

Toon BSDF

Cycles Only

The *Toon BSDF* is used to create *Diffuse* and *Glossy* materials with cartoon light effects.

Inputs

Color

Color of the surface, or physically speaking, the probability that light is reflected for each wavelength.

Size

Parameter between 0.0 and 1.0 that gives an angle of reflection between 0° and 90°.

Smooth

This value specifies an angle over which a smooth transition from full to no reflection happens.

Normal

Normal used for shading; if nothing is connected the default shading normal is used.

Properties

Component

The material component to base the toon effect.

Diffuse:

Use shading based on the Diffuse BSDF.

Glossy:

Use shading based on the Glossy BSDF for specular reflection.

Outputs

BSDF

Standard shader output.

Examples



Example of Toon Shader.