# BinaryLunar

Toon Shader Graph

Ramez Al-Tabbaa

How to Apply the Shader Graph:

1. Make sure you are using Unity 2019.3+.
2. Install Universal RP from Package Manager.
3. Click: Assets > Create > Rendering > Universal Render Pipeline > Pipeline Asset (Forward Renderer)
4. Assign that pipeline asset to be the default one in project settings in both Quality and Graphics menus.
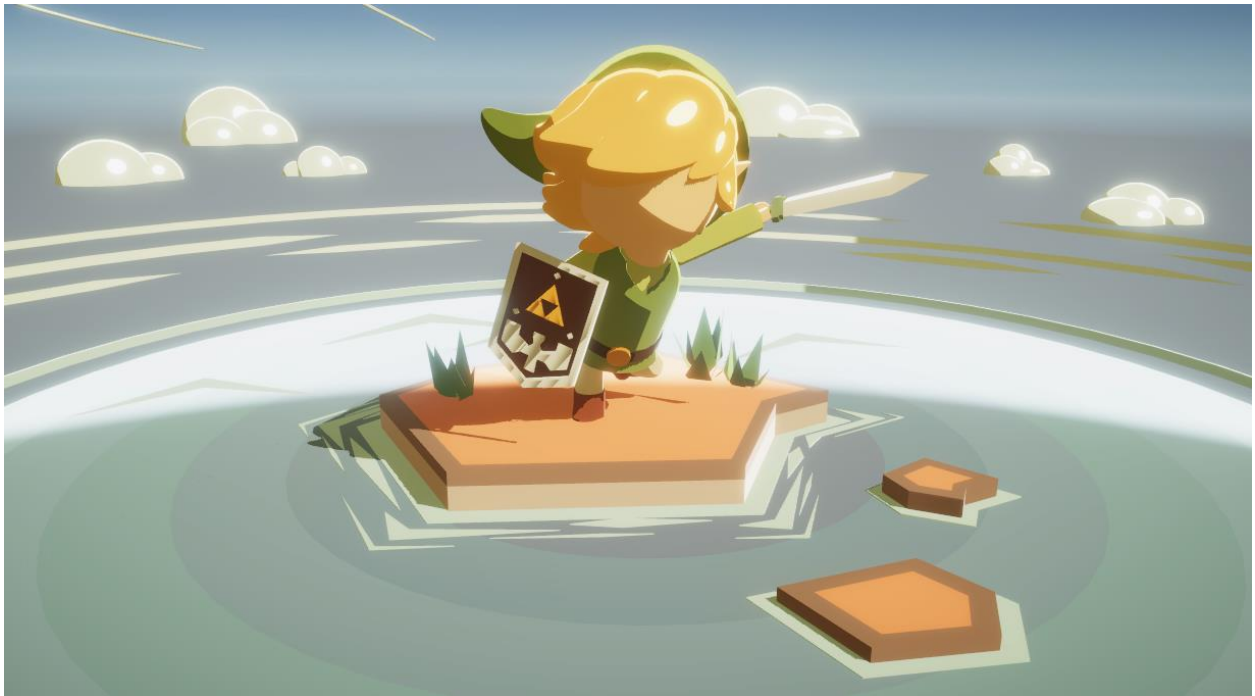5. Just drag the material from Material folder to any sprite on your scene
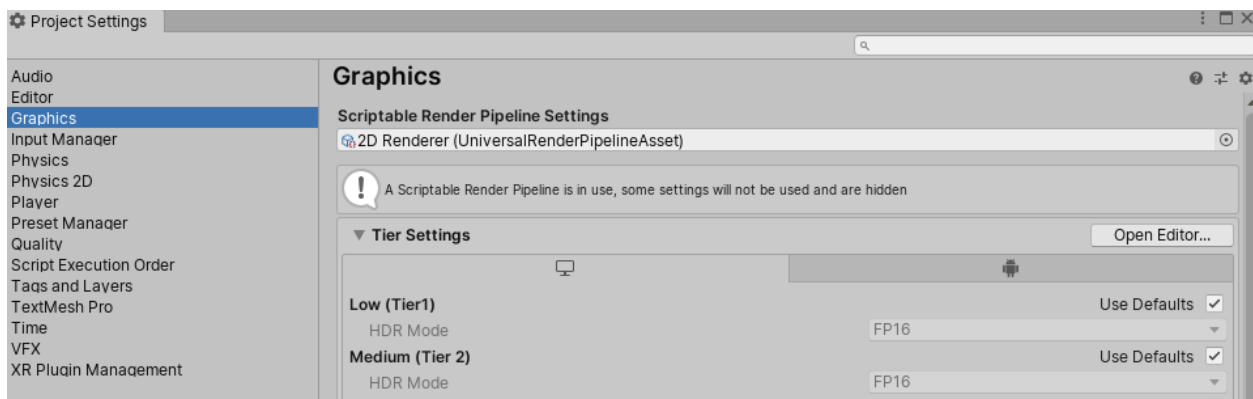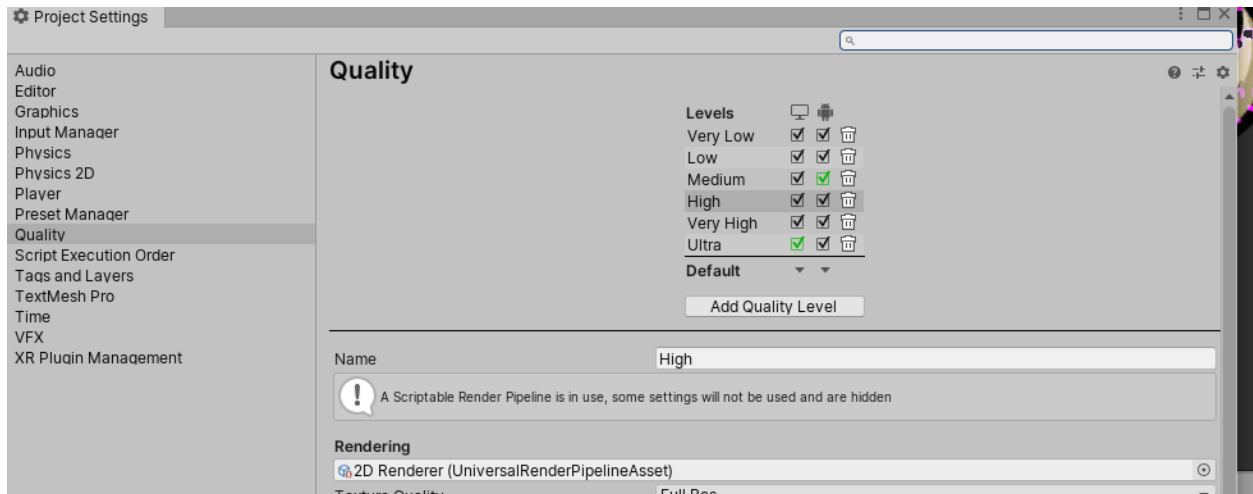
Toon Shader Properties:

This shader graph has the following properties exposed and can be adjusted easily from inspector:

- Main Color
- Ambient Color
- Specular Color
- Glossiness
- Rim Color
- Rim Amount
- Rim Threshold.
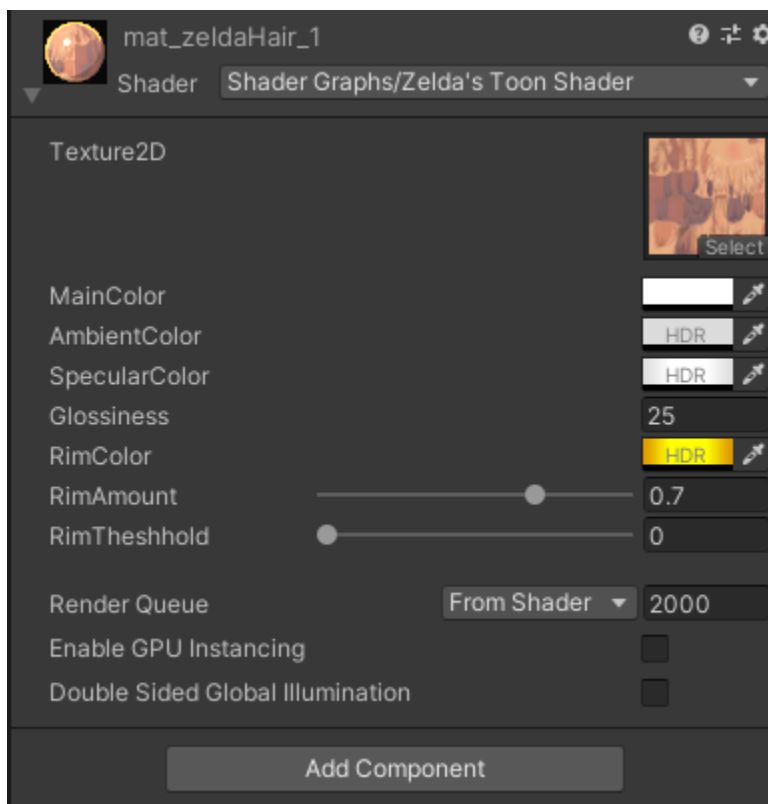
Screenshots

Attribuations:

Models used in this assets are under Attribution 4.0 International

Link from wind waker

https://sketchfab.com/3d-models/link-from-wind-waker-033b1cee62a14dbfbb65f5deb6725265