Ultimate toon Shader (URP & LWRP)

Introduction

This is a very good toon shader effect. If you don't want to write a shader, but need to achieve an unparalleled carton effect, then this asset is prefect for you. It contains a toon shader graph file. And it can be easily integrated into your project. There are many configuration parameters that can be adjusted by yourself. You can use these parameters to adjust more and more cool effects. Because of the cool effect achieved by using shader, all performance loss is small, and the mobile platform can also run perfectly.

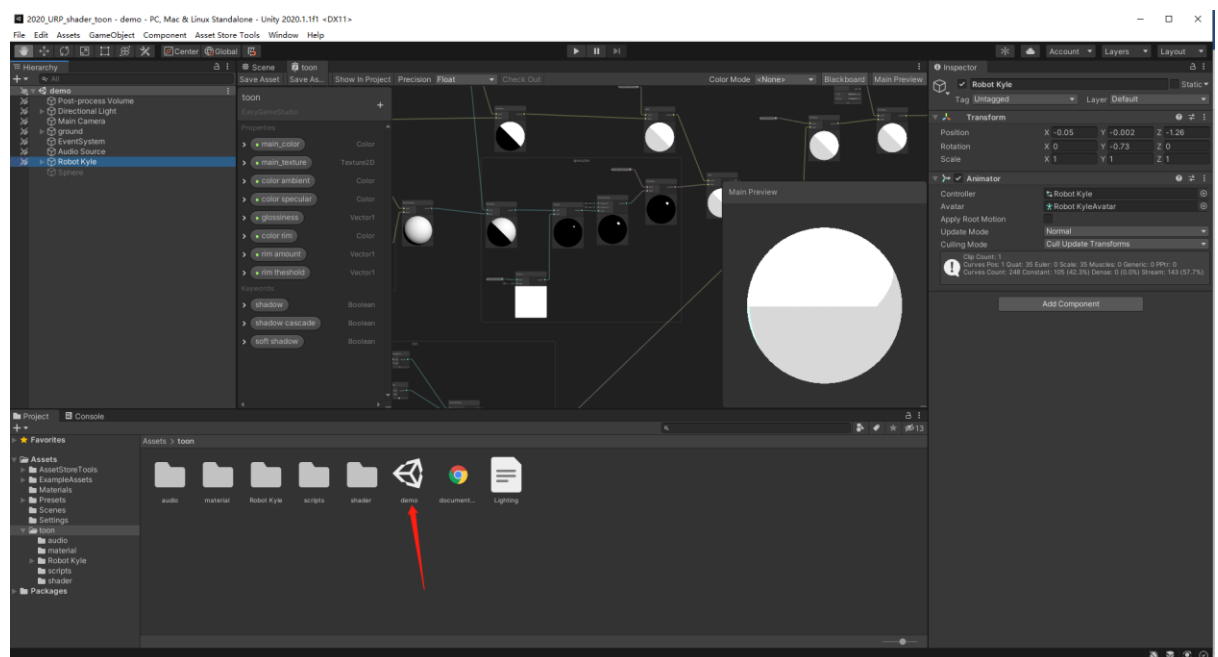PS：Only support URP（Universal Renderer Pipeline）and LWRP(Light Weight Renderer Pipeline)，

Main Feature：

1. Easy to integrate into your project, no need to write any shader or code
2. Contains an outline effect
3. Only support URP（Universal Renderer Pipeline）and LWRP(Light Weight Renderer Pipeline)
4. You can modify the attributes exposed by the shader and script to easily get the effect you want
5. Support Android, IOS, Windows and other platforms
6. Complete documentation, clear demo
7. Cheap
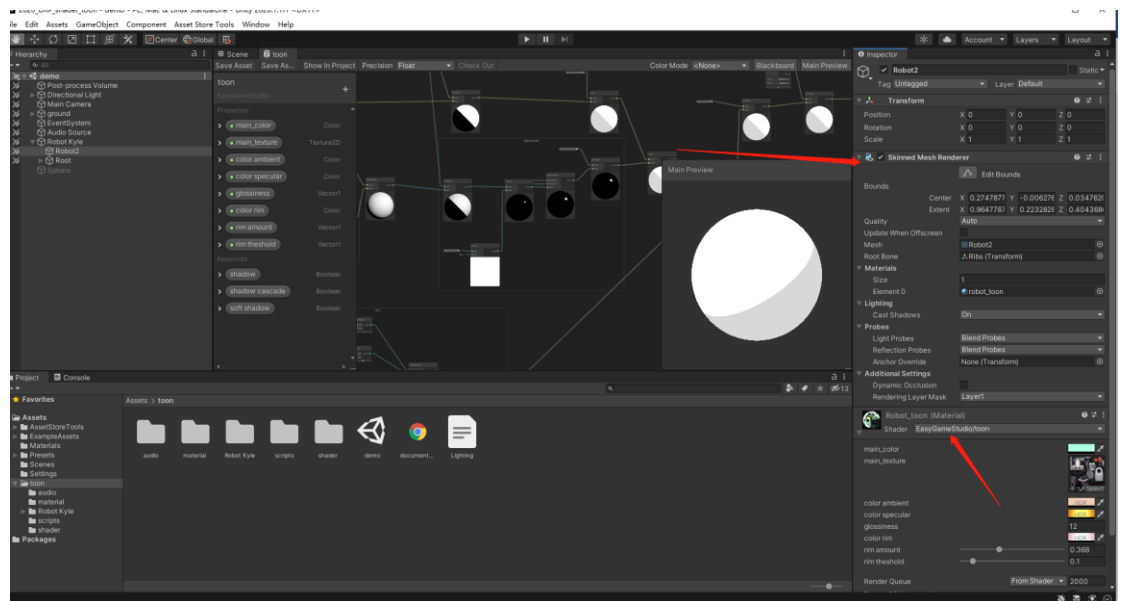
Instructions：

How To Run

Find demo.unity in the package and click Run. The path address is shown in the figure below :
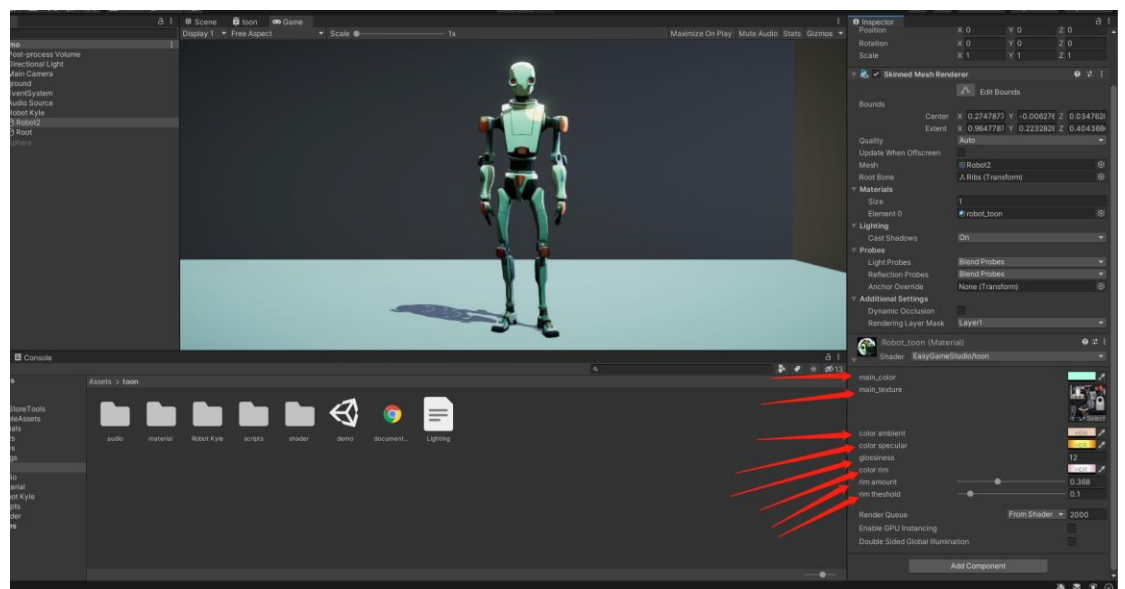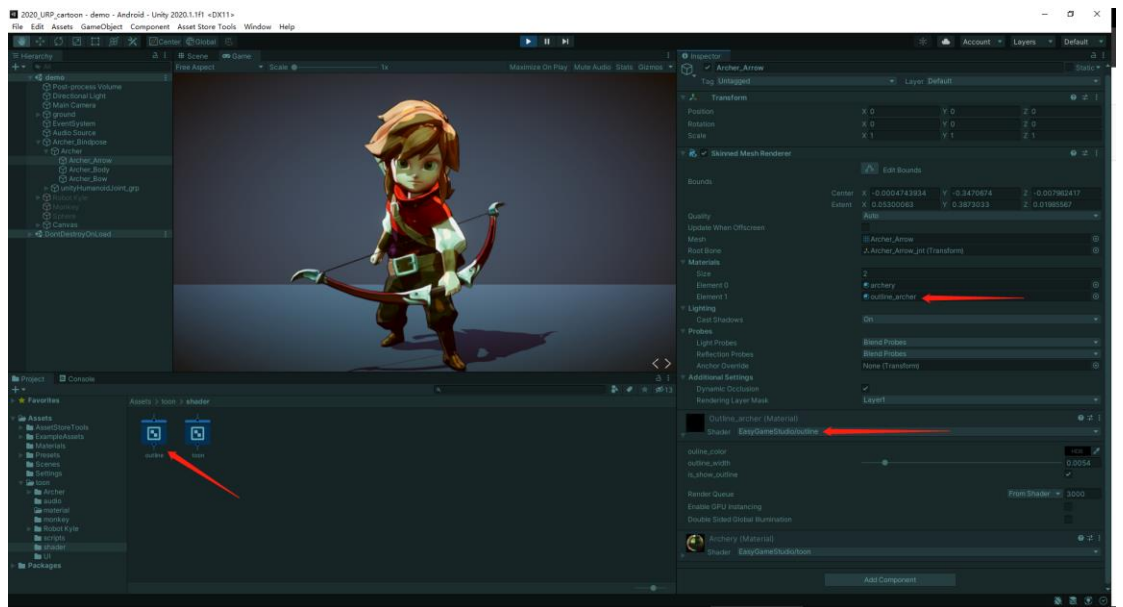
How to apply to your own game objects

1. This shader can only use on objects that contain "MeshRenderer" or "SkinnedMeshRenderer" components

2. Set the shader for the game object in the first step-"EasyGameStuio/toon ", as shown in the figure below:

3. Shader: The parameters exposed in "EasyGameStuio/toon " can be adjusted to the effect that you want. The name of each parameter represents the meaning of the parameter. You can refer to the demo video to adjust, as shown in the following figure:

4. If you want, you can also add an outline effect. As shown below:

PS: It needs to be used together with post processing, the post processing effect file the post processing effect file is included in this asset.

Contact Us：

If you have any questions or suggestions during use, please feel free to contact us

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