

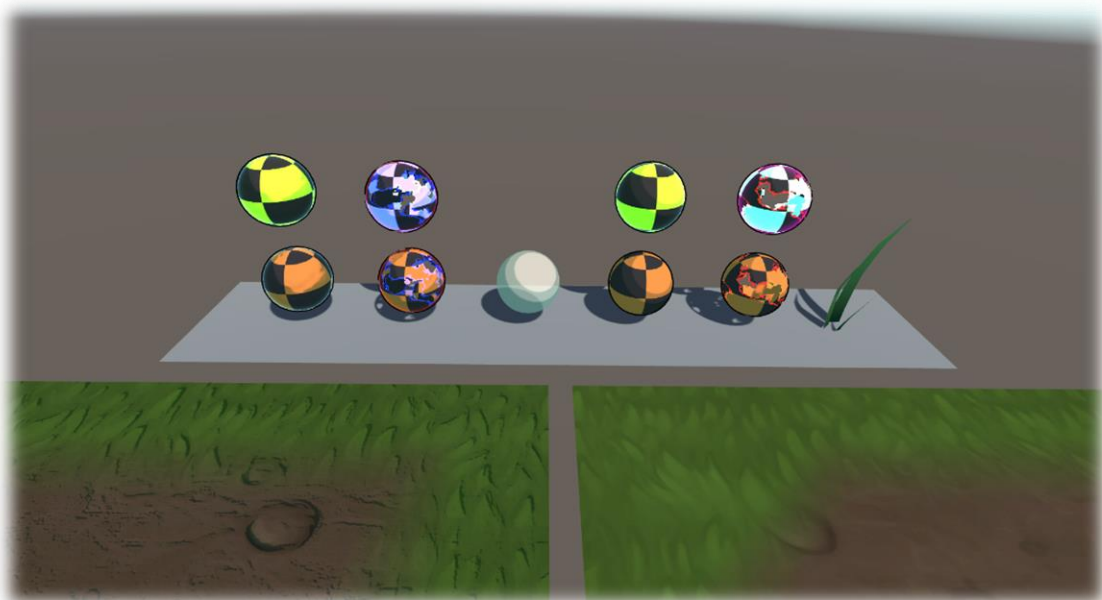


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# TOON SHADER PACK

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Manual



Thank you for purchasing Toon Shader Pack!!

If you have time, consider rating the package on the asset store.

## First Steps

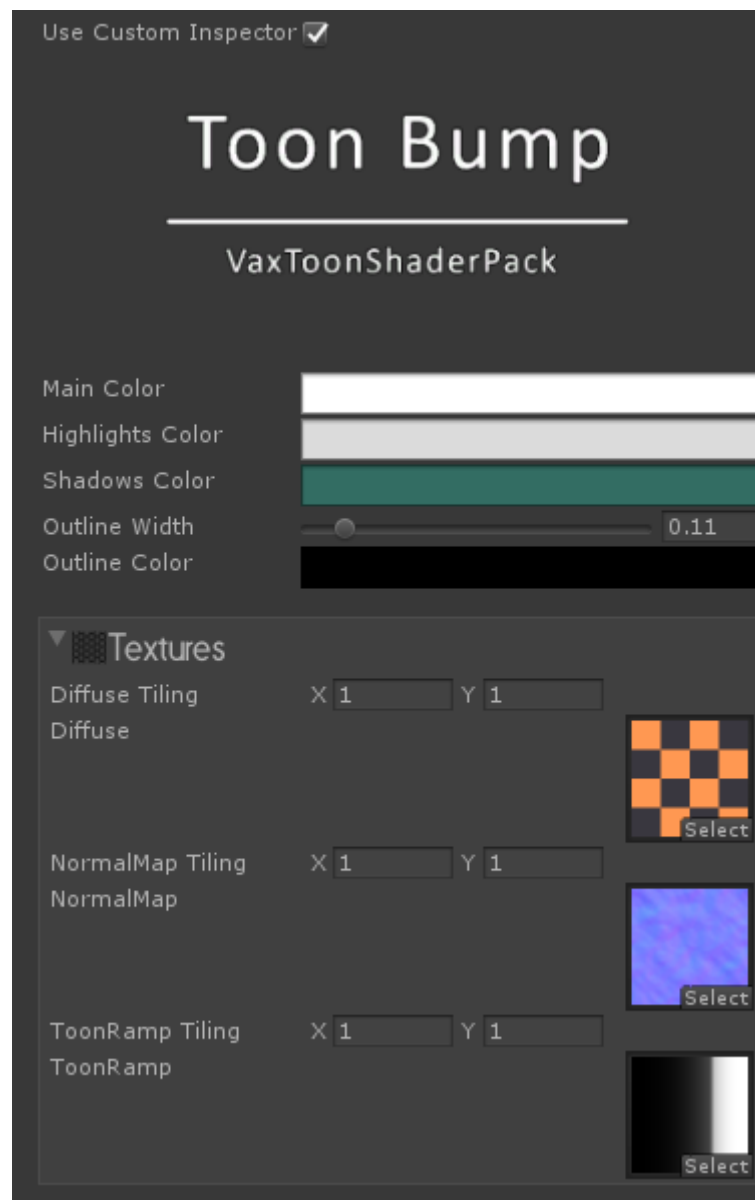
1. Import the Unity Package.
2. Put the desired material into the materials of the mesh renderer
3. Feel free to change the material properties to get your desired style

## Extra steps for MultiTextures

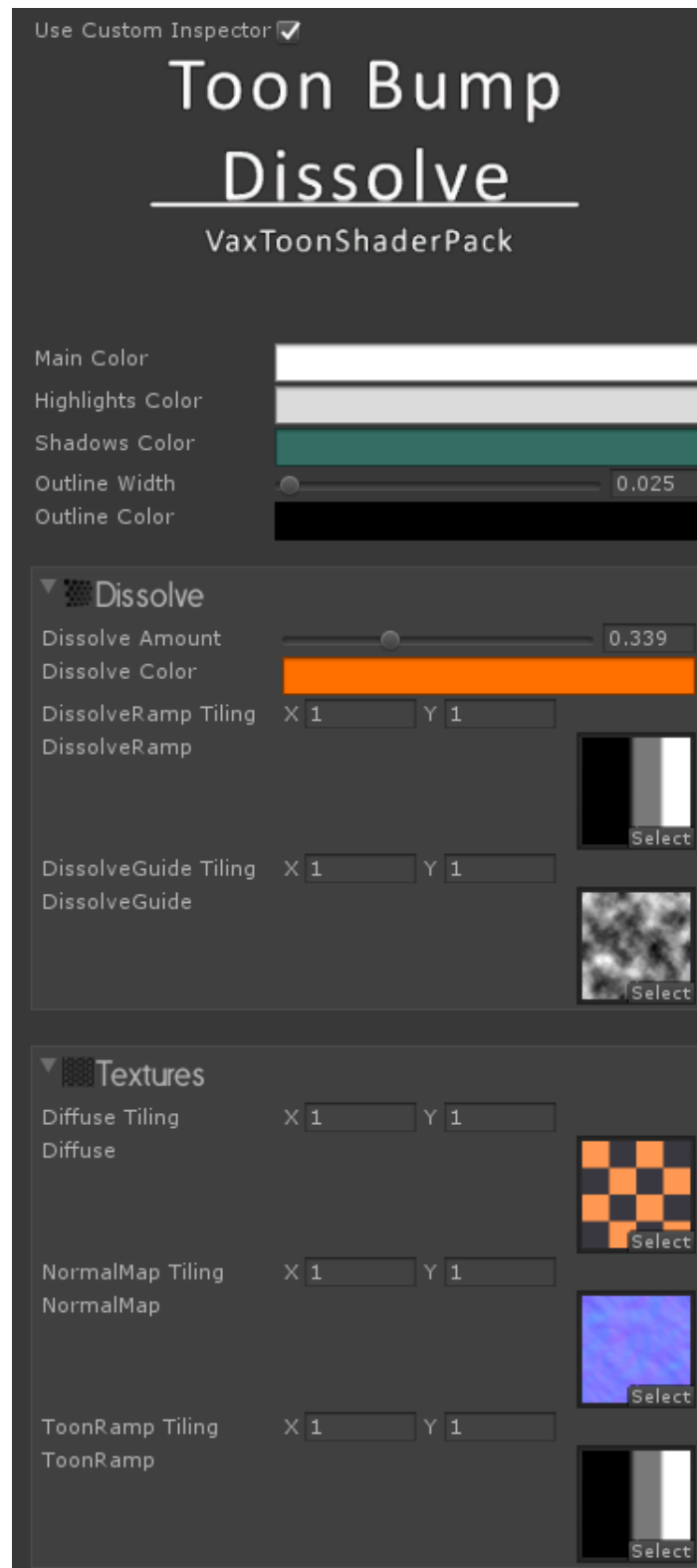
Use the **Red Channel** to blend between the textures.

A “Vertex Painter” will be needed to paint the vertex of the meshes.

## Properties

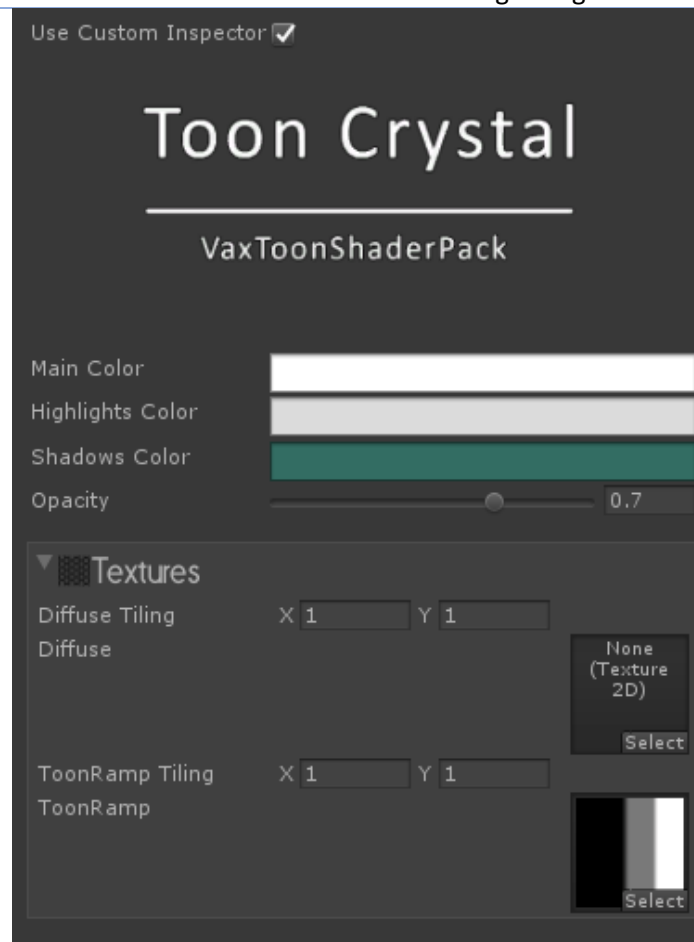


<b>Main Color</b>	The tint color the diffuse will have
<b>Highlights Color</b>	The tint of the highlights the diffuse will have
<b>Shadows Color</b>	The tint of the darkers parts the diffuse will have
<b>Outline Width</b>	The width of the outline
<b>Outline Color</b>	The color of the outline
<b>Diffuse Tiling</b>	The Tiling of the Diffuse Texture
<b>Diffuse Tex</b>	The Diffuse Texture
<b>Normal Map Tiling</b>	The Normal Map Tiling
<b>Normal Map Tex</b>	The Normal Map texture
<b>Toon Ramp Tiling</b>	The Toon Ramp texture tiling
<b>Toon Ramp Tex</b>	The guide for the highlights and shadows on the toon lightning effect

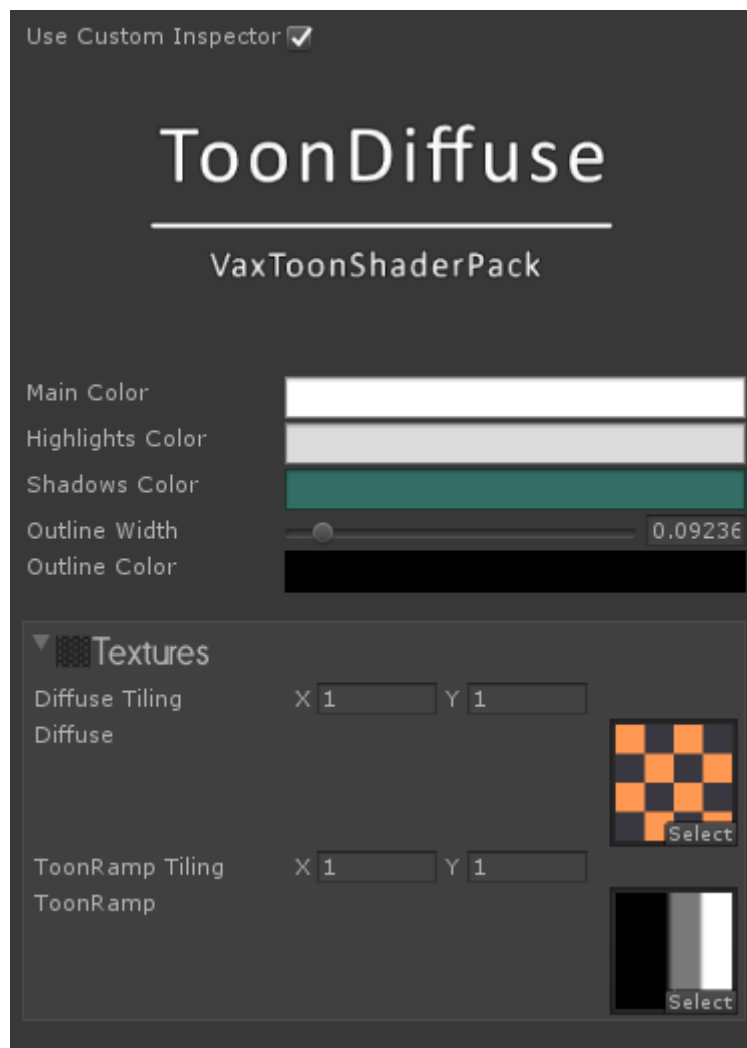


<b>Main Color</b>	The tint color the diffuse will have
<b>Highlights Color</b>	The tint of the highlights the diffuse will have
<b>Shadows Color</b>	The tint of the darker parts the diffuse will have
<b>Outline Width</b>	The width of the outline
<b>Outline Color</b>	The color of the outline

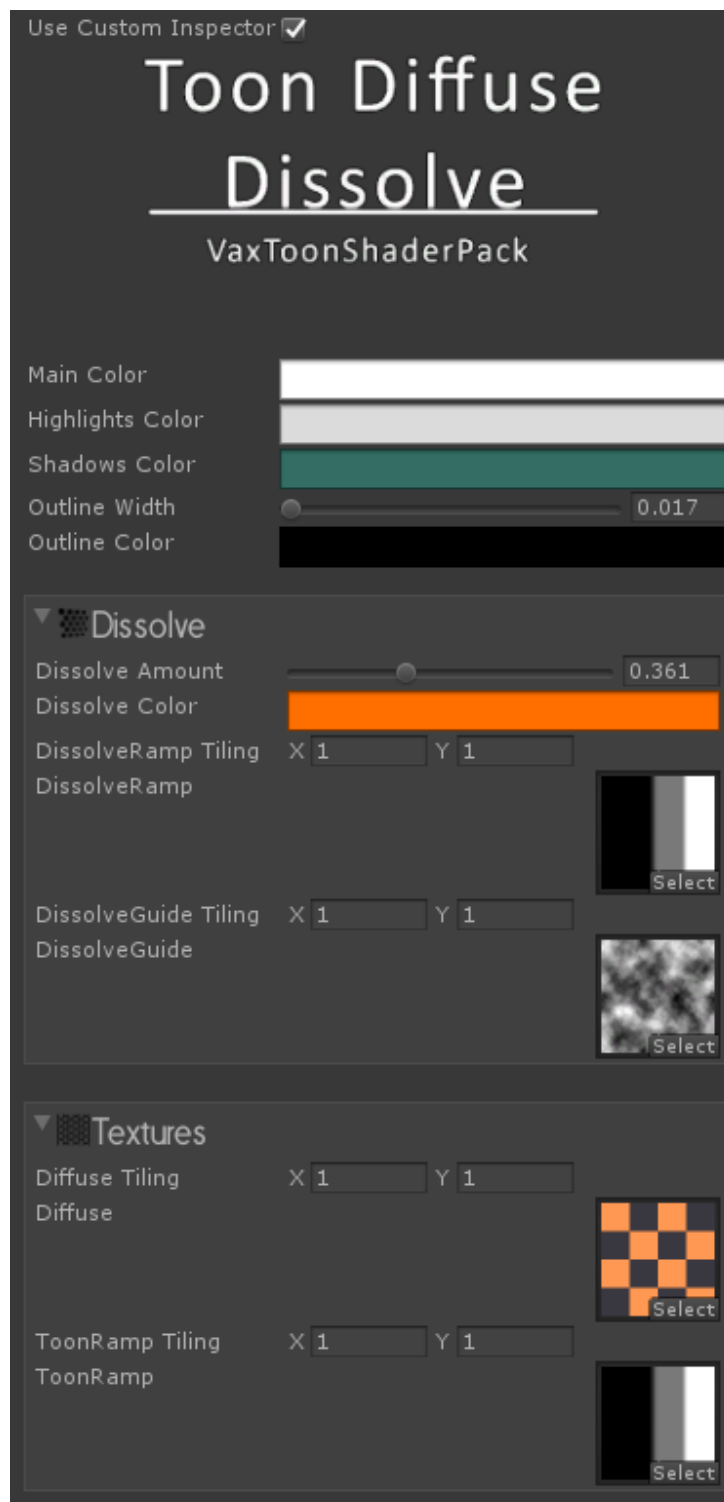
<b>Dissolve Amount</b>	The amount of dissolution effect
<b>Dissolve Color</b>	The Tint of the dissolve ramp
<b>Dissolve Ramp Tiling</b>	The Tiling of the dissolve ramp
<b>Dissolve Ramp</b>	The guide of the dissolution effect border
<b>Dissolve Guide Tiling</b>	The Tiling of the dissolve ramp
<b>Dissolve Guide</b>	The guide texture for the dissolve effect
<b>Diffuse Tiling</b>	The Tiling of the Diffuse Texture
<b>Diffuse Tex</b>	The Diffuse Texture
<b>Normal Map Tiling</b>	The Normal Map Tiling
<b>Normal Map Tex</b>	The Normal Map texture
<b>Toon Ramp Tiling</b>	The Toon Ramp texture tiling
<b>Toon Ramp Tex</b>	The guide for the highlights and shadows on the toon lightning effect



<b>Main Color</b>	The tint color the diffuse will have
<b>Highlights Color</b>	The tint of the highlights the diffuse will have
<b>Shadows Color</b>	The tint of the darkers parts the diffuse will have
<b>Opacity</b>	The opacity the crystal will have
<b>Diffuse Tiling</b>	The Tiling of the Diffuse Texture
<b>Diffuse Tex</b>	The Diffuse Texture
<b>Toon Ramp Tiling</b>	The Toon Ramp texture tiling
<b>Toon Ramp Tex</b>	The guide for the highlights and shadows on the toon lightning effect



<b>Main Color</b>	The tint color the diffuse will have
<b>Highlights Color</b>	The tint of the highlights the diffuse will have
<b>Shadows Color</b>	The tint of the darkers parts the diffuse will have
<b>Outline Width</b>	The width of the outline
<b>Outline Color</b>	The color of the outline
<b>Diffuse Tiling</b>	The Tiling of the Diffuse Texture
<b>Diffuse Tex</b>	The Diffuse Texture
<b>Toon Ramp Tiling</b>	The Toon Ramp texture tiling
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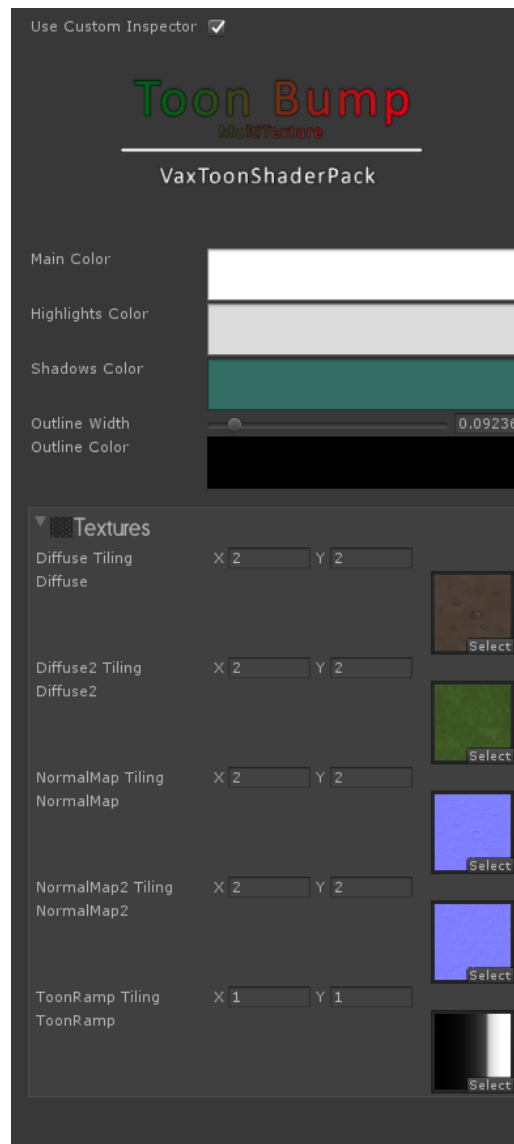
<b>Main Color</b>	The tint color the diffuse will have
<b>Highlights Color</b>	The tint of the highlights the diffuse will have
<b>Shadows Color</b>	The tint of the darkers parts the diffuse will have
<b>Outline Width</b>	The width of the outline
<b>Outline Color</b>	The color of the outline

<b>Dissolve Amount</b>	The amount of dissolution effect
<b>Dissolve Color</b>	The Tint of the dissolve ramp
<b>Dissolve Ramp Tiling</b>	The Tiling of the dissolve ramp
<b>Dissolve Ramp</b>	The guide of the dissolution effect border
<b>Dissolve Guide Tiling</b>	The Tiling of the dissolve ramp
<b>Dissolve Guide</b>	The guide texture for the dissolve effect
<b>Diffuse Tiling</b>	The Tiling of the Diffuse Texture
<b>Diffuse Tex</b>	The Diffuse Texture
<b>Toon Ramp Tiling</b>	The Toon Ramp texture tiling
<b>Toon Ramp Tex</b>	The guide for the highlights and shadows on the toon lightning effect

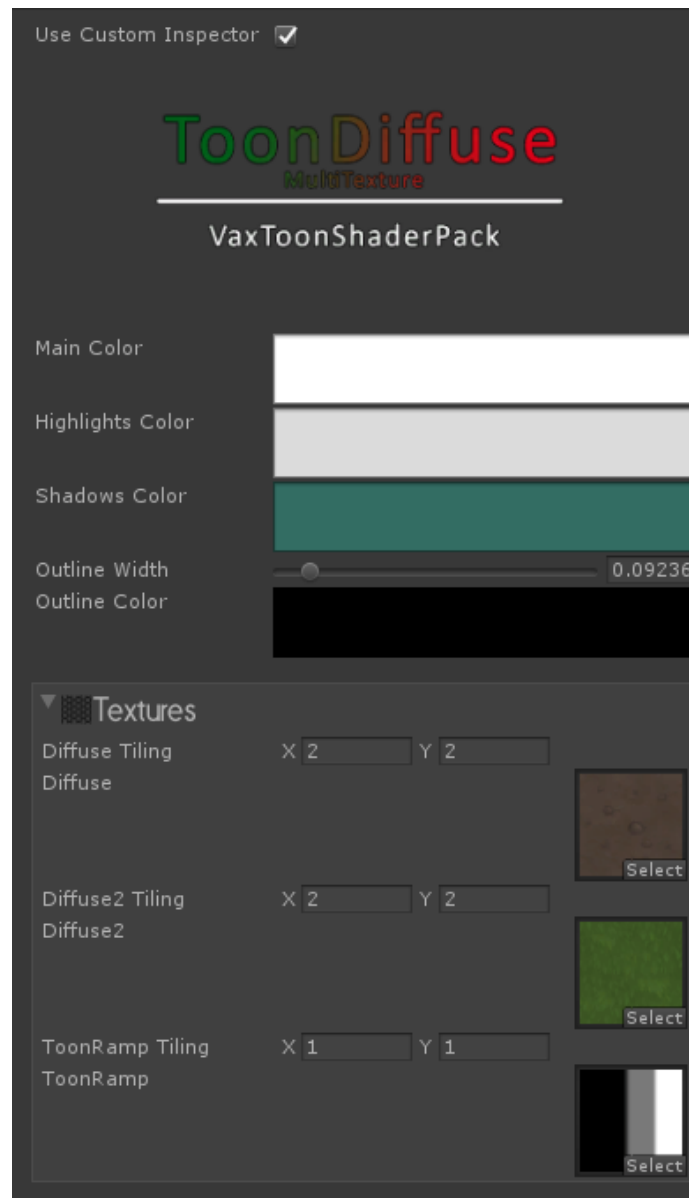


<b>Main Color</b>	The tint color the diffuse will have
<b>Highlights Color</b>	The tint of the highlights the diffuse will have
<b>Shadows Color</b>	The tint of the darkers parts the diffuse will have
<b>Waving Speed</b>	The speed of the grass waving
<b>Waving Strength</b>	The strength of the waving
<b>Blend using Vertex Colors</b>	Use vertex colors as guide for the waving
<b>Diffuse Tiling</b>	The Tiling of the Diffuse Texture
<b>Diffuse Tex</b>	The Diffuse Texture
<b>Toon Ramp Tiling</b>	The Toon Ramp texture tiling
<b>Toon Ramp Tex</b>	The guide for the highlights and shadows on the toon lightning effect



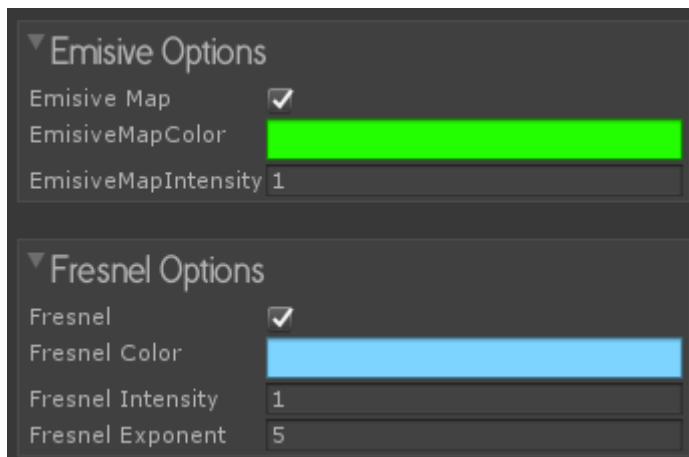


<b>Main Color</b>	The tint color the diffuse will have
<b>Highlights Color</b>	The tint of the highlights the diffuse will have
<b>Shadows Color</b>	The tint of the darkers parts the diffuse will have
<b>Outline Width</b>	The width of the outline
<b>Outline Color</b>	The color of the outline
<b>Diffuse Tiling</b>	The Tiling of the Diffuse Texture
<b>Diffuse Tex</b>	The Diffuse Texture
<b>Diffuse2 Tiling</b>	The Tiling of the Second Diffuse Texture
<b>Diffuse2 Tex</b>	The Second Diffuse Texture
<b>Normal Map Tiling</b>	The Normal Map Tiling
<b>Normal Map Tex</b>	The Normal Map texture
<b>Normal Map2 Tiling</b>	The Second Normal Map Tiling
<b>Normal Map2 Tex</b>	The Second Normal Map texture
<b>Toon Ramp Tiling</b>	The Toon Ramp texture tiling
<b>Toon Ramp Tex</b>	The guide for the highlights and shadows on the toon lightning effect



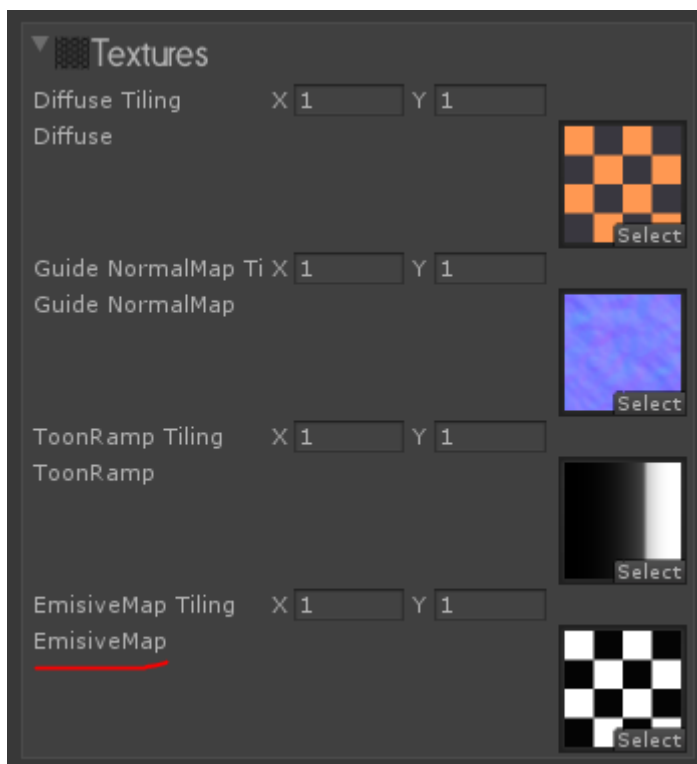
<b>Main Color</b>	The tint color the diffuse will have
<b>Highlights Color</b>	The tint of the highlights the diffuse will have
<b>Shadows Color</b>	The tint of the darker parts the diffuse will have
<b>Outline Width</b>	The width of the outline
<b>Outline Color</b>	The color of the outline
<b>Diffuse Tiling</b>	The Tiling of the Diffuse Texture
<b>Diffuse Tex</b>	The Diffuse Texture
<b>Diffuse2 Tiling</b>	The Tiling of the Second Diffuse Texture
<b>Diffuse2 Tex</b>	The Second Diffuse Texture
<b>Toon Ramp Tiling</b>	The Toon Ramp texture tiling
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On all shaders excluding MultiTexture ones, there will be another feature!



<b>Emissive Map</b>	A toggle to activate/deactivate the emissive on the shader
<b>Emissive Map Color</b>	The emit color
<b>Emissive Map Intensity</b>	The intensity of the emission
<b>Fresnel</b>	A toggle to activate/deactivate the fresnel
<b>Fresnel color</b>	The color the Fresnel will have
<b>Fresnel Intensity</b>	The intensity of the Fresnel emission
<b>Fresnel Exponent</b>	The amount of exponent the fresnel will have

And the Emission Map can be set below, under Textures foldout:



## New Outline Vertex Colors method

It will allow your model normals to be vectorized into the vertex colors to have the outlines the model deserves.

If you have an outline like this with your model (the outline is broken):



With the new OutlineVC shader and the script you can have this ones on the same exact model:



## How to use Outline VC

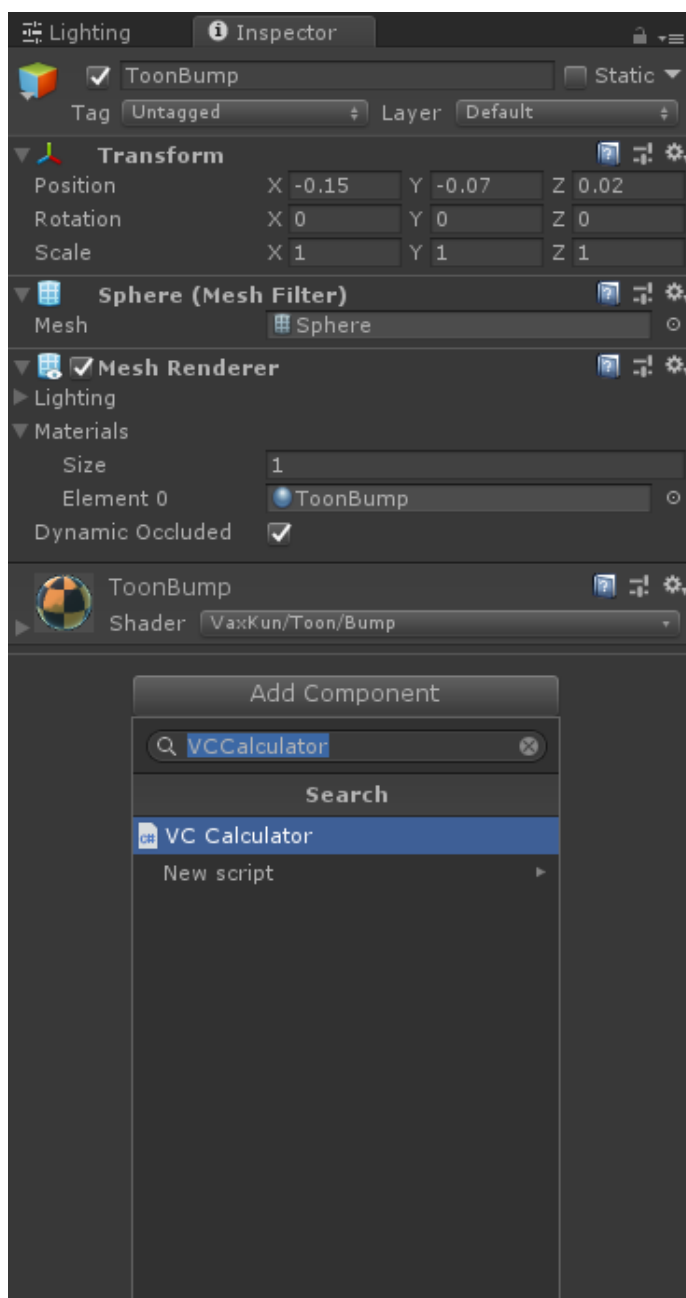
You will need two things:

1. The desired VC shader
2. The script to bake the outline normal.

There are some VC shaders, the same as the standard outline ones:

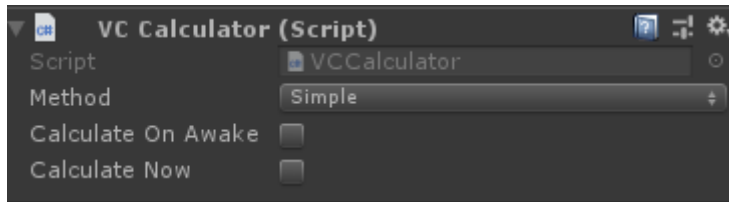
- ToonBumpVC
- ToonBumpDissolveVC
- ToonDiffuseVC
- ToonDiffuseDissolveVC

After putting the material with a VC shader on the model, import a script on it called “VC Calculator”



Then, you will have some options:

1. The method to use to calculate it
2. When are you going to calculate it



If you click "Calculate On Awake" the outline will be calculated when the game runs.

If you click "Calculate Now" it will be calculated at that moment.

## NOTICE

If you are not satisfied with the asset or you are having some unresolvable issues, feel free to request a refund.

**BUT**, refunds requested 14 days after the purchase date will not be accepted.