

# URP Toon Material Manual



URP Toon Material is a cartoon style material that helps you to achieve an art style similar to The Legend of Zelda Breath of the Wild game.

It can be used in the Universal Rendering Pipeline and on all platforms and graphic APIs.

There are two shaders in the package:

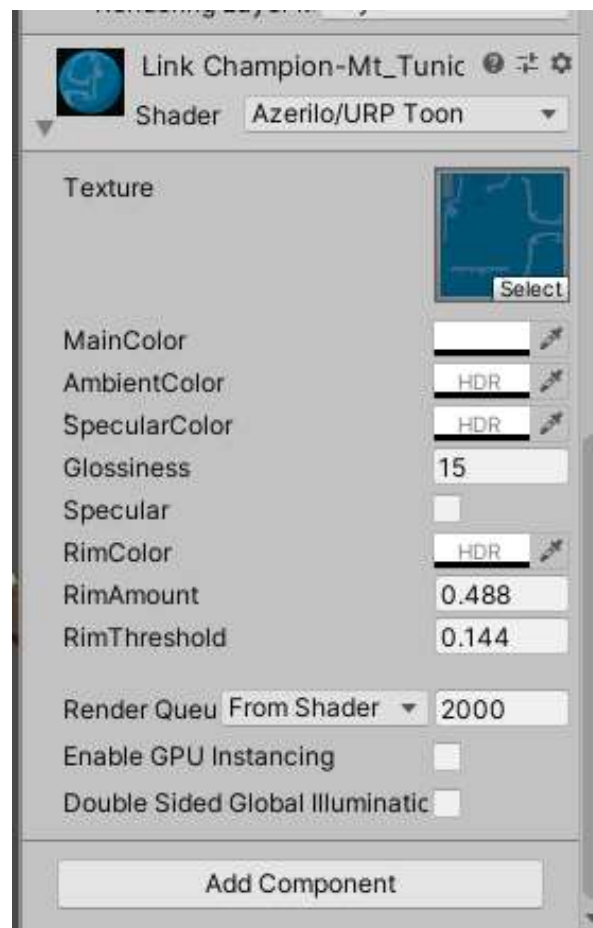
- URP Toon
- URP Toon Two Sided

Use the two sided version when you need to render back faces of your meshes too.

## How to use it:

1. Create a new material in the project window
2. Select the material and from the shader menu of the material select Azerilo → URP Toon or Azerilo → URP Toon Two Sided

You can see the URP Toon Material properties in the picture below:



- **Texture**

Add the texture here

- **AmbientColor**

It defines ambient color

- **SpecularColor**

It defines specular color. It only works when the specular checkbox is checked.

- **Glossiness**

It defines glossiness. It only works when the specular checkbox is checked.

- **Specular**

Check it to enable glossiness.

- **RimColor**

It defines rim light color.

- **RimAmount**

It defines rim amount

- **RimThreshold**

Change the rim light threshold

**For any question you can contact me:**

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