DOGANINDS :

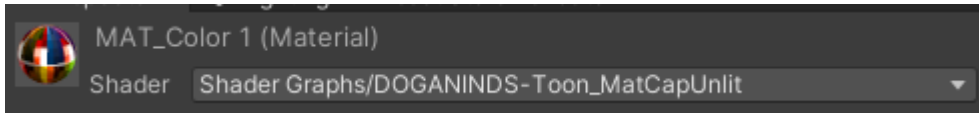## Toon Humanoid Animal Charcaters : Documentation

Using Matcap Shader (for Unity Universal Render Pipeline URP)


Enabling the Matcap Shader:

After adding the package to your project, follow these steps to apply the Matcap Shader to any character model:

- Select your character model.
- Choose the "Materials" tab from the top menu.
- Select the material that contains the Matcap Shader you want to apply, and drag it onto your character.

Adding a Matcap Texture:

The Matcap Shader uses Matcap Textures to give your character a unique look. To add a Matcap Texture, follow these steps:

- Select the material with the Matcap Shader applied.
- In the material settings, you'll find a field called "Matcap Texture." Here, you can either add your Matcap image or drag and drop it.
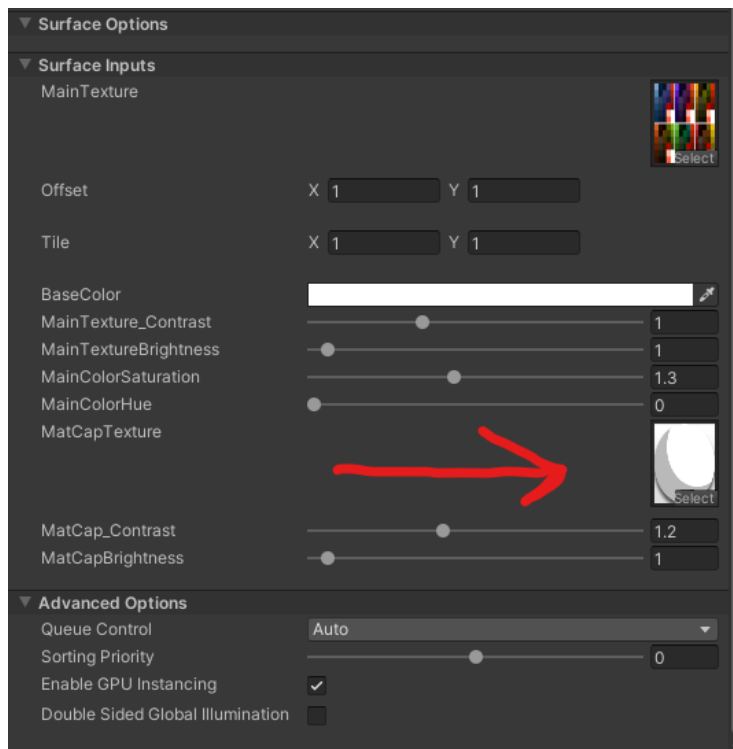
Using the Gradient Skybox Shader:

After adding the package to your project, you can enhance your game scene's atmosphere with the Gradient Skybox Shader, creating a smooth transition between two colors.

you have the option to create a beautiful gradient effect. You can do this by selecting two different colors.

Choose your desired initial sky color by selecting the first color.

Then, select a second color to define the end color of the gradient.

By selecting two different colors in this manner, you can achieve a seamless and visually appealing gradient effect for your skybox.

This approach allows you to create stunning transitions in your game's sky, adding depth and ambiance to your scenes.
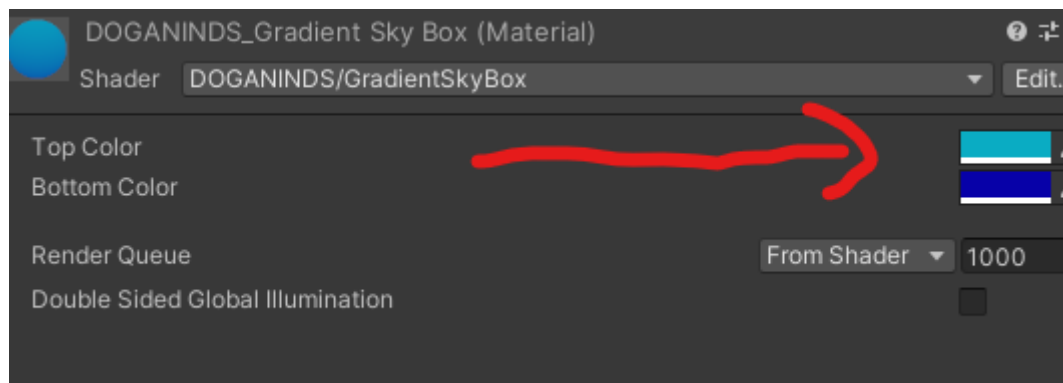
Feedback and Contact Information:

If you have any feedback or questions while using our package, please don't be shy to contact us. Your input helps us improve our package

Feedback and Review

You can visit our Unity Asset Store page to provide feedback and review our package. Your valuable insights are important to us.

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DOGANINDS TEAM

- Feel free to reach out to us via email or WhatsApp for any inquiries or assistance you may need. We look forward to hearing from you