



This is a screenshot from the game Dead Cells. While it looks like a pixelated game, the characters themselves are actually 3D models. The environments are pixel art while the characters are models with what appears to be a pixel shader. The pixel shader appears to also react to light (some areas on the characters are shaded) and even has emissive properties (the sword on the larger character appears to be emitting light).

This shader appears to be a variation on a toon shader. Instead of clamping/ramping values based solely on color, there also appears to be a clamping based on pixel position. This might've been accomplished by mixing a toon shader with a procedural generation of square locations. It could also have been accomplished on the camera side by just taking the screen and pixelating it. The light appears to be pretty simple and just takes into account a single directional light. The emissive also appears to be generally straightforward in mixing its color value with the area around it.