

ZZZ Render

flow this tutorials on bilibili

[【Unity/虚幻5/Blender】3种引擎 绝区零风格 卡通渲染 星见雅 完整流程](#)

- Editor: Unity Version 2021.3.45f1c1
- Project: Official Templates :URP 3D Sample

I will show Render Changes in this README

Texture

All Magic is in Linear Color Space instead of Gamma Space

Base Color

Red Magic

- R : Material Index
- G : Metallic info
- B : Highligths Mask

Gray Magic

- RG : Normal
- B : Diffuse Bias

Orange Magic

- R : idk , seems base color's alpha
- G : Smoothness
- B : mask of MatCap

MatCap Texture:

- Metallic reflection
- pantyhose/stockings
- Highlight

Face

- RGB : Face Color
- A : nose line

Face Green Magic

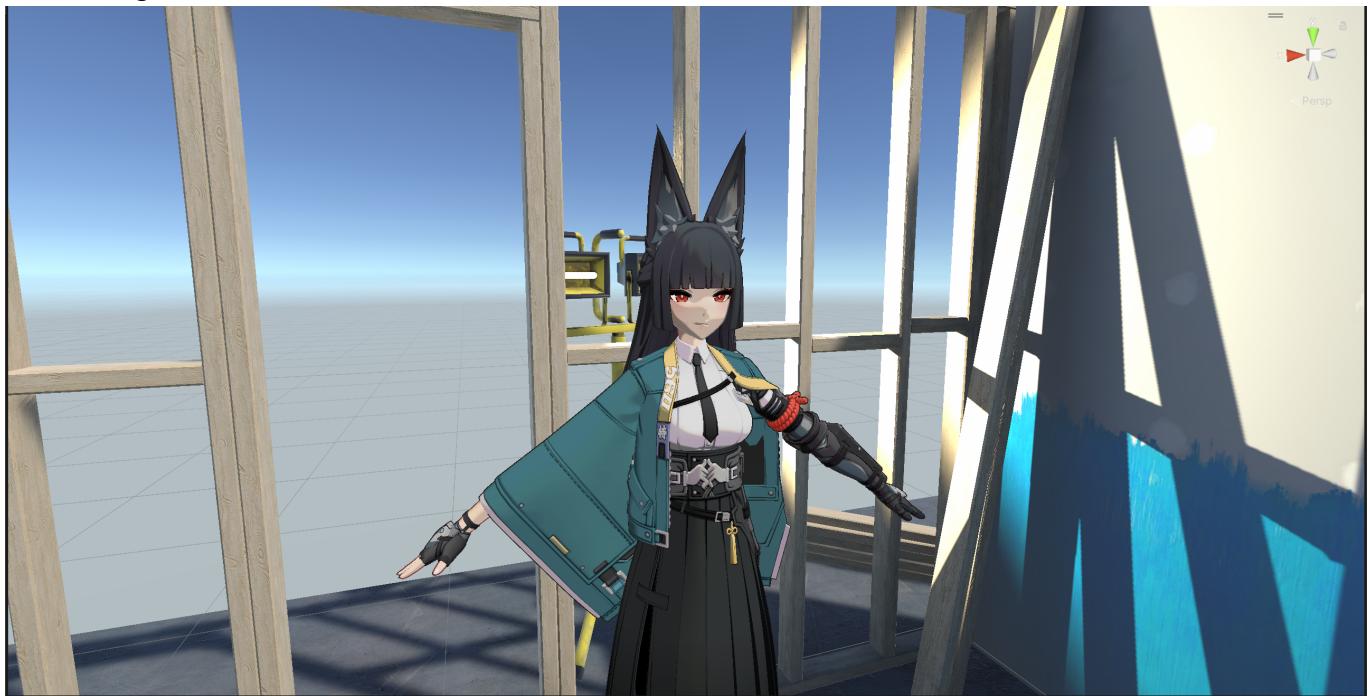
- R : SDF grayscale value

- G : smoothness offset of change
- B : outline width
- A : mask , interpolate to Lambert

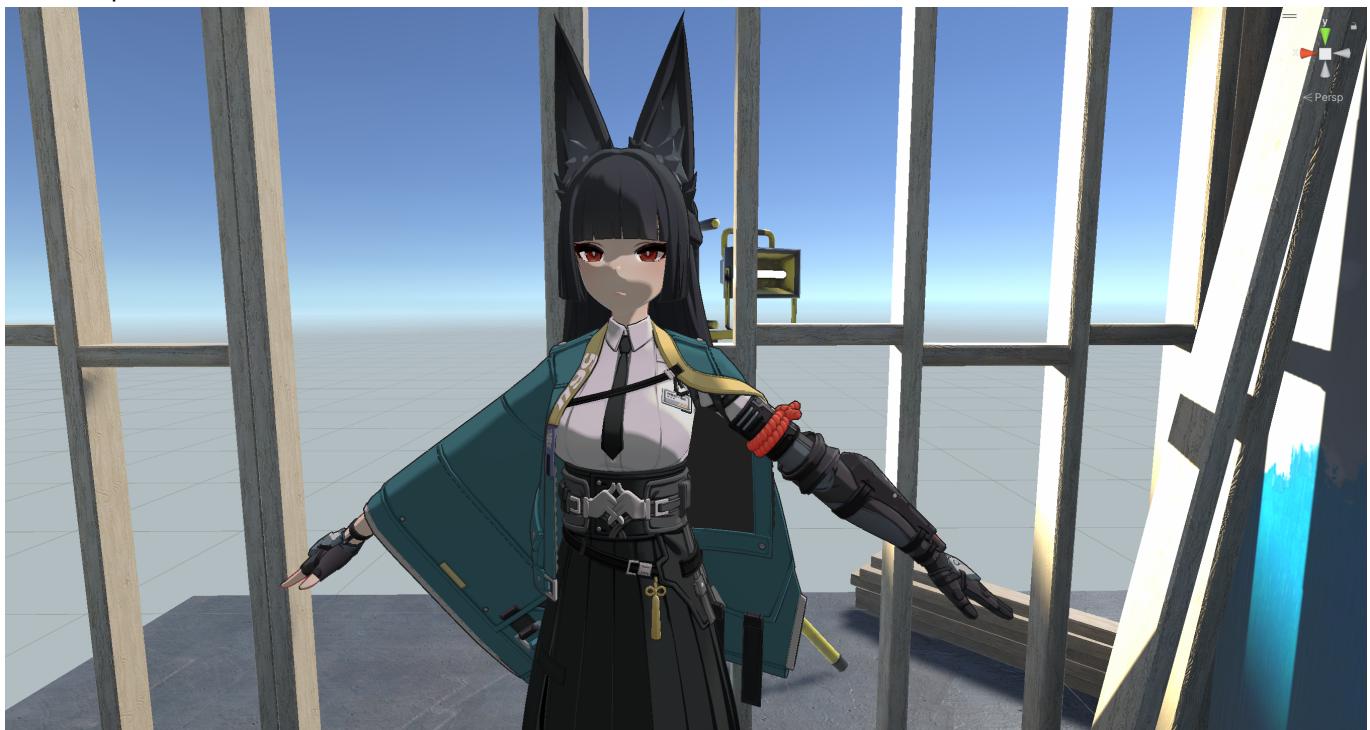
BaseColor

Outline(look at the Skin's outline is **Red** and Cloth is **Gray**)

Lambert Light and Shadow



Screen Space Shadow



SDF Face Shadow



Nose Line



MatCap (include gauntlet(metal armor on the arm) and pantyhose)



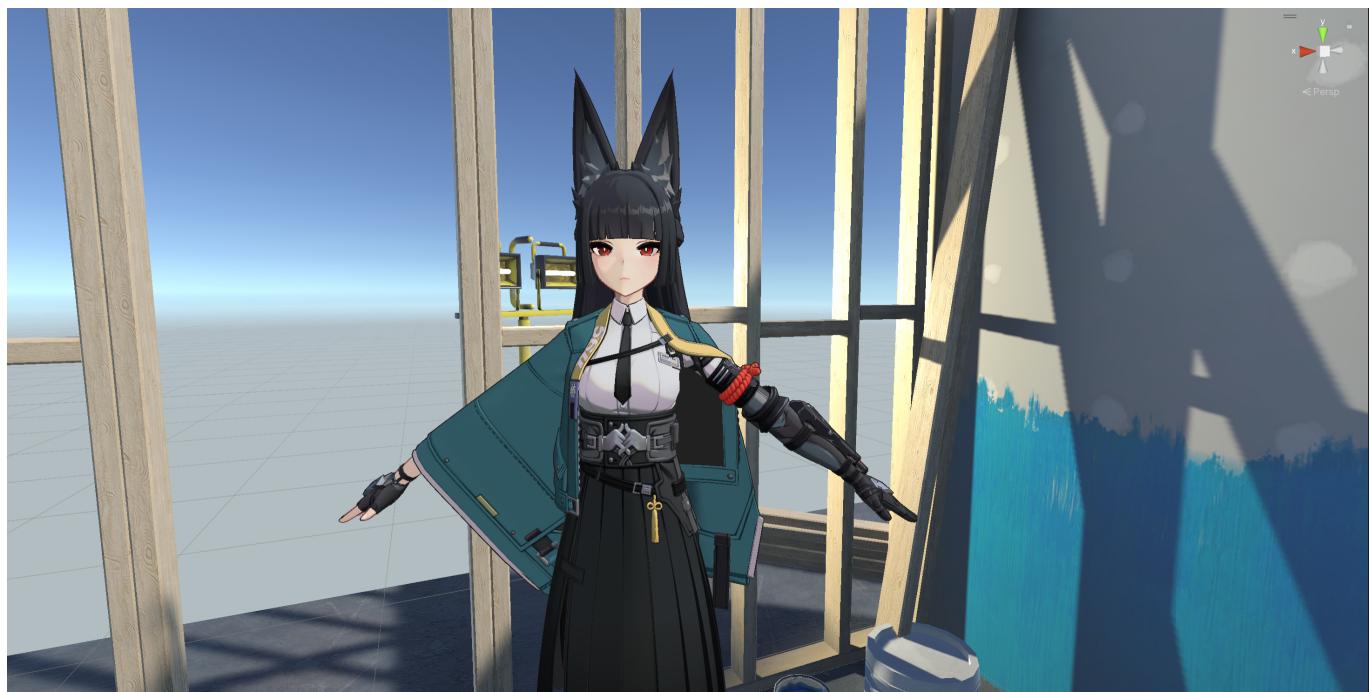
Gamma



Specular



Ambient



RimLight



Eye (include Eye highlights ,Eye Translucent)

