MK Toon

Free

Reference

1.0 Setup

To set up MK Toon Free you just have to select a material and change the shader to *"MK/Toon/Free"*. That simply it is.

2.0 Configuration
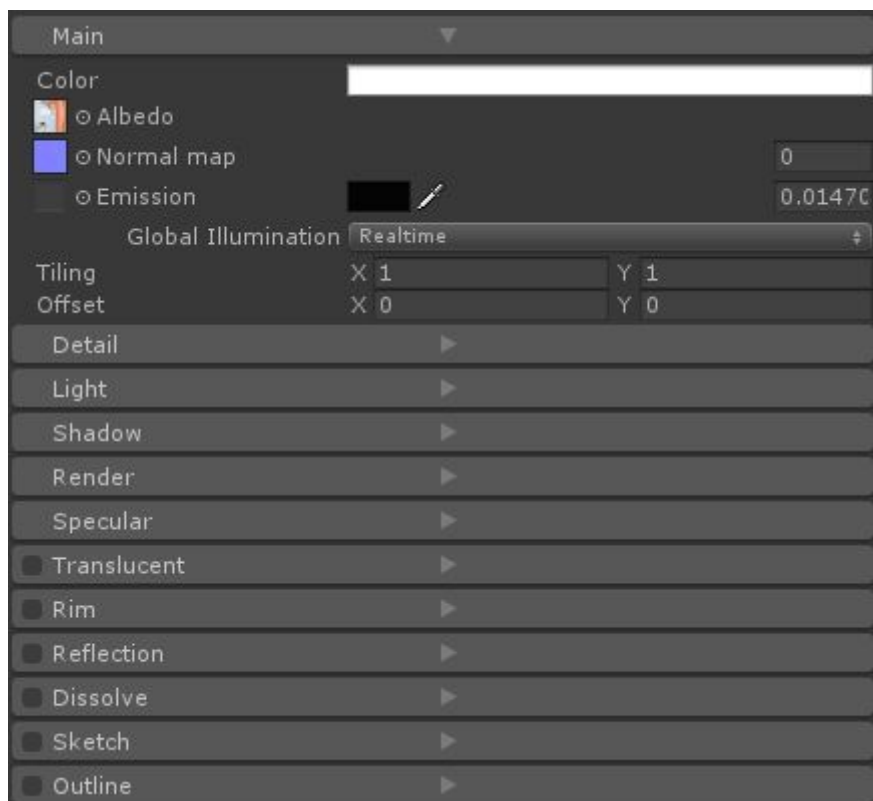
There are many parameters you can adjust to get the best out of your toon shading. To adjust the material click on one behavior to toggle the menu.

2.1 Main

Adjustment	Description
Color	The main tint of the albedo color.
Albedo (RGBA)	Main albedo texture.
Normal map	Here you set up your normal map.
Emission	Simply set up your emission like in the unity standard shader.
Tiling & Offset	The tiling and offset will be used for the albedo, normal map and all other mask textures.

2.2 Light

Adjustment	Description
Threshold	Influences the light attenuation.
Light Smoothness	Influences the smoothness of the light calculation.

2.3 Shadow

Adjustment	Description
Highlight Color	Color tint of lit areas
Shadow Color	Color tint of shadowed areas
Intensity	Intensity of the shadow.

2.4 Render

Adjustment	Description
Enable Instancing	Enabled and disable the instancing feature

2.5 Specular

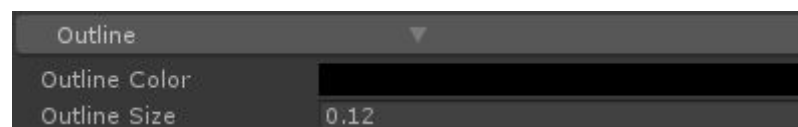| Adjustment	Description
Color	The color tint of the specular.
Shininess	Influences the size of the specular
Intensity	Controls the intensity of the specular.

2.6 Rim

Adjustment	Description
Color	Color tint of the rim effect
Size	This increase or decrease the amount of rim on the surface
Intensity	This controls the intensity of the rim effect
Rim Smoothness	This controls the smoothness of the rim effect.

2.7 Outline

To get a perfect looking outline (for example on a cube) it is recommend to use smoothed out normals on your 3D model.

Adjustment	Description
Color	Color of the outline
Size	Size of the outline.

4.0 Bug reporting / questions / feature requests

Should there be any questions regarding the MK Toon shader or you discovered a bug, you can contact me at any time. Just send me an e-mail: support@michaelkremmel.de and I will reply as soon as possible.

Are you missing a feature or do you have great ideas to improve the shader? Feel free to contact me.