



Anime Cel Shader

8.1.2024 Version 3.0.0

Neko Legends
<http://nekolegends.com>

Overview

Introducing the Neko Legends - Cel Shader package, the perfect addition to your anime toolkit! This package includes two key items:

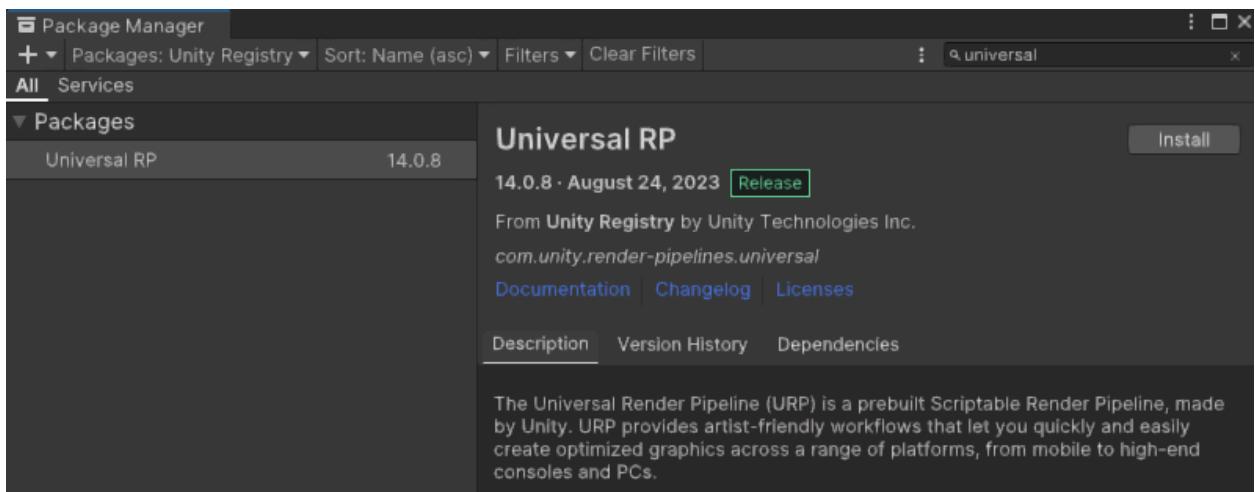
- 1) A tuxedo neko cat with standing and walking animations as a demo model for the shader.
- 2) Cel Shader - a custom URP shader which was created with a minimalist, anime-style design that prioritizes both performance and user-friendliness.
- 3) The demo scenes will not work unless the free [Shared Assets Demo](#) dependency is installed.
- 4) Metals and Glass Add-ons are auto enabled in Unity6 but require installation from packages for older editors.

Tested on **Unity 2021.3.40f1, Unity 2022.3.30f1, and Unity 6**.

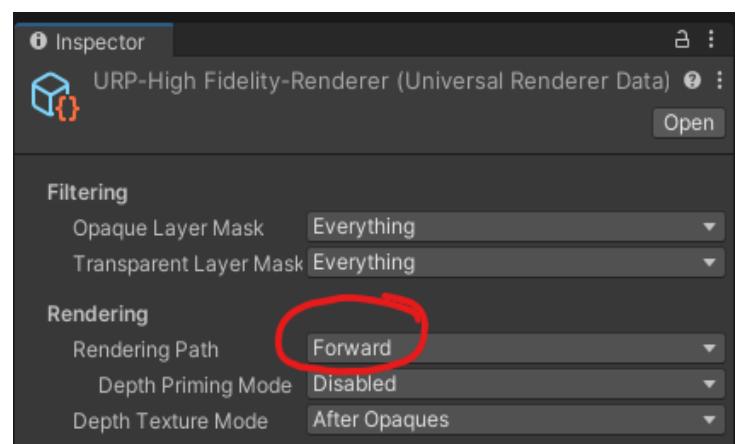
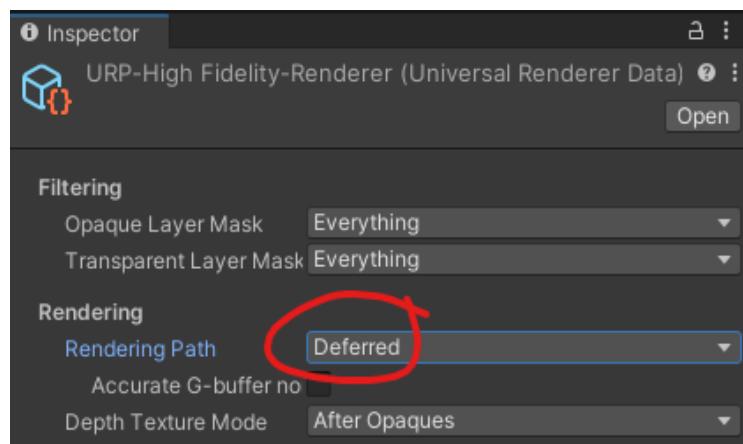
URP Shader Setup and Features

- I. Universal Render Pipeline (URP) is required to run the shader. Please install it first through the package manager.

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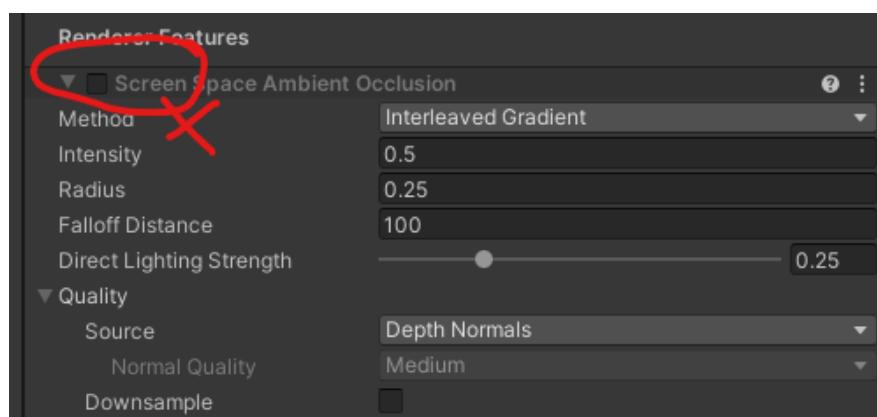


II. Universal Render Pipeline (URP) supports both forward and deferred rendering, giving you flexibility and control over your project's visuals.



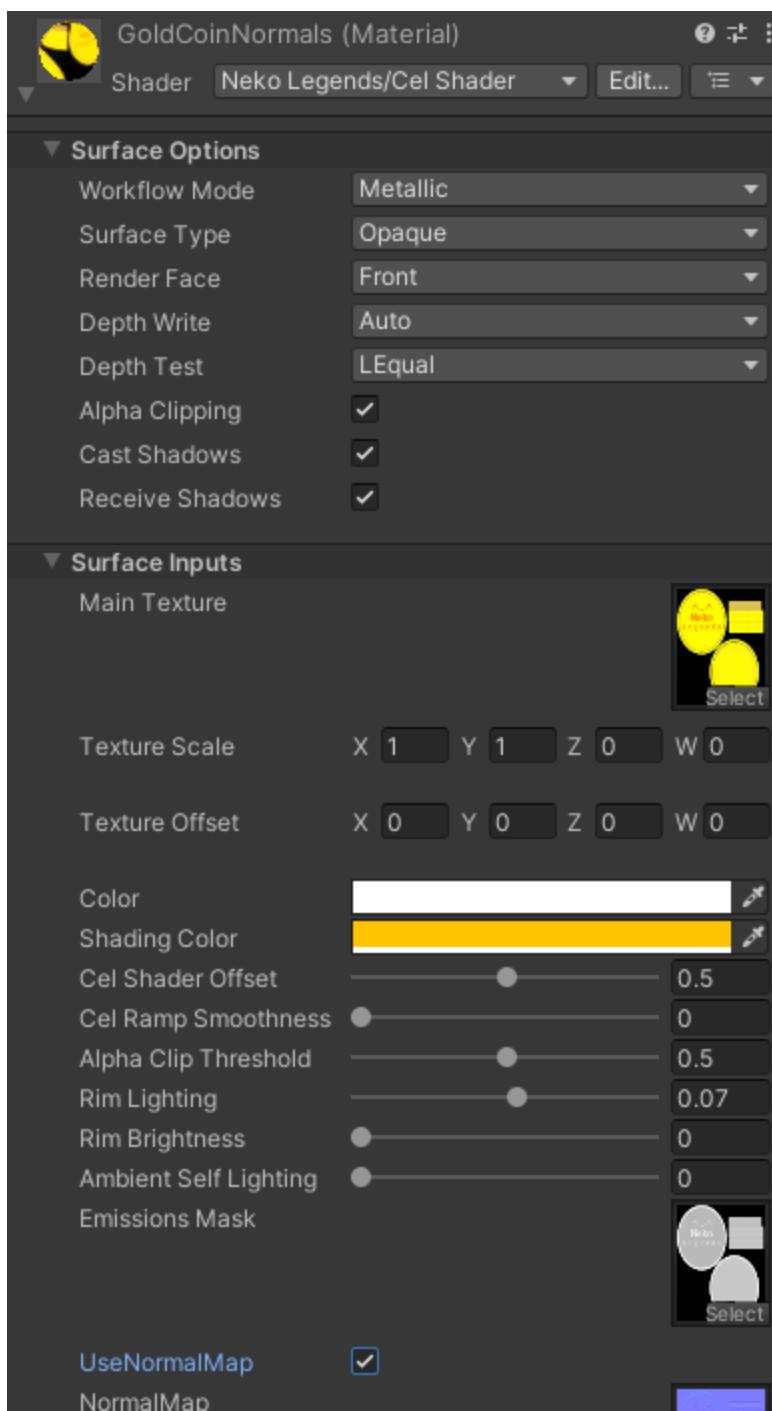
Special Notes:

- When using the Forward rendering path, make sure Depth Priming Mode is **Disabled**.



- For **Unity 2022 URP**, disable or remove the built-in **Screen Space Ambient Occlusion renderer feature**, otherwise it will interfere with the outline shader.
- Alternatively, you can use **URP-NekoLegends.asset** located in **NekoLegends >SharedAssets** to replace your default URP settings.

III. The Neko Legends Cel Shaders contains only the essentials. This way, we can get the anime style look with optimal performance.



Main Texture: Self explanatory.

Color: The whiter the color, the closer to the original of the texture.

Shading Color: Another word for shadow or tint color.

Render Mode: You can save rendering cycles by doing Front only. Front and back modes are useful for things like clothing.

Normals Section: Similar to bump maps, but with more realistic lighting.

Cel Shader Offset: Controls where the shadow shade lines start based on light direction.

Cel Ramp Smoothness: This changes from Cel style to Toon style

Rim Lighting: Controls where the light shade lines start based on light direction.

Rim Brightness: The intensity of the rim lighting.

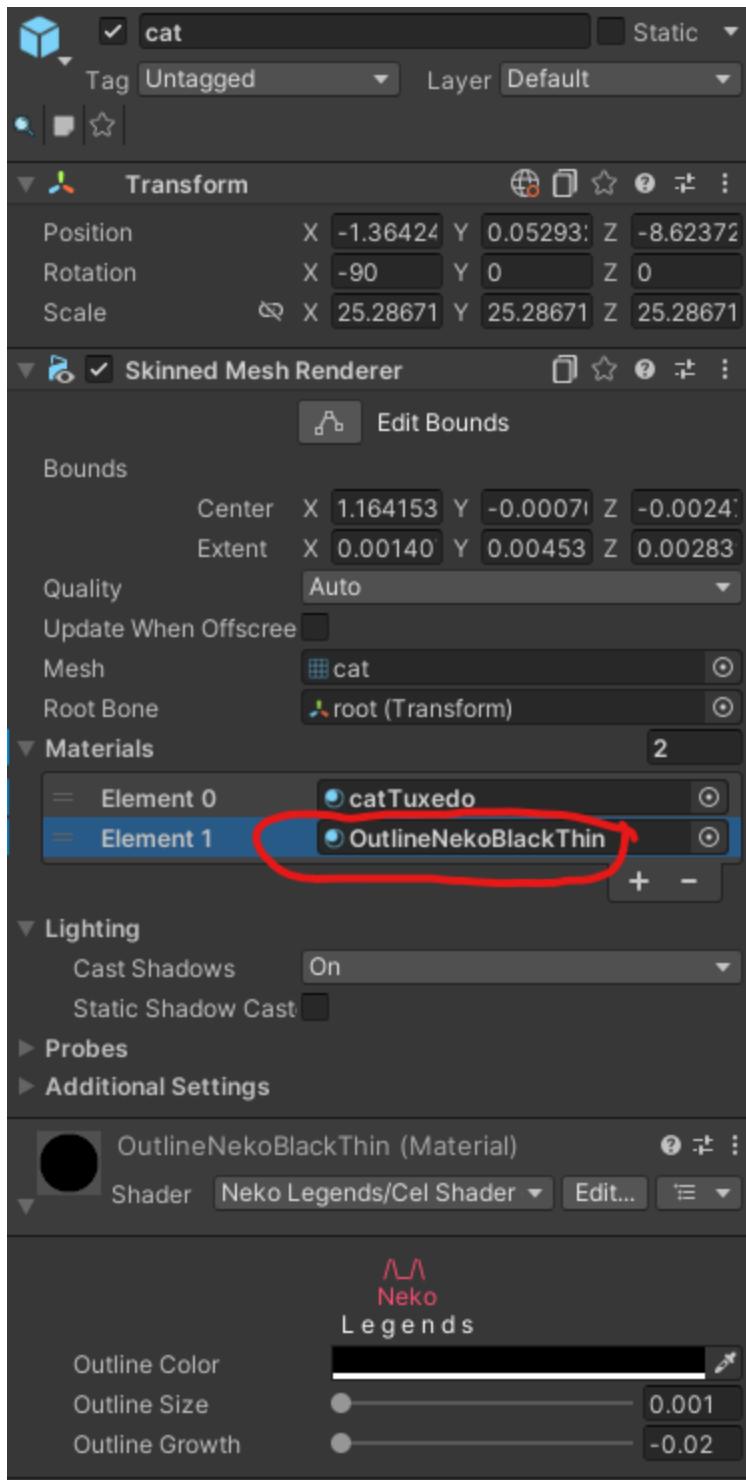
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Ambient Self Lighting: Anything above 0 means this material will show in the dark. **Emissions Mask:** White means more glow. Black means no glow.

Alpha Clip Threshold: For adjusting clipping for transparent surface types.

IV. The second part of the Neko Legends Cel Shader consists of the outline shader. It is a separate and optional shader for the anime style outline look. You can use the outline shader with any other shader.



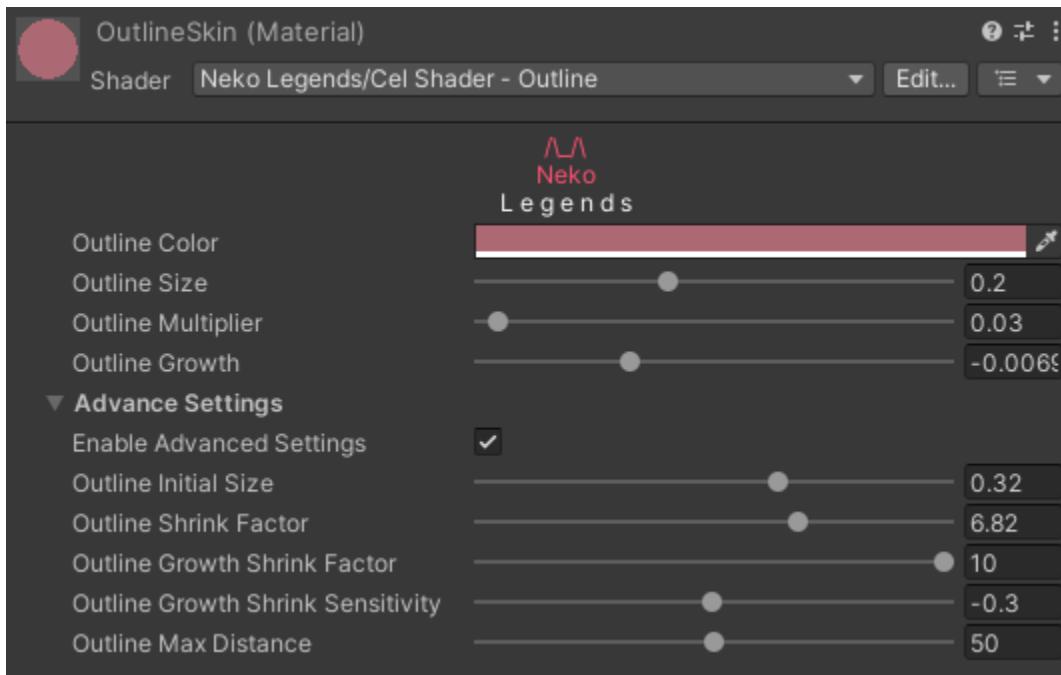
Adding an outline shader to your model is a breeze with the Neko Legends Cel Shader package! Simply add a material element in your **Skinned Mesh Renderer** as the second element, and you're good to go.

The package includes three pre-made outline materials, namely outlineBasic, outlineColor, and outlineThick. You can toggle between these materials in the demo using the Outlines button, or customize them to your liking.

Removing the outline is just as easy - simply remove the material.

If you have a model with multiple materials on a single Skinned Mesh Renderer, you may need to use optimizers to combine multiple textures into one material before adding the outline as the second element. The Unity Asset Store has a variety of tools that can do this for you - search for "skinned mesh combiners" or "material combiner" to find some options.

V. Since version 1.2.0, the outline shader has gone through a feature update.

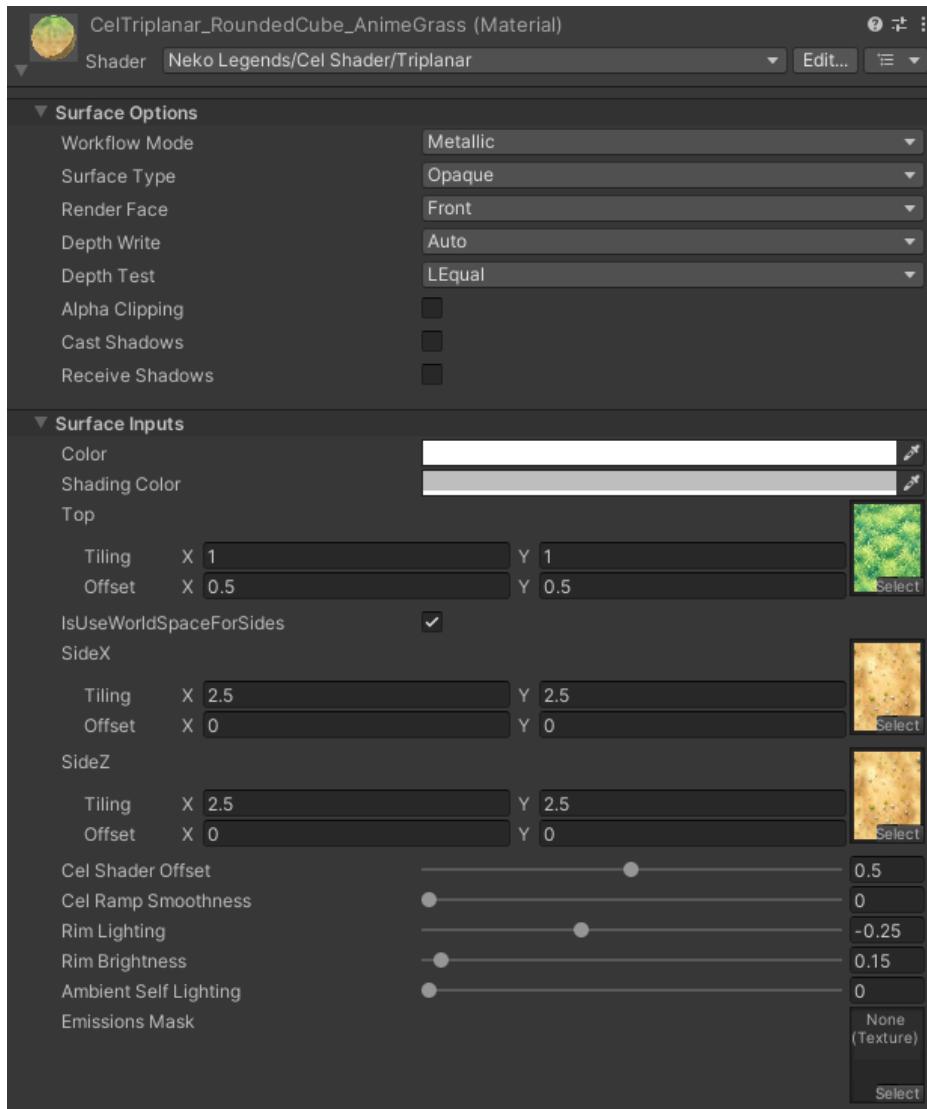


Advanced settings are now available. Most of the parameters are for tweaking the outline size when zooming in and out of the mesh with the outline material on. This can be tested in the editor in play mode and its purpose is to adjust it to have finer controls of how outlines appear or disappear depending on the distance between the camera and the mesh.

The max distance property allows for performance optimizations; the outline will not be visible when a certain distance is reached.

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VI. Since version 1.6.0, the triplanar shader is available. It is useful for when you want to apply multiple textures on objects based on direction, such as tops and sides.



VI. The demo scene comes with controller code to guide you through the Neko Legends Cel Shader. (Outlines currently do not work properly on web builds)



VI. Anime Cel Shader v3 update

✨ Anime Cel Shader v3 — Next-Gen Toon Shading for Unity

Anime Cel Shader v3 is a major evolution of the popular v2 shader, rebuilt from the ground up for performance, flexibility, and stylized expression. It doesn't replace v2—it complements it, giving you two powerful pipelines depending on your use case.

🚀 What's New in v3

🔁 Single-Pass Built-In Outlines

- Outlines are now integrated directly into the shader—no more secondary materials required. This dramatically boosts performance (up to **2x faster** compared to v1/v2 setups) while maintaining a clean and unified visual look.

🧠 Smart Outline Toggle

- Unlike many shaders, **disabling outlines truly removes their cost**—no hidden GPU expense when turned off.

⚡ 10× Smaller Shader Codebase

- Clean, optimized code means faster import times, smaller builds, and easier custom edits.

↔ Refined Light Response

- New light intensity profile avoids the overly bright look of v2, offering better tone control for stylized lighting.

🎨 Built-In Noise Dissolve Effects

Easily transition between:

Main Texture ↔ Secondary Texture

Texture ↔ Matcap

Any texture ↔ Emission Color

- Perfect for **transformation animations, power-up effects, stealth fades**, and more, with new effects by simple changing the dissolve texture!

Independent Emission Texture Per Transition

- Add glow or energy effects tailored to each dissolve layer—ideal for sci-fi, magic, or high-energy designs.

Matcap Support

- Get high-quality fake reflections with **mat caps**, giving a faux-metallic or painted finish at a fraction of the performance cost of real reflections (Use Metals v2 for realtime reflections).

Bonus Features & Assets

New Demo Scene – *Demo_AnimeCelShaderV3*

- Includes two static 3D characters posed to showcase stylized rendering:
 - **Android Type Neko (Static Pose)**. [Get fully rigged version with 10 skins here!](#)
 - **Golem (Hero Drop Pose)**

Dependencies

Icon	Main Type	Asset Store And YouTube Links
	Shader 3D Model Scripts Textures	Shared Demo Assets URP All Neko Legend Demo Scenes Require this dependency.

FAQ

Q: Your asset doesn't open. I can't see anything:

error CS0234: The type or namespace name 'Universal' does not exist in the namespace 'UnityEngine.Rendering' (are you missing an assembly reference?)

A:

Universal Render Pipeline (URP) is required to run the shader. Please install it first through the package manager.

URP-NekoLegends and **URP-NekoLegends-Renderer** is included for you to use under NekoLegends/SharedAssets if a project was not created using a URP template.

Q: Assets\NekoLegends\Shaders\ShaderCel\Editor\CelShaderInspector.cs(9,39): error CS0246: The type or namespace name 'ShaderGUIBase' could not be found (are you missing a using directive or an assembly reference?)

A: Make sure to install the dependency: [Shared Demo Assets URP](#)

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!

