Technical Details :

Rigged: Yes

Animated: No

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body Skin : 5 items

Head : 10 items

Hair : 11 items

 Top : 10 items

 Bottom : 10 items

 Shoes : 10 items

 Glove : 5 items

Texture Resolutions: 1024 x 1024

 Number of Textures: 61

 Number of Materials: 72

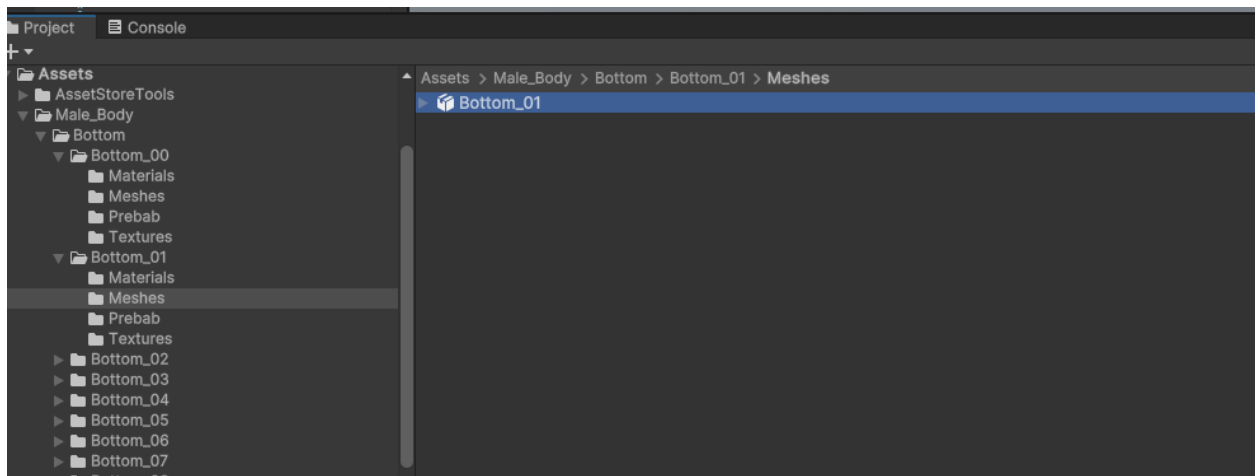---

- Animation Type (Humanoid)
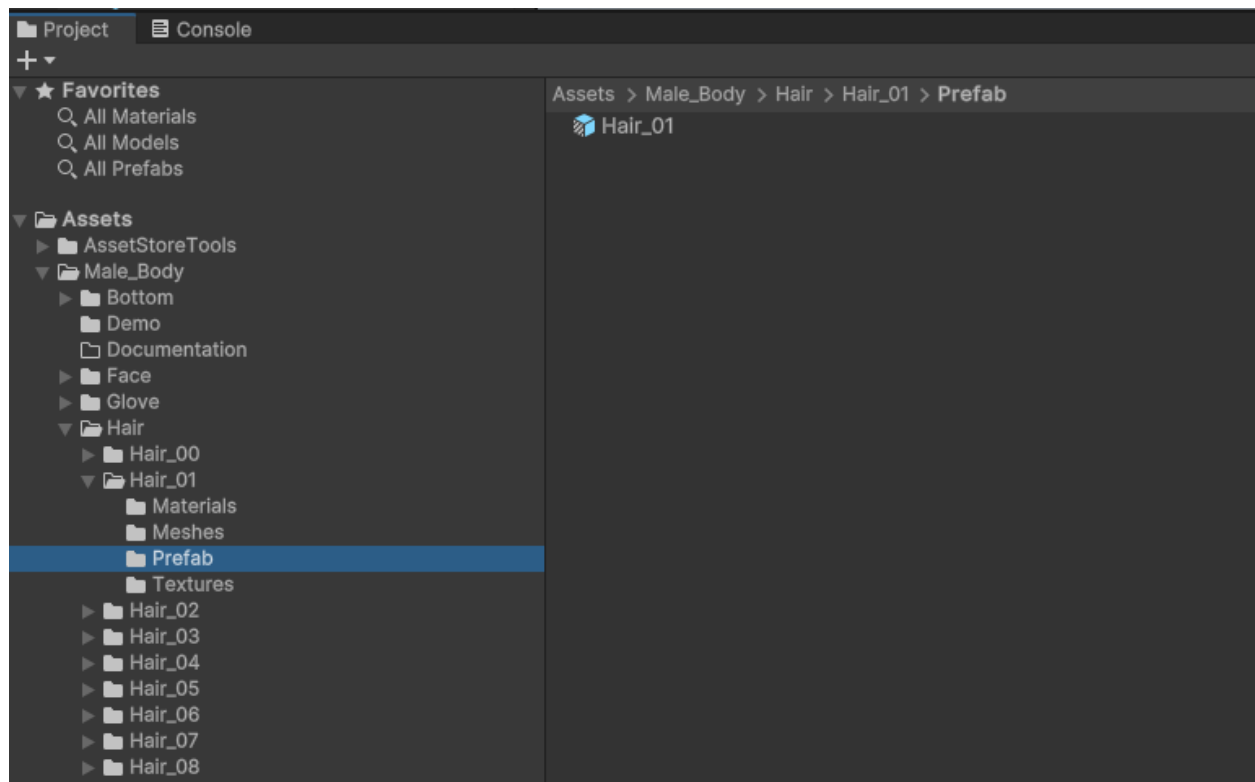
- Materials : UnityChanToonShader

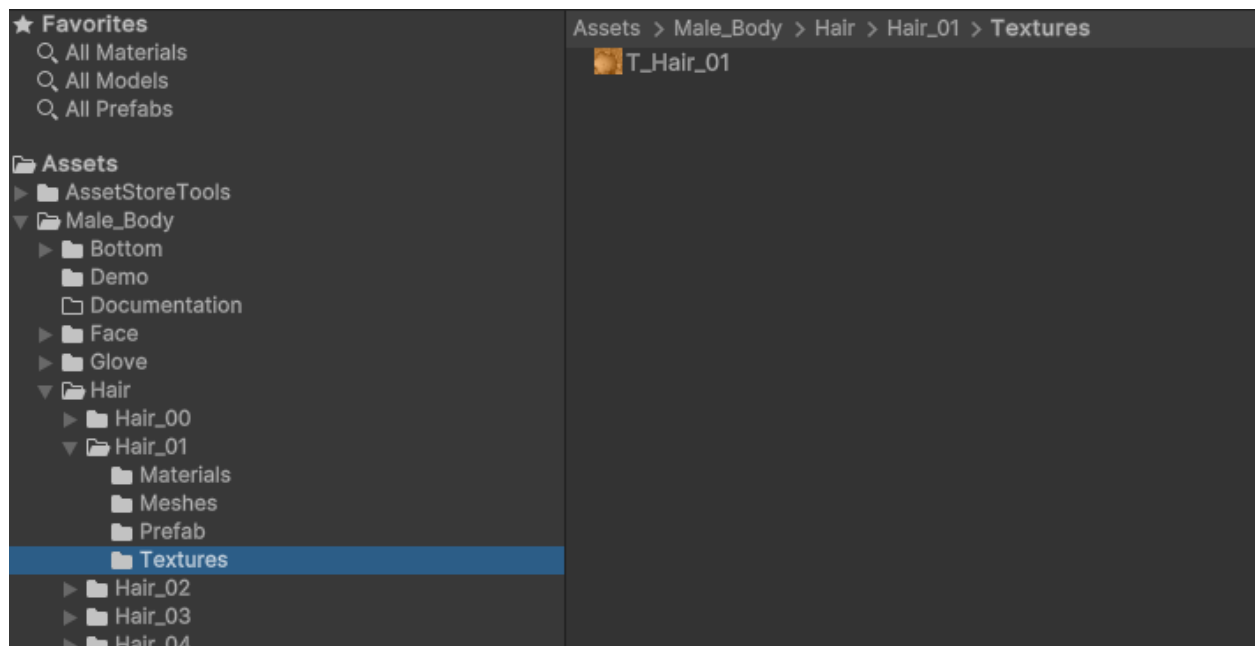**Can replace positions such as hair, Head, clothes, pants, shoes and gloves**
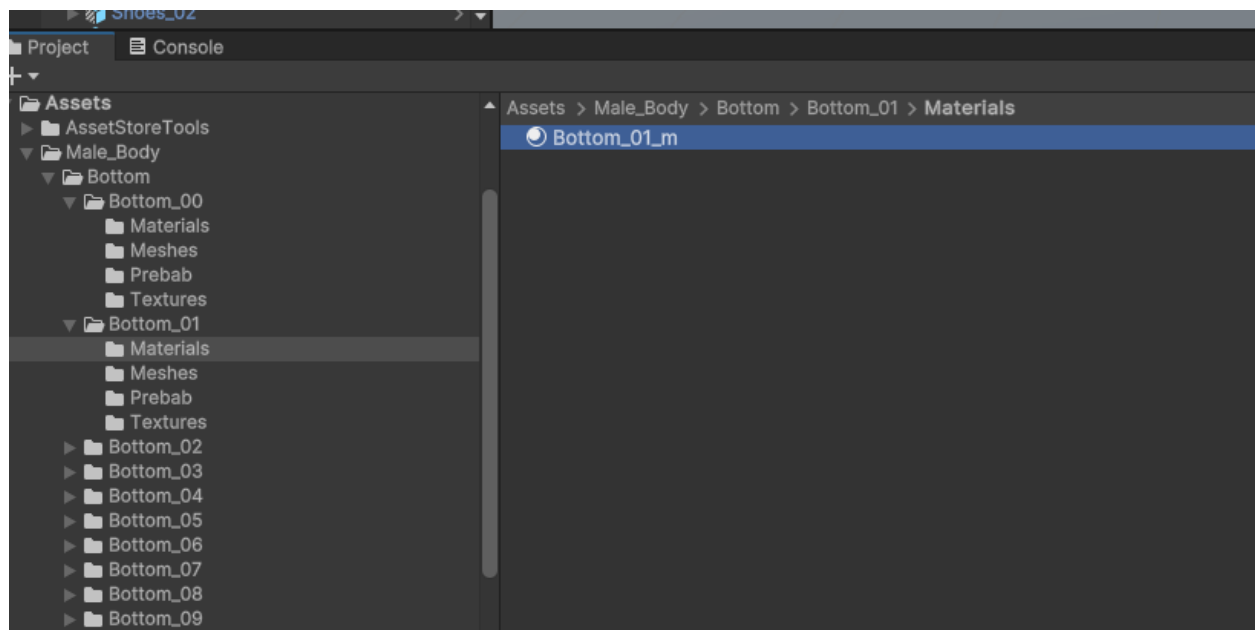
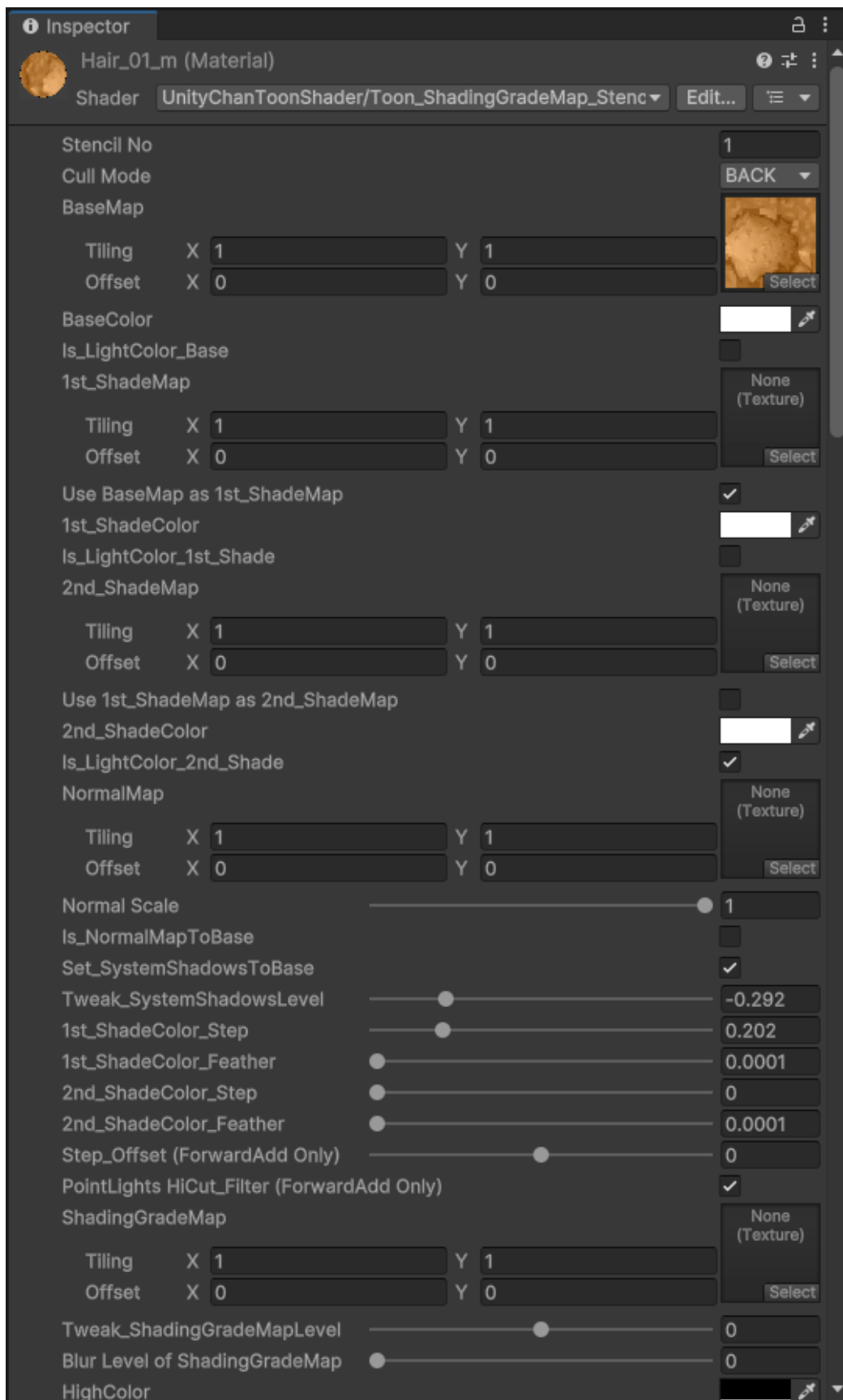- Materials : folder containing UnityChan Toon Shader materials

- Meshes : folder containing the 3D .fbx mesh

- Prefab : folder containing data prefab

- Texture : folder containing data Texture .png

Hair_01_m (Material)   ❓ 🎚 ⋮

Shader   UnityChanToonShader/Toon_ShadingGradeMap_Stenc ▾   Edit...   ☰ ▾

Stencil No	1
Cull Mode	BACK ▾
BaseMap	

   Tiling   X 1   Y 1

   Offset   X 0   Y 0

BaseColor

Is_LightColor_Base ☐

1st_ShadeMap   None (Texture)   Select

   Tiling   X 1   Y 1

   Offset   X 0   Y 0

Use BaseMap as 1st_ShadeMap ☑

1st_ShadeColor

Is_LightColor_1st_Shade ☐

2nd_ShadeMap   None (Texture)   Select

   Tiling   X 1   Y 1

   Offset   X 0   Y 0

Use 1st_ShadeMap as 2nd_ShadeMap ☐

2nd_ShadeColor

Is_LightColor_2nd_Shade ☑

NormalMap   None (Texture)   Select

   Tiling   X 1   Y 1

   Offset   X 0   Y 0

Normal Scale	1
Is_NormalMapToBase	☐
Set_SystemShadowsToBase	☑
Tweak_SystemShadowsLevel	-0.292
1st_ShadeColor_Step	0.202
1st_ShadeColor_Feather	0.0001
2nd_ShadeColor_Step	0
2nd_ShadeColor_Feather	0.0001
Step_Offset (ForwardAdd Only)	0
PointLights HiCut_Filter (ForwardAdd Only)	☑
ShadingGradeMap	None (Texture) Select

   Tiling   X 1   Y 1

   Offset   X 0   Y 0

Tweak_ShadingGradeMapLevel	0
Blur Level of ShadingGradeMap	0
HighColor	

- **Line shaders and shaders can be adjusted as desired.**