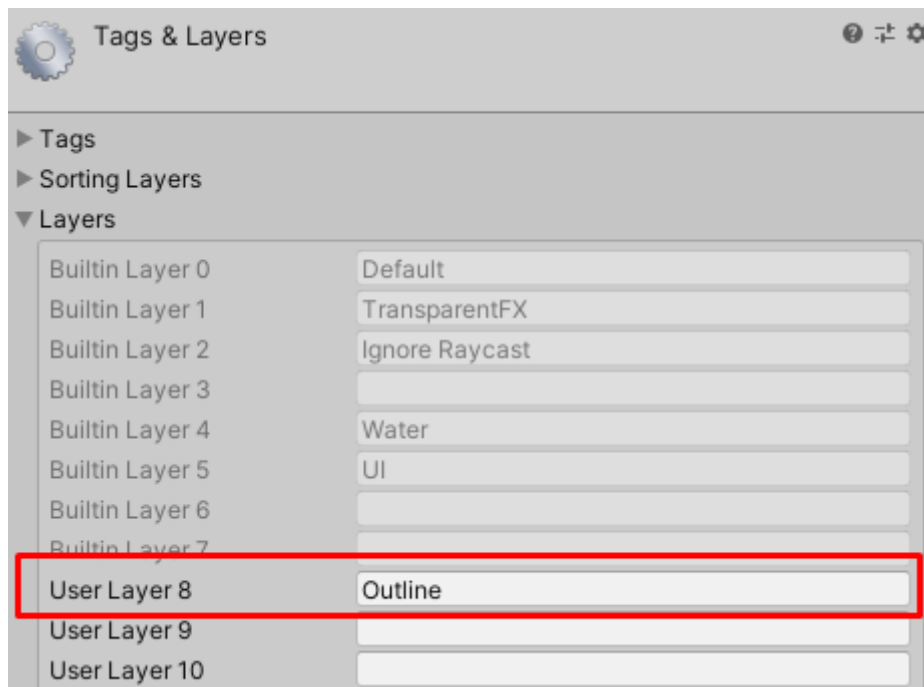OutlineColor1 : First Color of the outline (between object and color2)

OutlineColor2 : Second Color of the outline (between Color1 and Alpha)

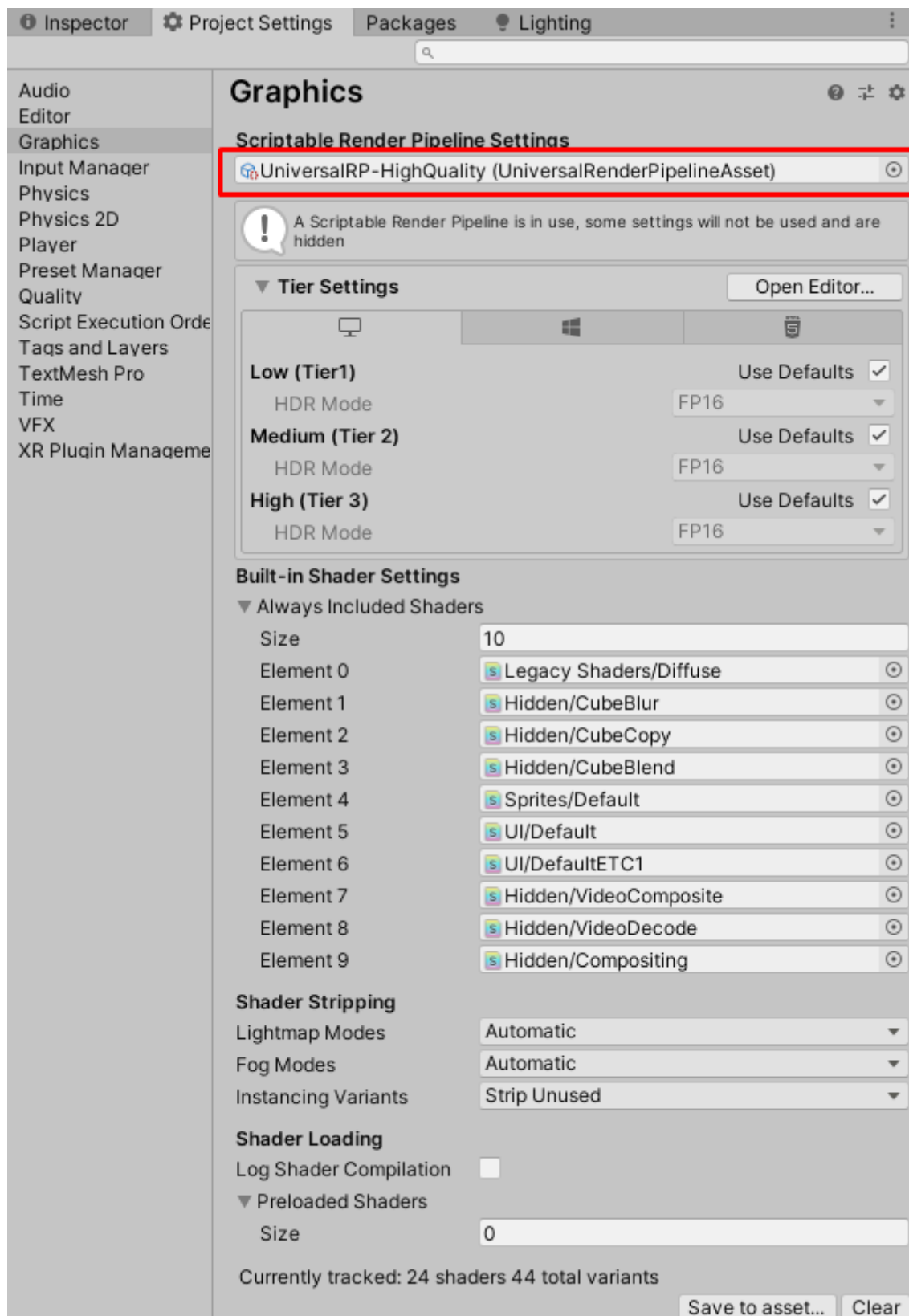PowerColor1 : Control the Sise of OutlineColor1.

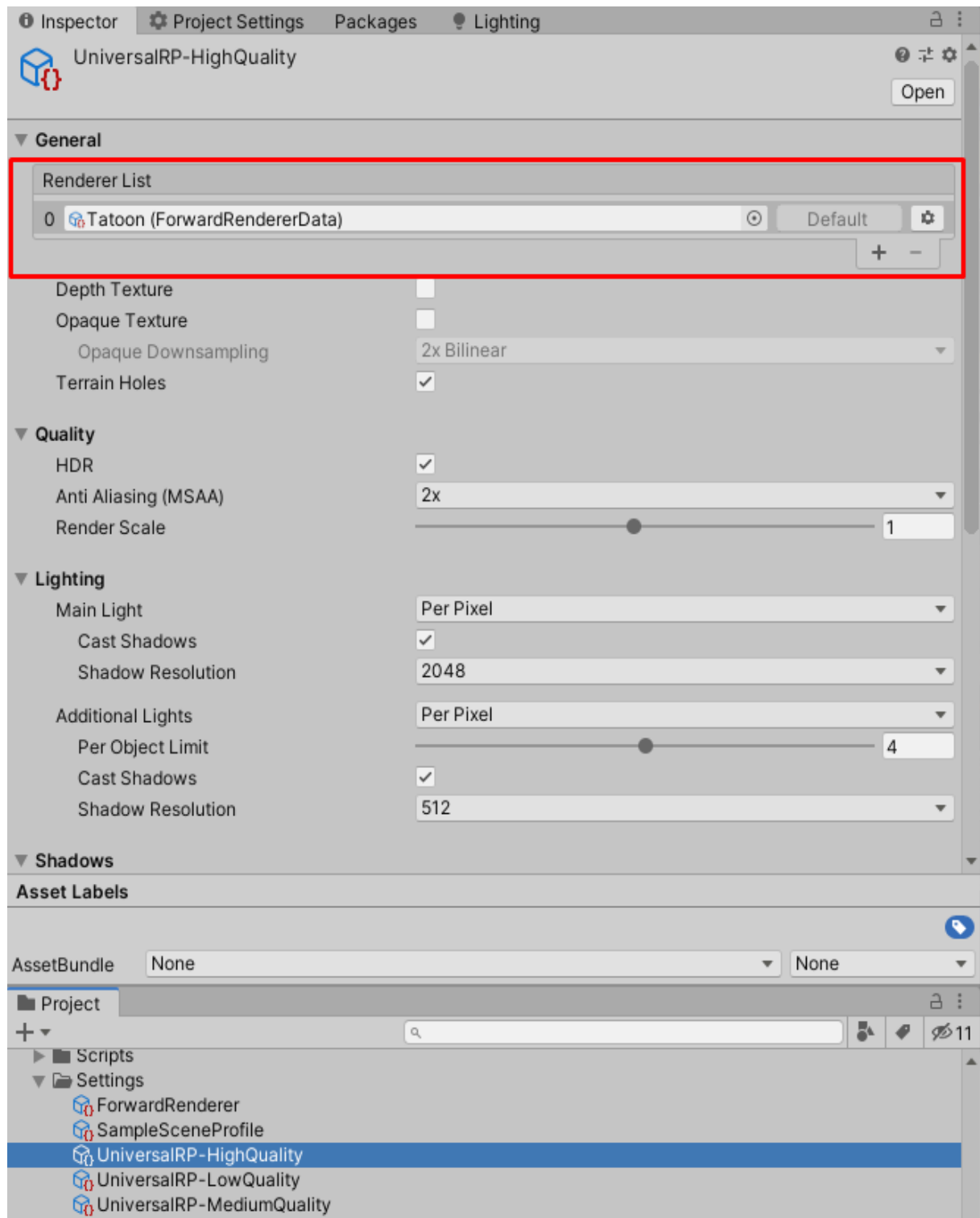PowerColor2 :Control the size of OutlineColor2.

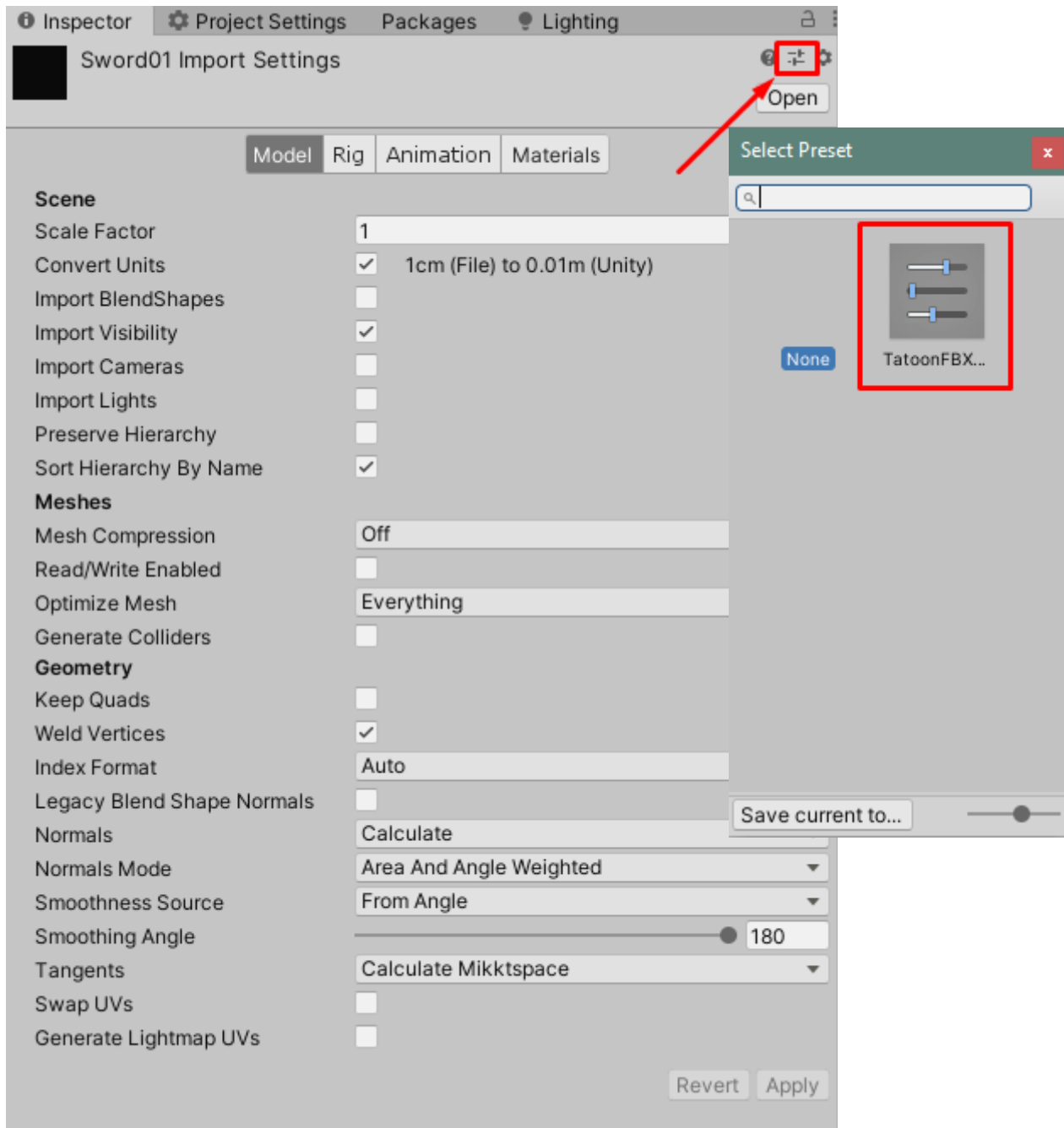# Outline in URP

1- Create a layer outline

2 – Drag & drop a Forward renderer named Tatoon (from TetraArts/Shaders/Tatoon/Settings) in your Universal Render Pipline asset(you can find it in project stting window under graphic
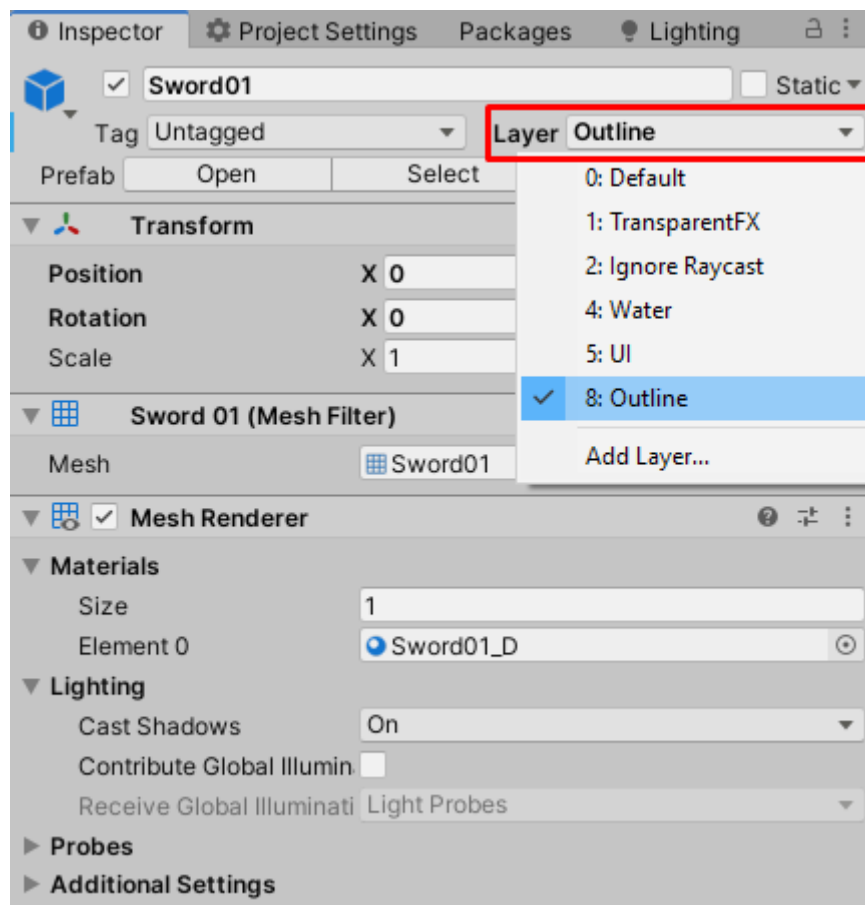
Here :

Like that :

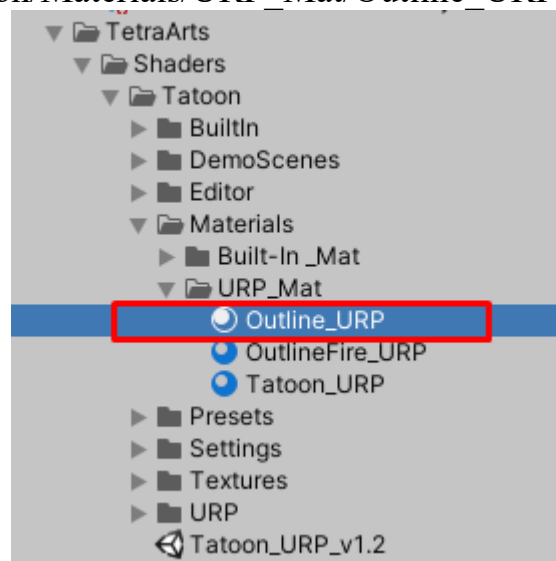## 3 – Use Tatoon preset in your import setting model

4 – Select Outline Layer for your object in the scene :

Thats all.
You can play with outline parameters , from material in :
TetraArts/Shaders/Tatoon/Materials/URP_Mat/Outline_URP .

I

If you have some difficulty , you can show YT videos tutorial at :
https://www.youtube.com/watch?v=SUsh4Oq9cy8

Or contact me at : tetraarts66@gmail.com