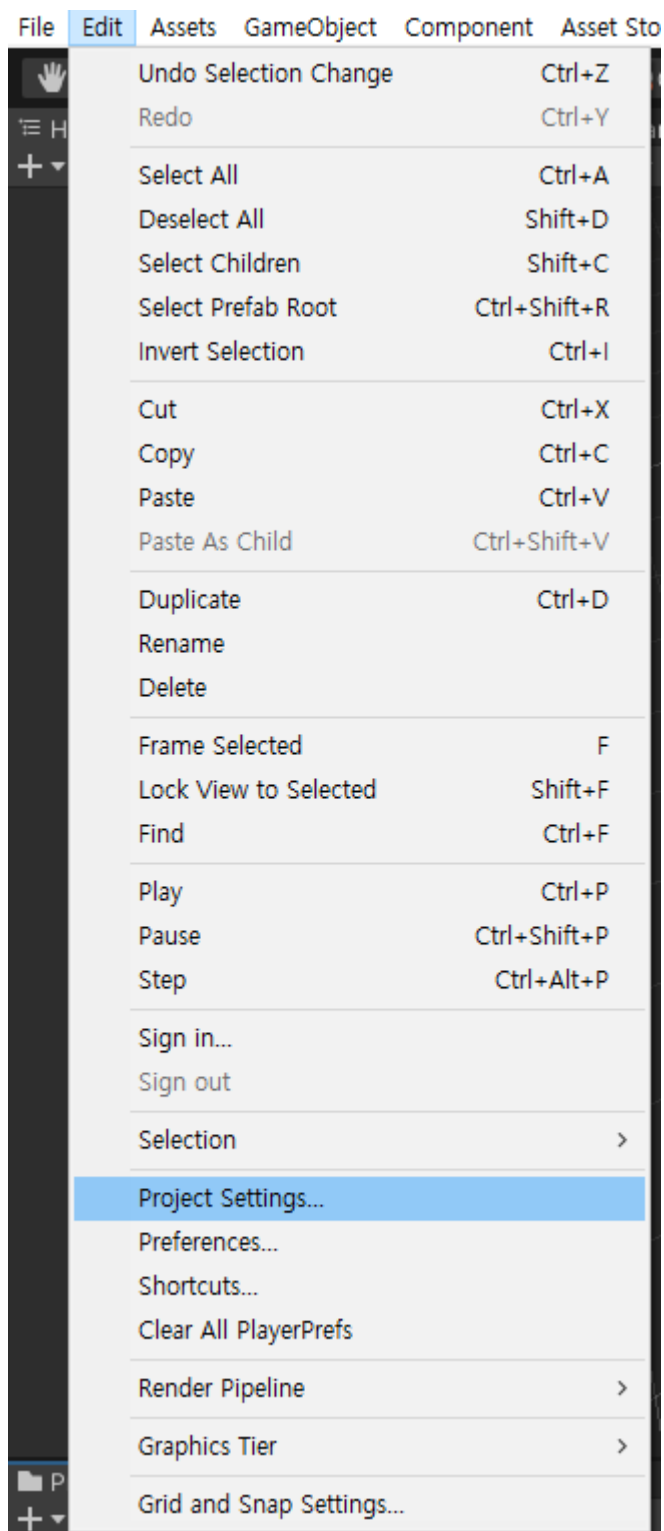


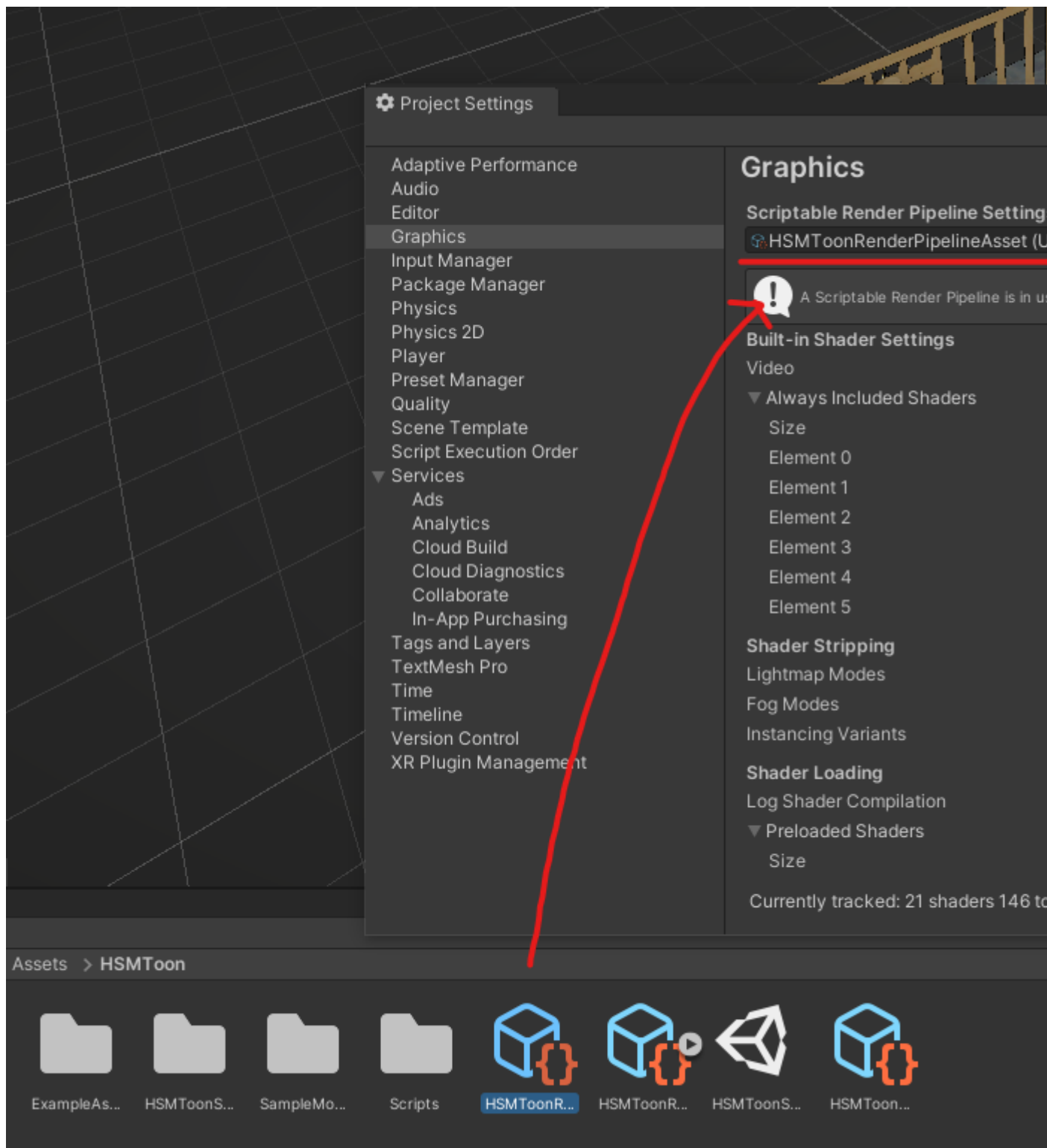
# Table of Contents

- The first setup.
- Shader set-up on the material.
- Shader function description.
- If you want to fix the shader.
- If you want to set up a new pipeline.

## 1. The first setup.

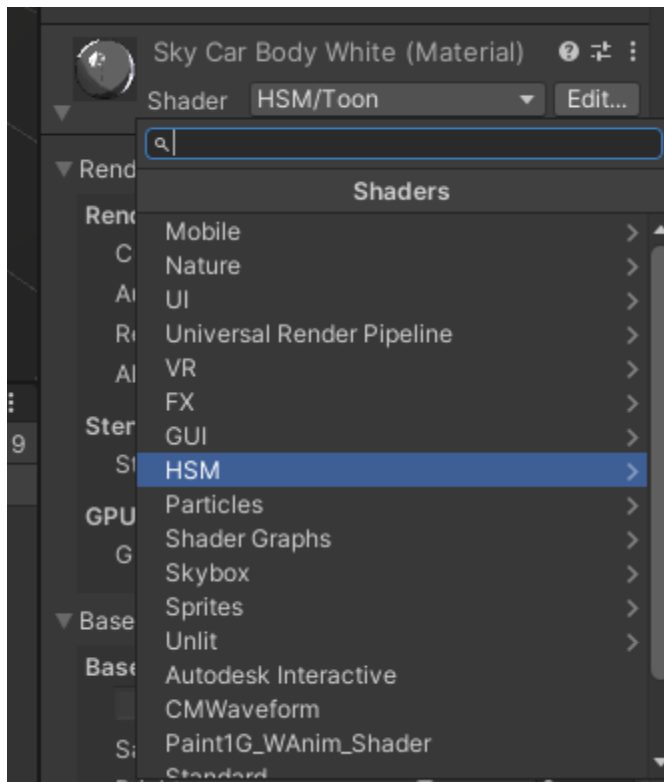


It goes into the Edit -> project setting.

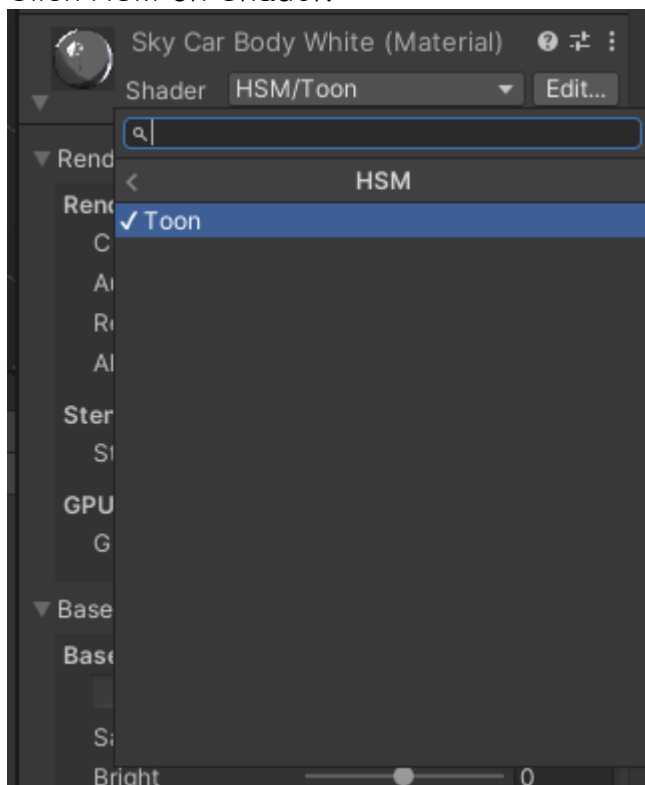


Set HSMToonRenderPipelineAsset in the rendering pipeline.

## 2.Shader set-up on the material.

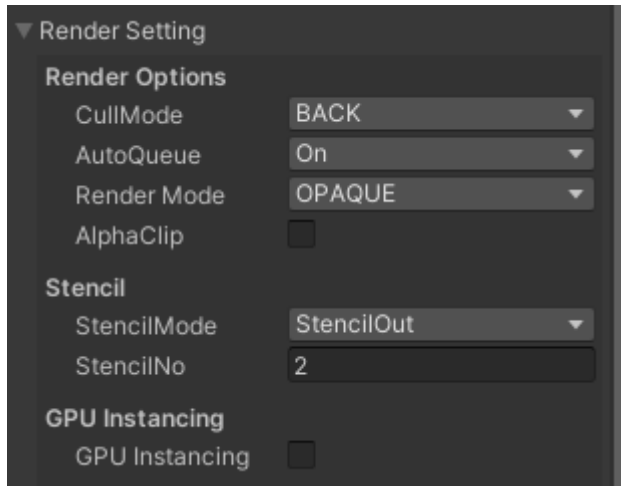


Click HSM on Shader.



Click "Toon" to set up HSMShader.

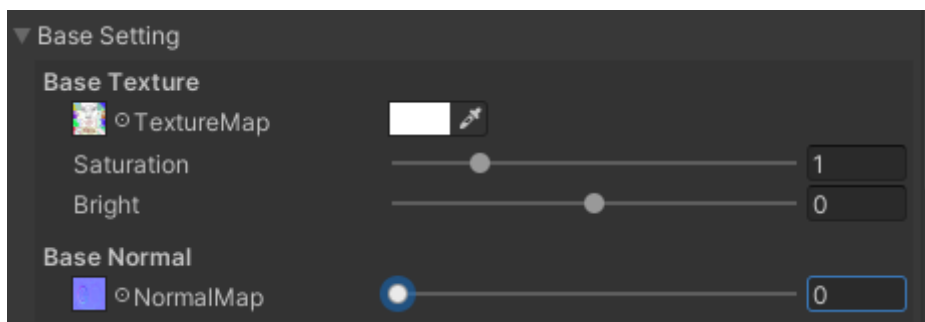
### 3.Shader function description.



Render Setting

This is a basic rendering setup.

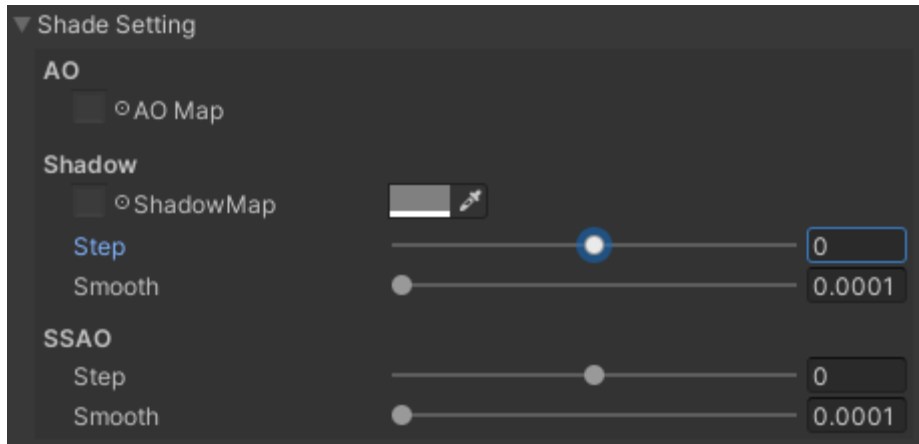
Transparent, alpha clipping, stencil, etc. can be set.



Base Setting

Base texture and normal can be set in the base setting.

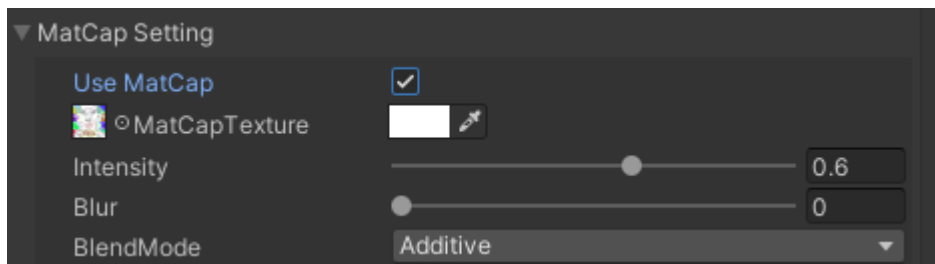
The saturation and brightness of the base texture and the strength of the normal can be adjusted.



Shade Setting

It is possible to adjust the area of the shadow and the boundary line.

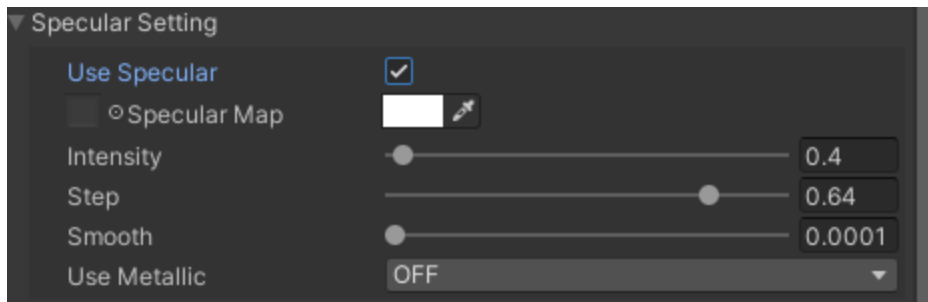
The area can be adjusted with a step, and the softness of the boundary can be adjusted with a smooth.



MatCap Setting

MatCapd can adjust the intensity of the texture with Intensity and adjust the blur intensity of the texture with Blur.

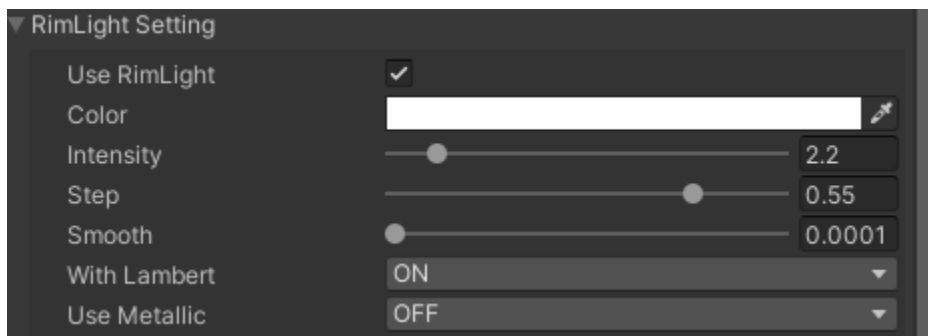
Blend mode allows you to select a blend method.



Specular Setting

In Specular, it is possible to adjust the strength, range, and softness of the boundary line.

Using Use Metallic reflects the color of the texture.

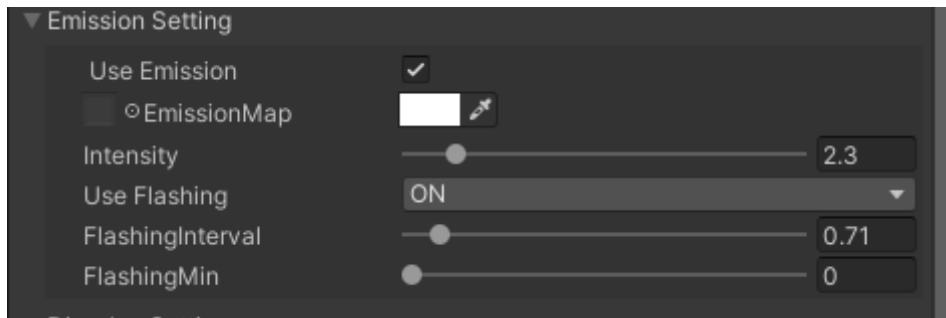


RimLight Setting

In RimLight, it is possible to adjust the strength, range, and softness of the boundary line.

With Lambert can select the contrast calculation of DirectionalLight.

Using Use Metallic reflects the color of the texture.

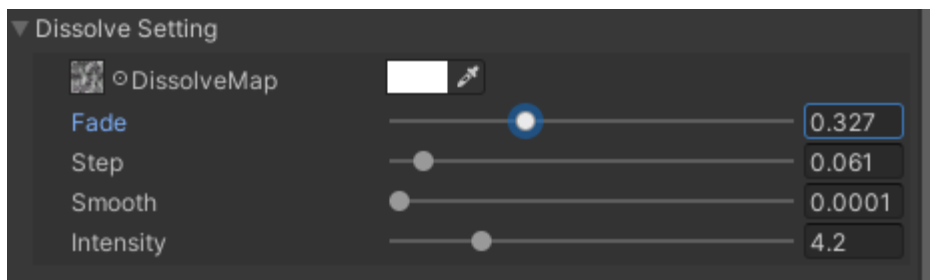


Emission Setting

It is possible to express the part that will shine with the texture.

Intensity can adjust the intensity.

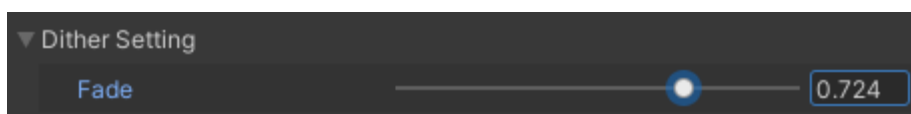
In Flashing, Flashing interval and minimum brightness setting are possible.



Dissolve Setting

In Dissolve, it is possible to adjust the strength, range, and softness of the boundary line.

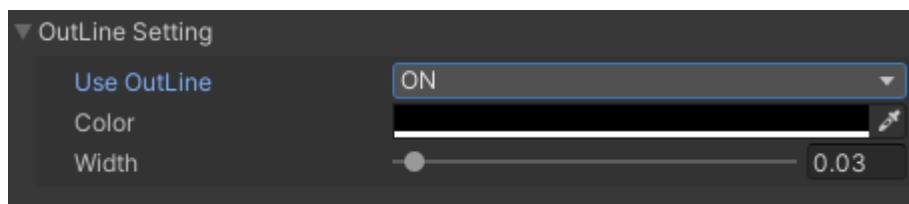
It is possible to control the progress of dissolve with Fade.



Dither Setting

The dither can be adjusted by fade.



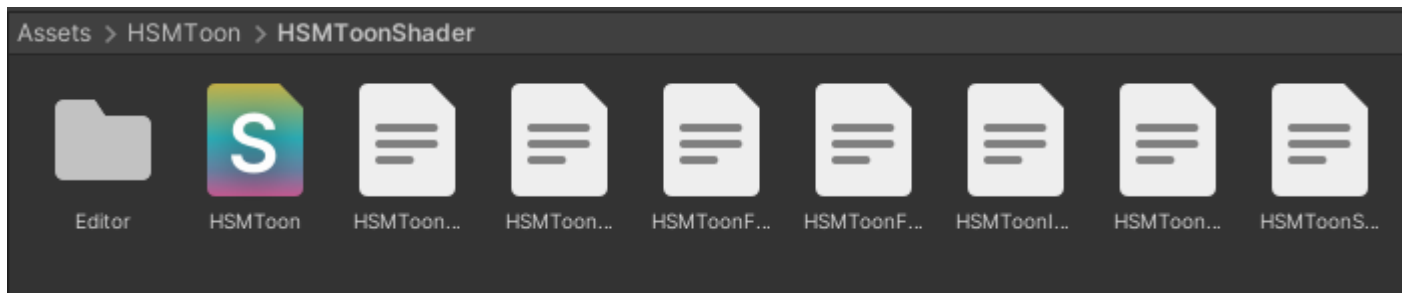


OutLine Setting

OutLine can be adjusted with width.



#### 4. If you want to fix the shader.



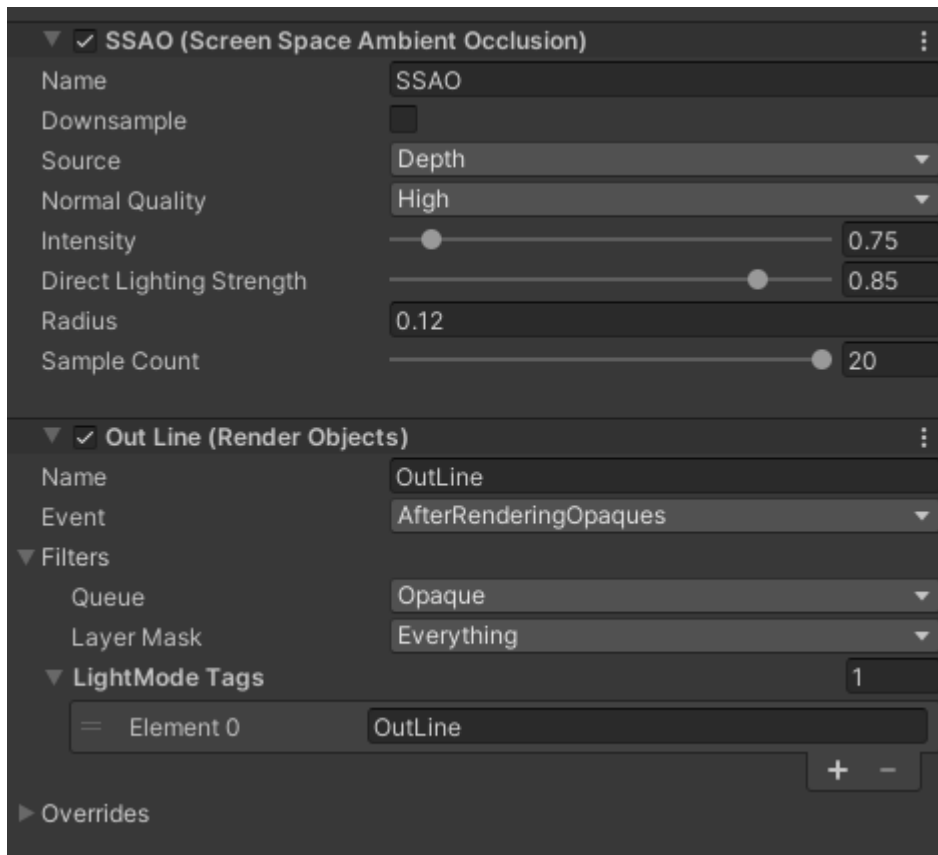
Shader's directory is this way.

Color modification is possible in the HSMToonForward file.

The outline can be modified in the file by HSMToonOutLine.



## 5. If you want to set up a new pipeline.



Set SSAO freely.

Outline requires the addition of LightModeTag.

If you have any comments, please here.

Please write a comment here.

[HSMShader \(tistory.com\)](https://tistory.com)