



AddOn - Cel Shader Metals

3.11.2025

Version 2.0.0

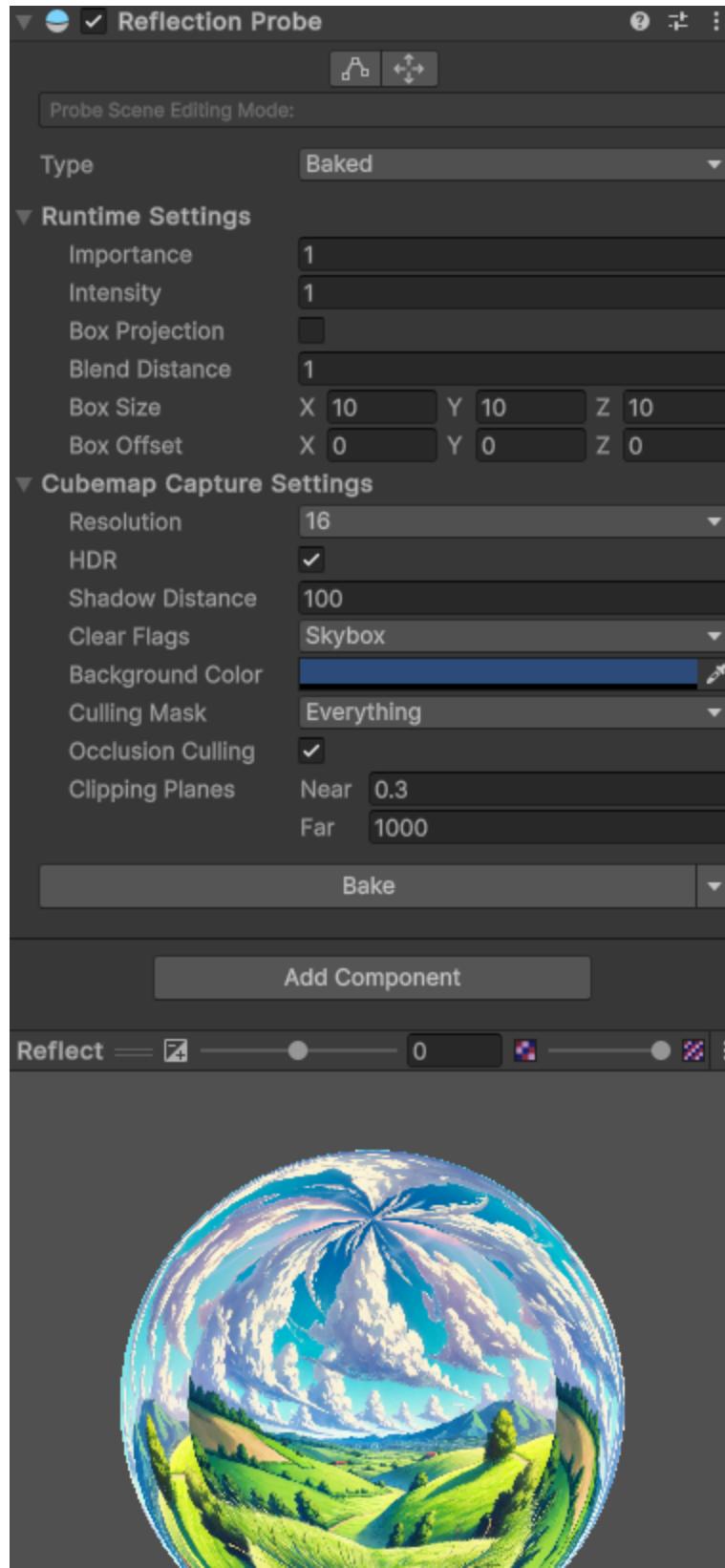
Overview

The Neko Legends Cel Shader Metals add-on is a shader that has metal looking properties while maintaining the Cel Shader style. It comes with metal examples such as aluminum, copper, brass, damascus steel, blue steel with textures, polished silver, gold with Celtic designs, and tech imprints.

Tested on Unity 2022.3.34f1, and Unity 6.

V2.0 feature - Mirror polish setup

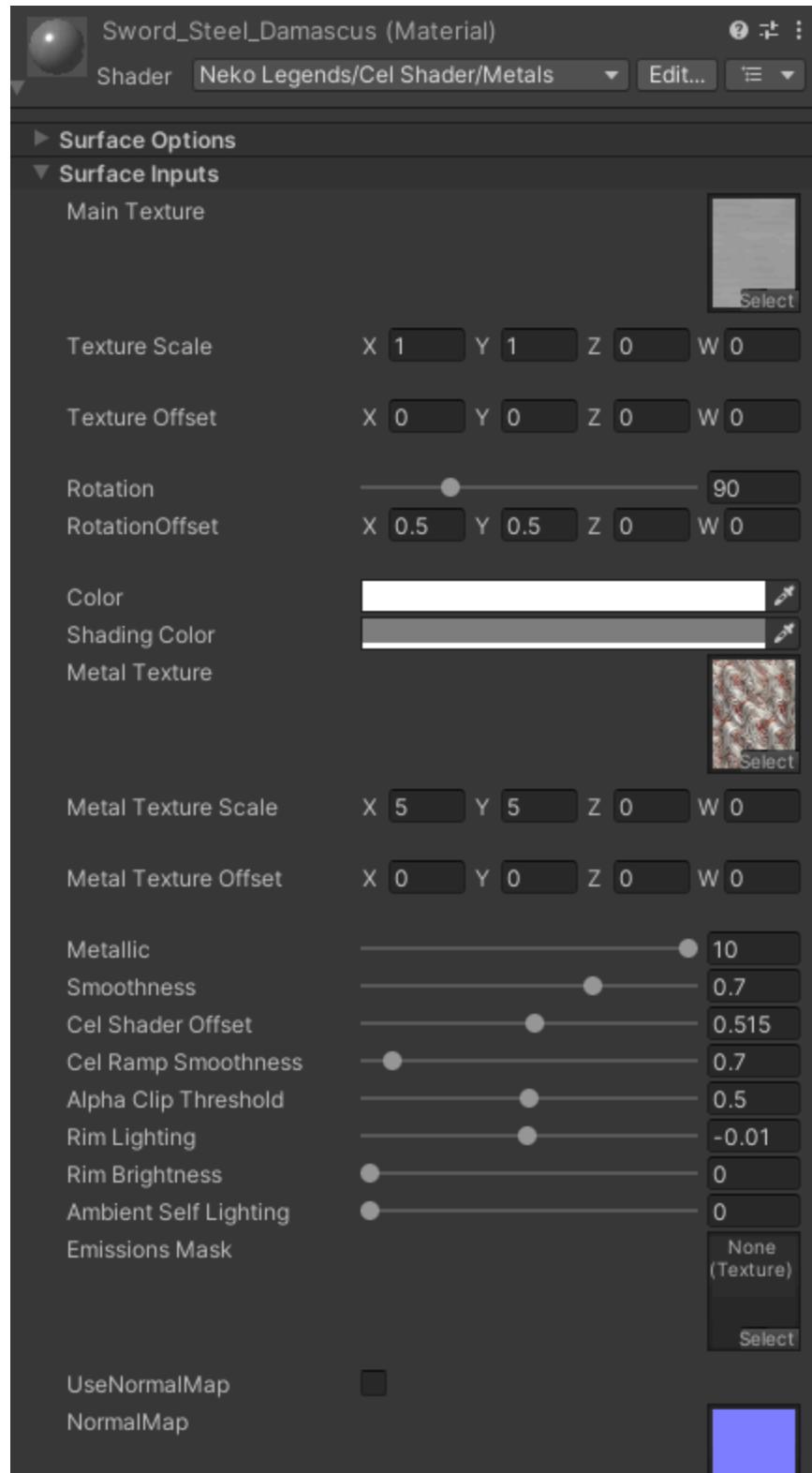
- In order to get the mirror polish like the sword or armor, you first must add a Reflection Probe. For baked type, you can add the



This is included in the CelShader_Metals scene. If you create a new scene, you will need to add a skybox like the material *SkyboxAnimeMetals*, into **Window -> Rendering -> Lighting -> Environment** tab before baking the reflection probe. You can also do real time type if you don't want to bake, which will require more resources to render.

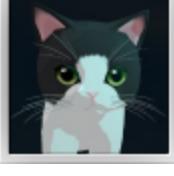
Feature Properties

The properties are similar to the Cel Shader except there are extra settings for Metal Texture, its scale, offset, metallic and smoothness.



Asset Dependencies

Although the script can be used on any 3D model that has armatures setup, the following asset is required for the demo scenes to work like the video demo shown.

Icon	Main Type	Asset Store Link
	Scripts 3D Models Textures	Shared Demo Assets URP YouTube Video
	Shader	Cel Shader YouTube Video

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!

