



Cel Shader Faux Light URP

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Version 1.0

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Neko Legends

<http://nekolegends.com>

Overview

This Cel shader that has built in faux lighting is ideal stylized games to get that simple Anime look. The light angles and toggles are what controls the shading rather than other sources of light. This means users no longer have to deal with complicated lighting setups if they are after a consistent shader look. The shader works best when the camera is not moving; perfect for novel type games or demos to showcase 3D assets.

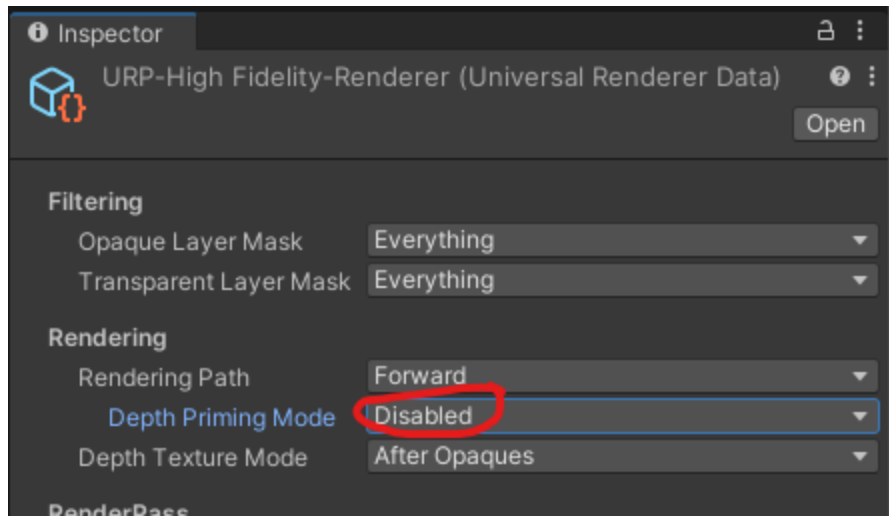
Tested on **Unity 2021.3.28f1**. And **Unity 2022.3.8f1**.

Shader Properties

I. The best way to learn about the shader properties and what they do is to play with the included demo.



II. Works with forward and deferred rendering. However on forward rendering, make sure the depth priming mode is set to *disabled*.



Support

Need some help or have burning questions? Reach out to me at support@nekolegends.com

And hey, if you're feeling extra awesome and want to support me on my journey, why not leave a review? Your feedback means the world to me and helps me continue to improve and develop amazing new features as well as more variety of characters!

