Simple Toon Pro v1.0

Overview

Simple Toon Pro is a shader based asset that will bring a nice toon look into your Unity project

How to start

Create new material in the project window by
Right Click > Create > Material

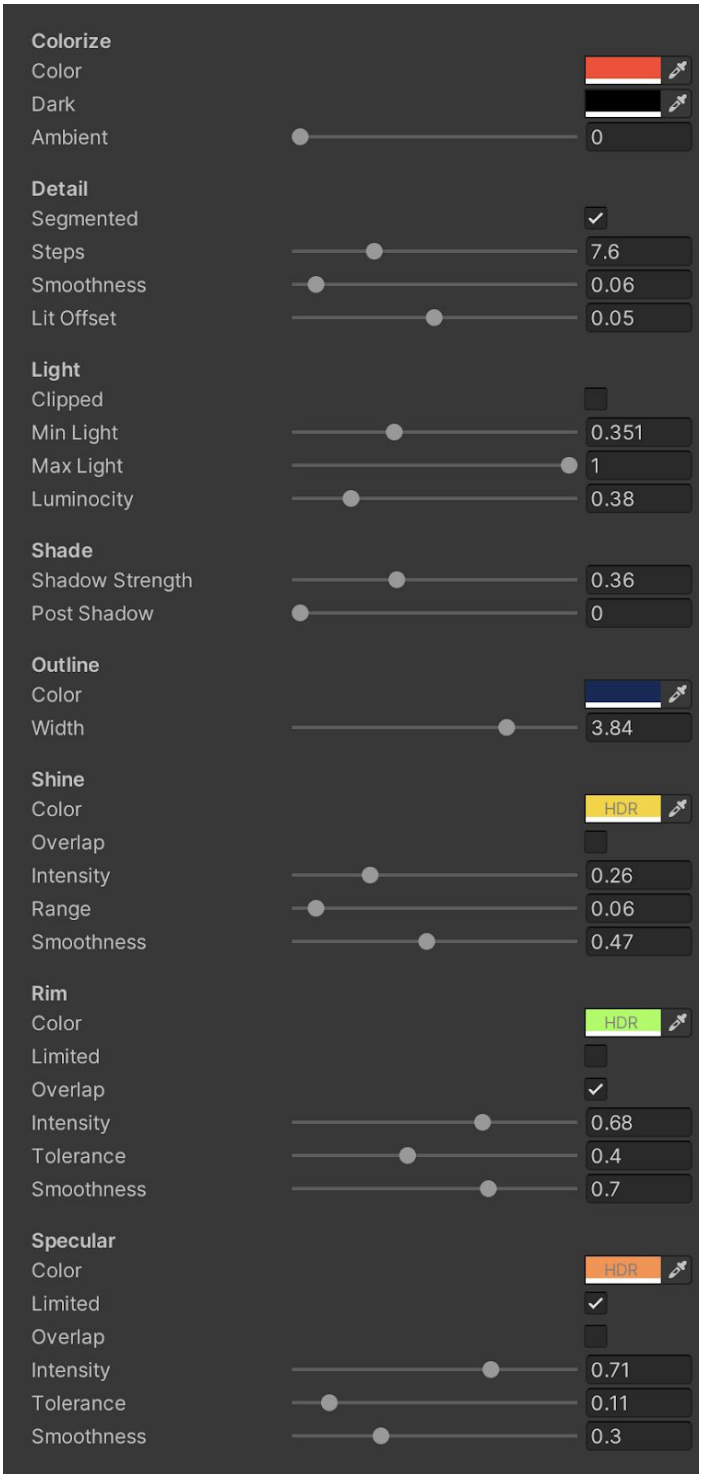
Select created material and go to the inspector panel

In the inspector click on the Shader drop down menu

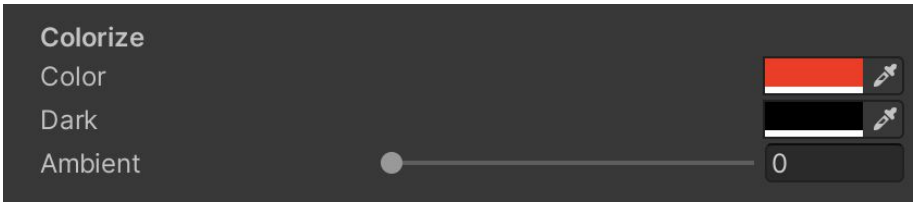
Navigate through Simple Toon Pro and click on the suitable shader

Place new material into the scene or prefab object

Detailed guide of the Simple Toon Pro shader parameters



Colorize

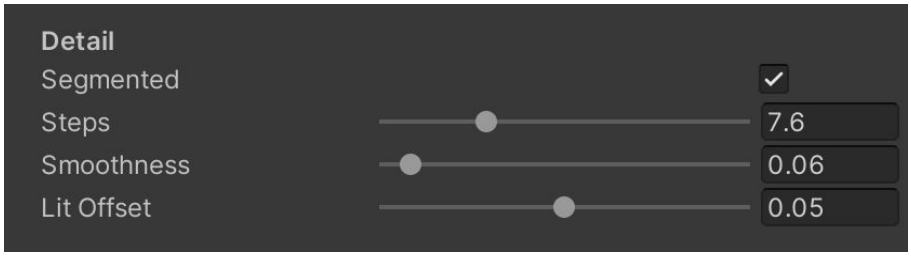


Color: the main parameter which will be applied to the lit area of the toonish surface.

Dark: is opposite to Color parameter as it determines the darkest color of the unlit area.

Ambient: determines blending factor between color from light source and a lit Color.

Detail



Segmented: determines how color interpolates between lit and unlit parts. If Segmented is turned off then the interpolation will be smooth, otherwise it will be stepped and segmented.

Steps: the integer number of this parameter defines how many segments should be between lit and unlit parts. Works only if the Segmented parameter is turned on.

Smoothness: defines how smooth the transition of color between segments. Works only if the Segmented parameter is turned on.

Lit Offset: this parameter gives you ability to manually offset the threshold between lit and unlit parts.

Light

Clipped: determines if the color intensity will be clipped to the established light bounds or it will be relatively placed inside those bounds.

Min Light: defines how dark an unlit area can be

Max Light: defines how bright a lit area can be.

Luminosity: applies additional intensity of the color to the established Max Color parameter.

Shade

Shadow Strength: defines how strong is falling shadow in Min - Max Light bounds.

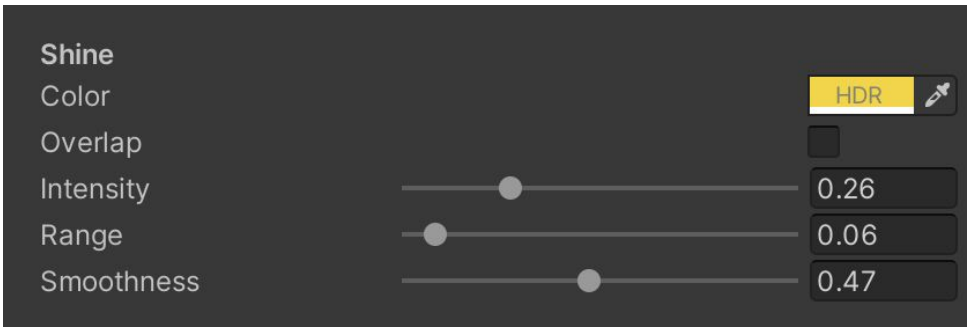
Post Shadow: applies additional post-overlay of shadow.

Outline (only in outline shader)

Color: defines outline color.

Width: defines outline thickness.

Shine (post effect)



Color: defines shine color.

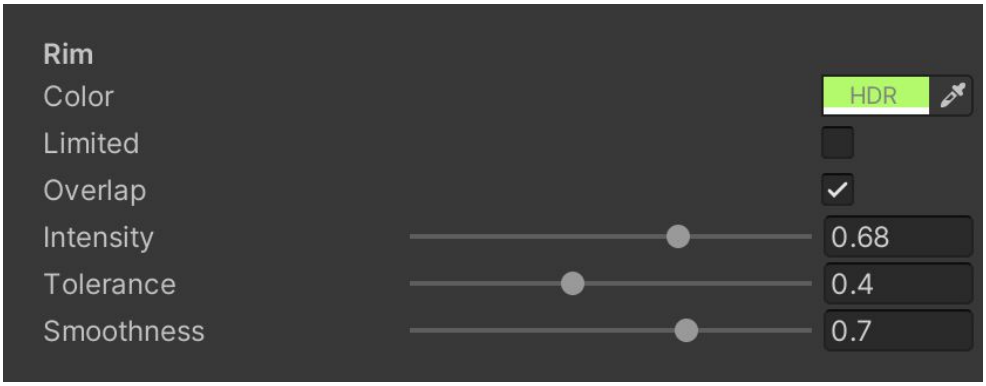
Overlap: determines if shine overlaps the shadow or not.

Intensity: sets the intensity of shine.

Range: sets the range of shine between lit and unlit parts.

Smoothness: determines how sharp or smooth is the end of shine.

Rim (post effect)



Color: defines rim color.

Limited: defines if rim should be limited to the lit area.

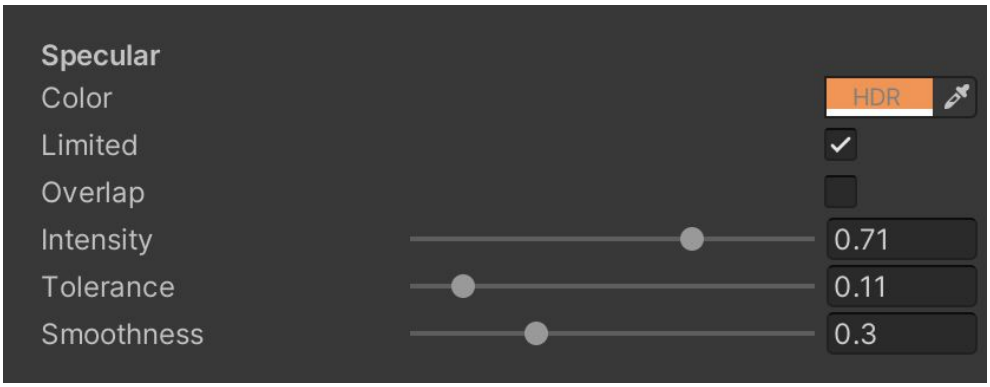
Overlap: determines if rim overlaps the shadow or not.

Intensity: sets the intensity of the rim.

Tolerance: sets the rim tolerance from the edge to center.

Smoothness: determines how sharp or smooth is the end of the rim.

Specular (post effect)



Color: defines specular color.

Limited: defines if specular should be limited to the lit area.

Overlap: determines if specular overlaps the shadow or not.

Intensity: sets the specular intensity.

Tolerance: sets the specular tolerance range.

Smoothness: determines how sharp or smooth is the end of the specular area.