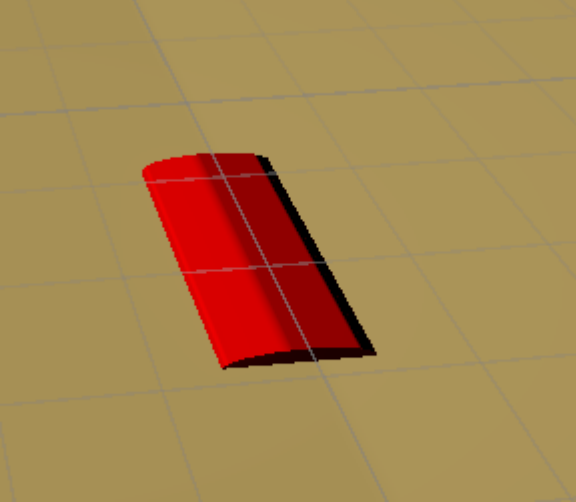Toon shader:
Based on excitebike form the gif, I think a toon shader applied to the bike would add this to the red arrows that appear on the map to make them easier to see compared to the background. The toon shader takes in the position of the main light in the scene and multiplies the color by the texture based on where the light is pointing.

Desert Colorcorection:
I applied this tint to the ground and to the ramp, due to trying to keep my scene simple so I could focus on other parts of the midterm.
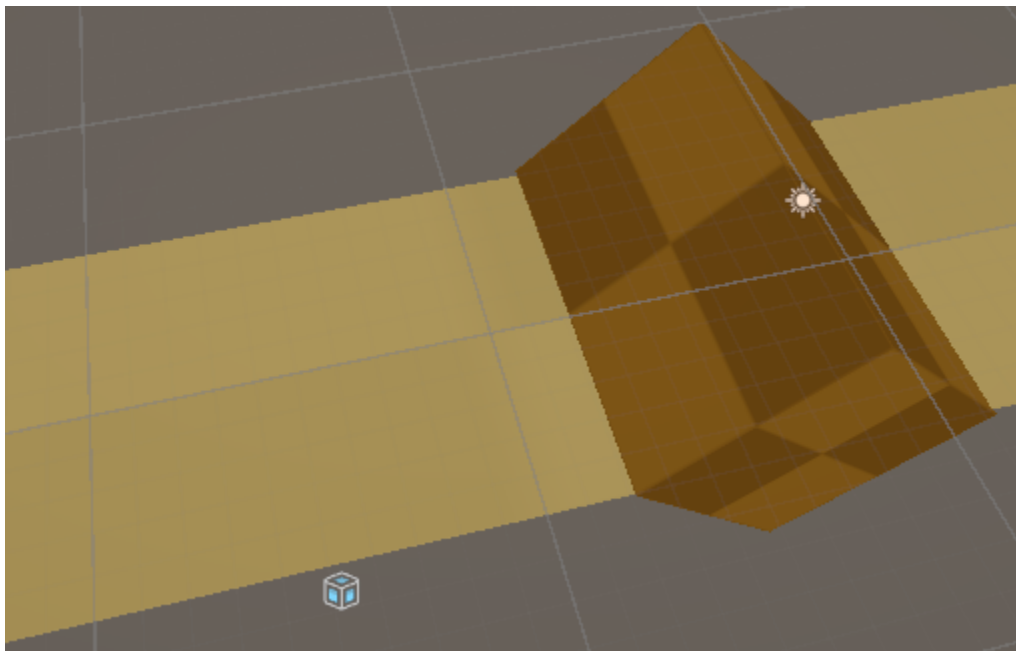
Custom Addition:

Add rim lighting to the bike when turbo is on. This will allow the player to easily see when the turbo is active without having to remember if it is on or not. This would work by having the script controlling the bike toggle a boolean in the shader turning the rim light on or off. The shader would also increase in intensity the longer the turbo is active for. Ideally this would be controlled by a script but I forgot how to reference the variables so it must be controlled with a slider on the material in the materials folder. Moving the slider right will make it glow yellow to orange to repent and increase in intensity as it gets closer to red.

```
Output Power

Increase heat amount          Lower heat amount

          Start/Restart Timer

                True                    False

                      IsOn
```