Magic Cartoon Manual

Thank you for purchasing Magic Cartoon!

How to use our model:

Getting started with Magic Cartoon is simple, start by adding a new material with" 1UP/ Magic Shadow/Unlit" to our model.

Cartoon Model & Animation Path : (e.g.)"Assets/1UP/1UPModel/Giraffe/Models/"

Prefab Path : (e.g.)"Assets/1UP/1UPModel/Giraffe/Giraffe.prefab"

- Sample scene that shows multiple examples.

- Many options to tweak effect of your need (Beta Version).

Enjoy It!

Pot model resources in sample scene come from Unity official:

https://assetstore.unity.com/packages/essentials/tutorial-projects/shader-calibration-scene-25422

CONTACT

For anything related to Magic Cartoon, don't hesitate to contact me at Magic1UP@163.com

插件制作耗费心力，望CGSOSO\纳金网尊重作者劳动成果，不要传播该插件盗版副本，谢谢!
团队梦想刚起航，我们一定会坚持,开发更优质模型及插件给大家∶）

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