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Tech Artist Assignment

Cel / Toon Shader

June 04, 2023

- I have created Cel Shader byTwo Methods
  - Method 1 : By Unity Toon Shader
  - Method 2 : By Code

Method 1: by Unity Toon Shader
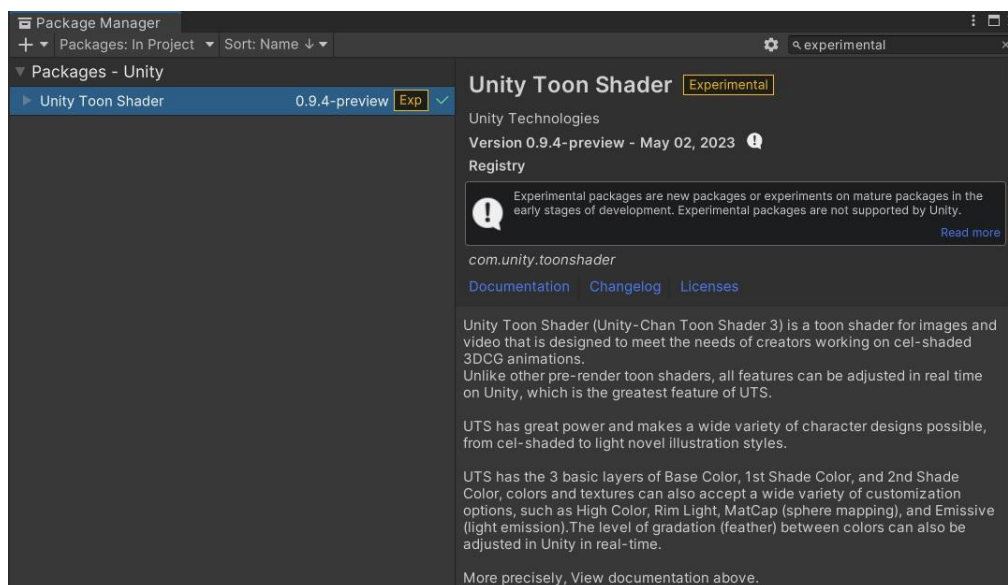
Requirements and compatibility

- **Requires Unity 2019.4.21f1 or higher**.

Render pipeline compatibility

- Unity Toon Shader supports **Legacy**, **Universal RP** and **HDRP**. Please refer to the documentation of each rendering pipeline for supported platforms.
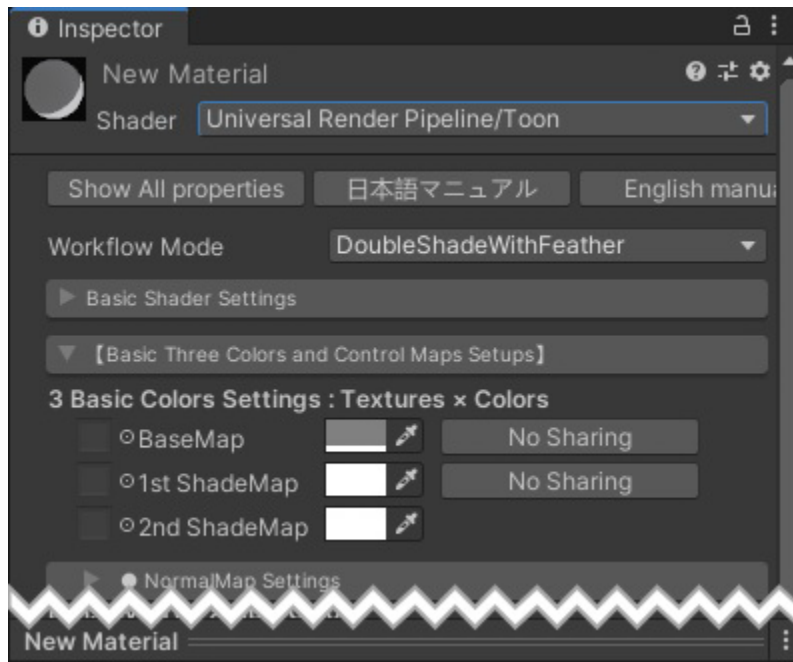
Step 1: Install Unity Toon Shader from unity Package(Version 0.9.4)

Step2: Open the **Shaders** menu in the Inspector, select **Universal Render Pipeline** from the Shaders window, and then select **Toon**.
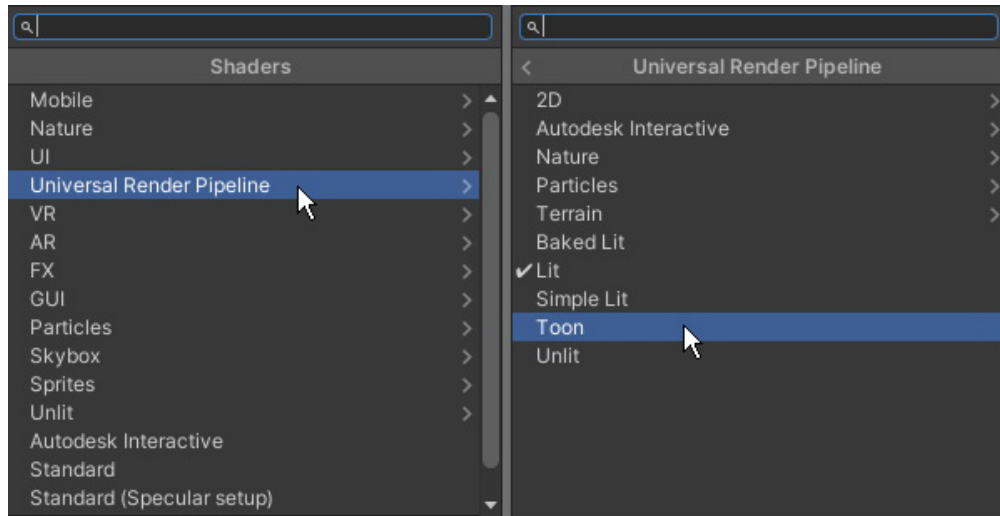
Step3:The material shaders are changed. Make sure that **Universal Render Pipeline/Toon** is assigned by the Inspector.

Step4: You can change the color, texture shading by using **Three Color and Control Map Setting**
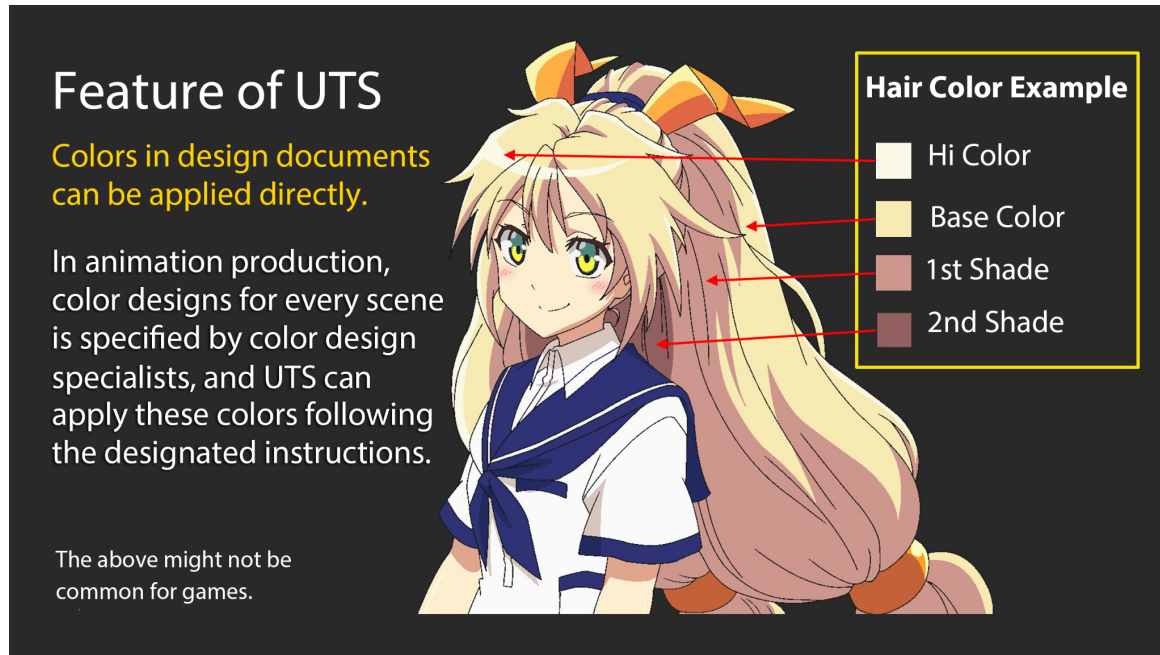
For further details go through the following Link

https://docs.unity3d.com/Packages/com.unity.toonshader@0.6/manual/instruction.html

Method 2: by Shader Programming

Render pipeline compatibility

All the 3D render pipeline having Unlit shader(good for mobile)

Where can I find the shader?

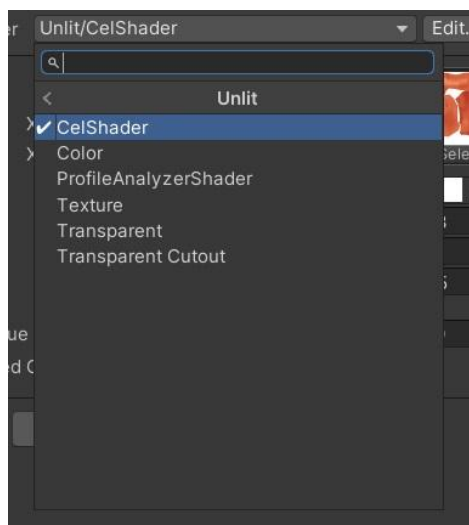Folder structure : **Asset>TecArt_Asset>Shader>CelShader**

How to Use the CelShader?

Step 1 : select the 3D Object and create the material with texture or without texture as per your requirement.

Step 2 : Once you applied the material on the object, then select the applied material component and change the shader. **Shader> Unlit >CelShader (ref. image)**
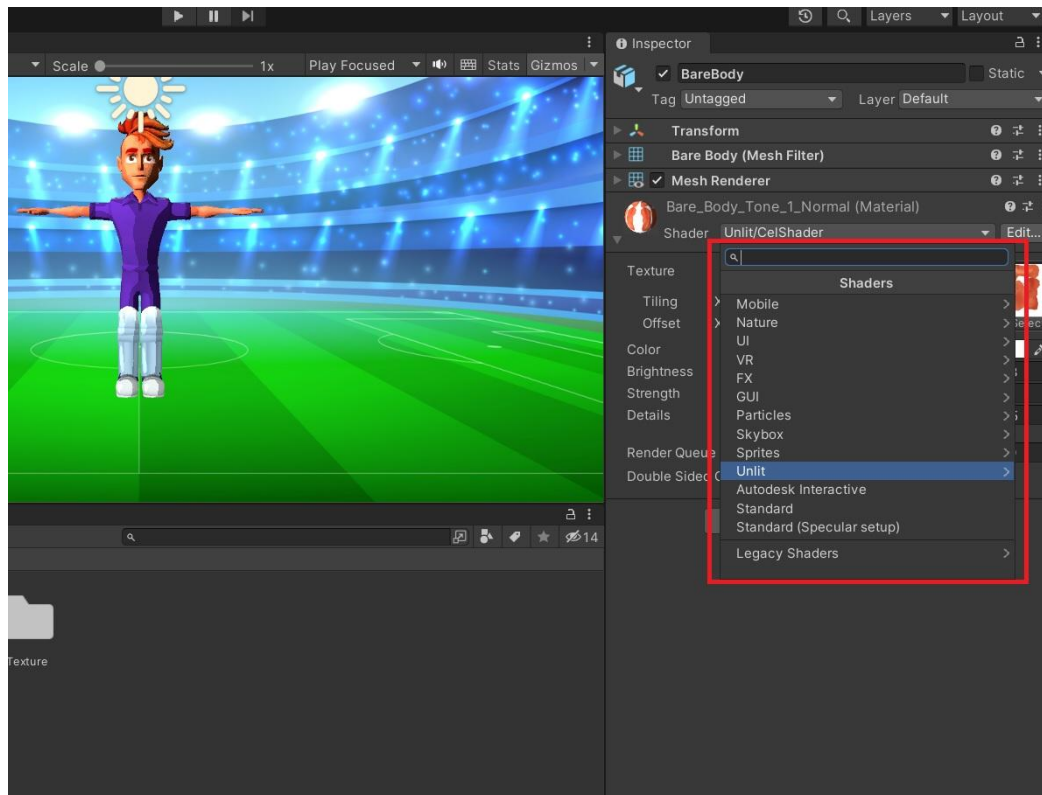
Step 3 : Select **CelShader**

Can I edit my shader as per my way?

Step 4 : You can Edit the Shader as per your requirement (see the image)

- Texture
- Color
- Brightness
- Details