OS Shader: Cel Shading URP

A Game-Ready Asset by **Occa Software**
Version 1.3.0

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Introduction

OS Shader: Cel Shading URP is an easy-to-use, artist-friendly, and feature-rich shader that enables you to achieve highly stylized visuals using PBR workflows and algorithms. This shader enables you to create extremely clean, highly customized, artist-driven visuals for your project. This shader was purpose-built designed in Shadergraph so that you can easily extend the Shader itself for new features. Compatible with the **Universal Render Pipeline**.

Features

1. **Shadows:** Cast and receive realtime shadows.
2. **Rim Lighting:** Customize Rim Lighting thickness, color, and brightness.
3. **Specular Highlights:** Customize Specular Highlights color, brightness, and relative influence from lighting color versus material color.
4. **Normal Mapping:** Seamlessly integrate Normal Maps into your stylized materials.
5. **Base Color Mapping and Color Tinting:** Seamlessly integrate Base Color (Albedo) Maps into your stylized materials, and easily tint them with the Base Color influence.
6. **Roughness Parameter:** Use PBR parameters like Roughness to define the material's Specular Highlights.
7. **Ambient Lighting:** Global Ambient Light settings let you easily tweak the entire look of a scene
8. **Additional Lights:** Easily highlight key items, areas, or NPCs using Spot Lights or other Additional Lights with seamless Additional Light support.
9. **Screen Space Ambient Occlusion:** Compatible with Unity’s built-in SSAO solution (requires Unity 2020.2+ / URP 10.0+).

Using this in a project?

I'd love to feature your work using this Shader on my Twitter @occasoftware. Just reach out :)

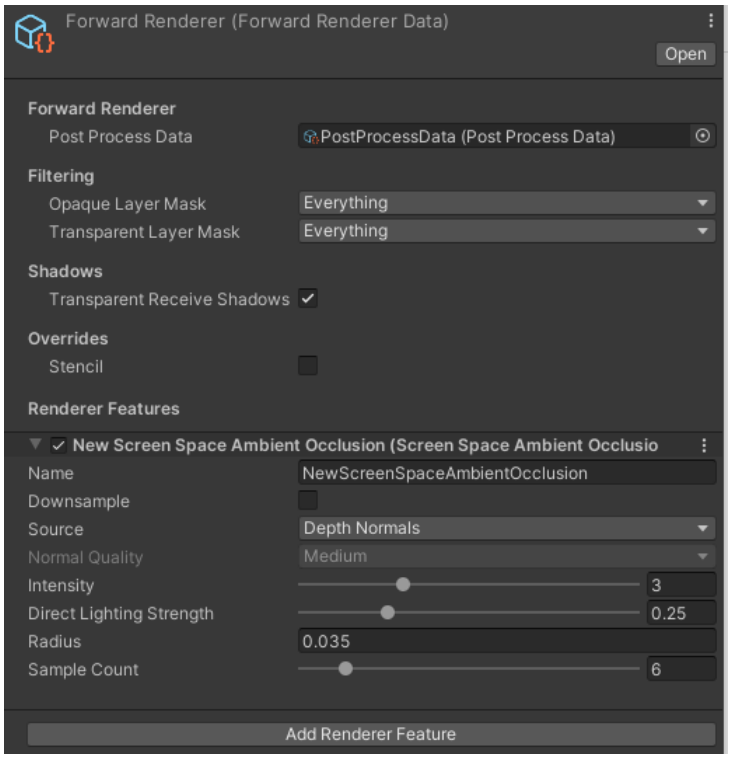
Support
Reach out me at occasoftware@gmail.com or on Twitter @occasoftware for any support including questions, bug reports, feedback, etc.

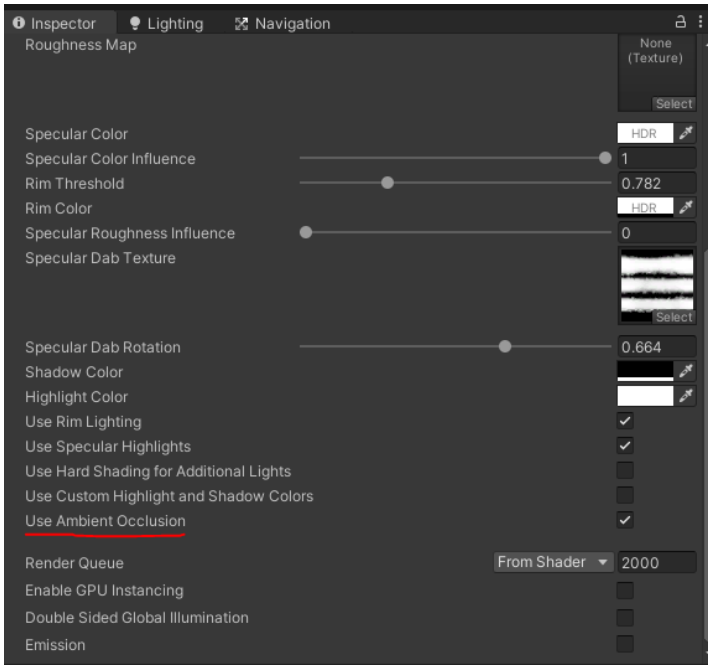
How to Use

1. Import the Unity Package
2. Create a new Material
3. Find the Shader File called **OS Shader _ Cel Shading**
4. Drag and drop the Shader on to the new Material that you have created
5. Apply the Material to any object in your scene
6. Find the Script called "**SetCelLightingParameters**"
7. Attach this script to your main directional light in the scene. You can use the Ambient Lighting parameter on this script to control scene Ambient lighting.

Screen Space Ambient Occlusion
Setting up SSAO requires two steps. Note that SSAO requires Unity 2020.2+ and URP 10.0+. *Tested on Unity 2020.3 / URP 10.4.*

1. Find your Forward Renderer settings and add the SSAO Feature.
2. For each Material using the Cel Shader where you want SSAO to be applied, check the "Use Ambient Occlusion" checkbox in the material.





Additional Notes

You may need to re-add the HLSL File into the Custom Function nodes in the GetMainLight Subgraph and GetAdditionalLights Subgraph. If the material appears pink when you import the package, please try this.