# Mock Exam Q3 Part C-2

Not all computer graphics aims to be realistic. Toon shading uses a lit shader to create an effect similar to traditional cartoons. Research and implement a lit Toon shader

“This tutorial covers **toon shading** (also known as **cel shading**) as an example of **non-photorealistic rendering** techniques.”

<https://en.wikibooks.org/wiki/GLSL_Programming/Unity/Toon_Shading>

One simple way is to map the light intensity of certain range to a few blocks of the same colour of different shade.

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Graphical user interface, text, application, email

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Logo

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