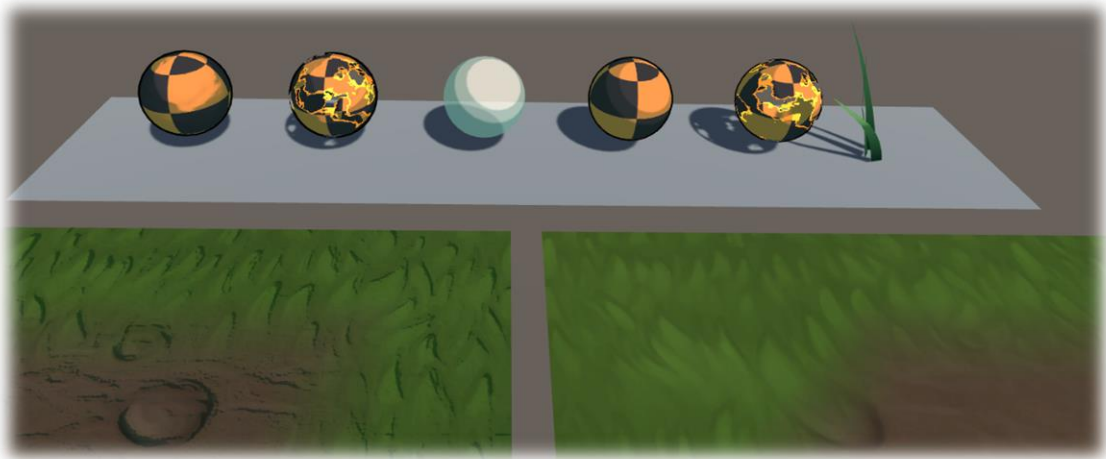




TOON SHADER PACK

Manual



Thank you for purchasing Toon Shader Pack!!

If you have time, consider rating the package on the asset store.

First Steps

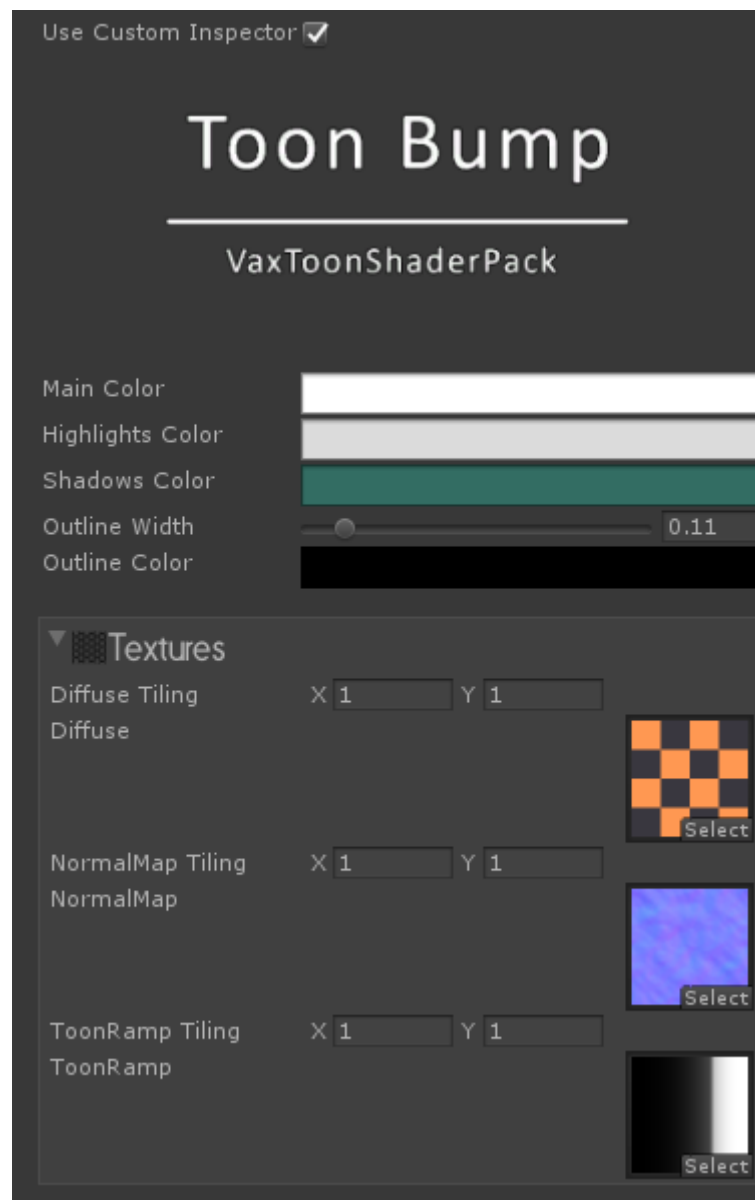
1. Import the Unity Package.
2. Put the desired material into the materials of the mesh renderer
3. Feel free to change the material properties to get your desired style

Extra steps for MultiTextures

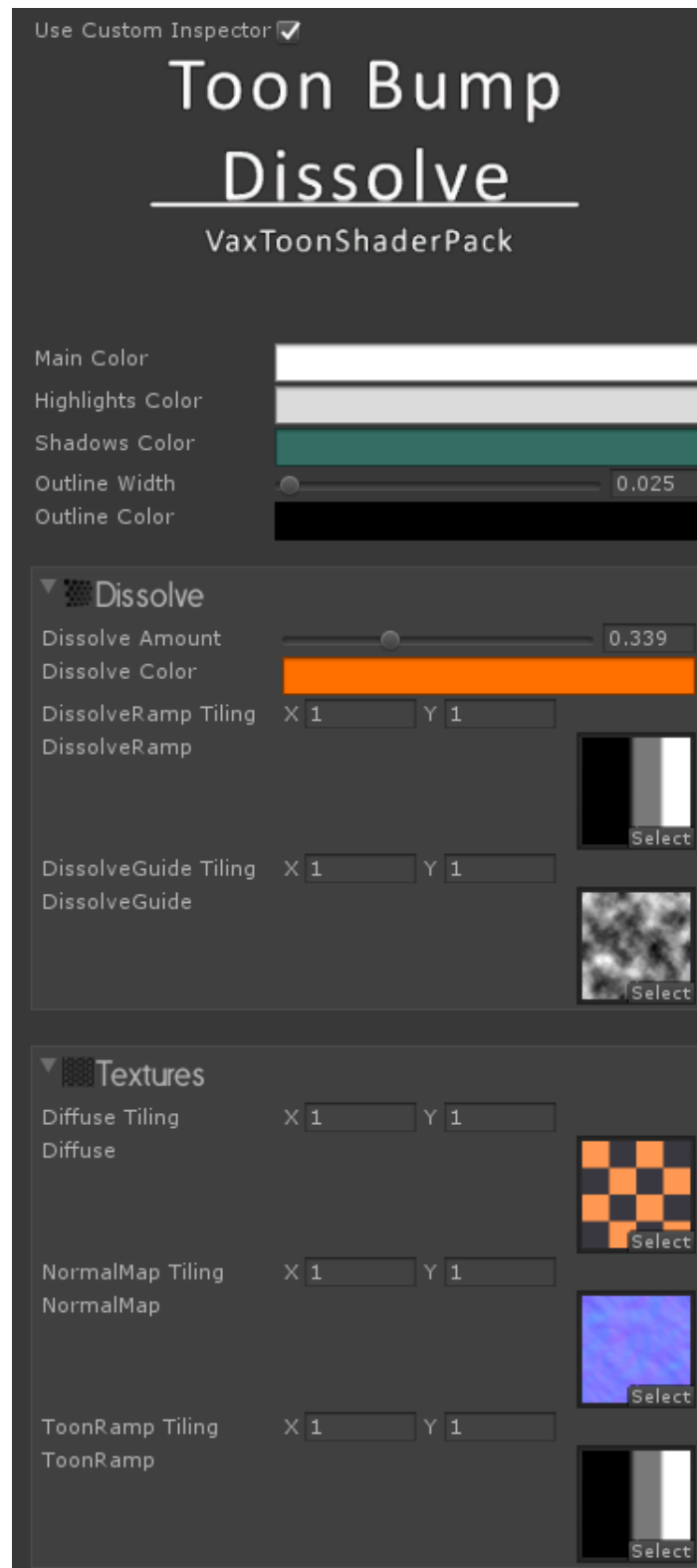
Use the **Red Channel** to blend between the textures.

A “Vertex Painter” will be needed to paint the vertex of the meshes.

Properties

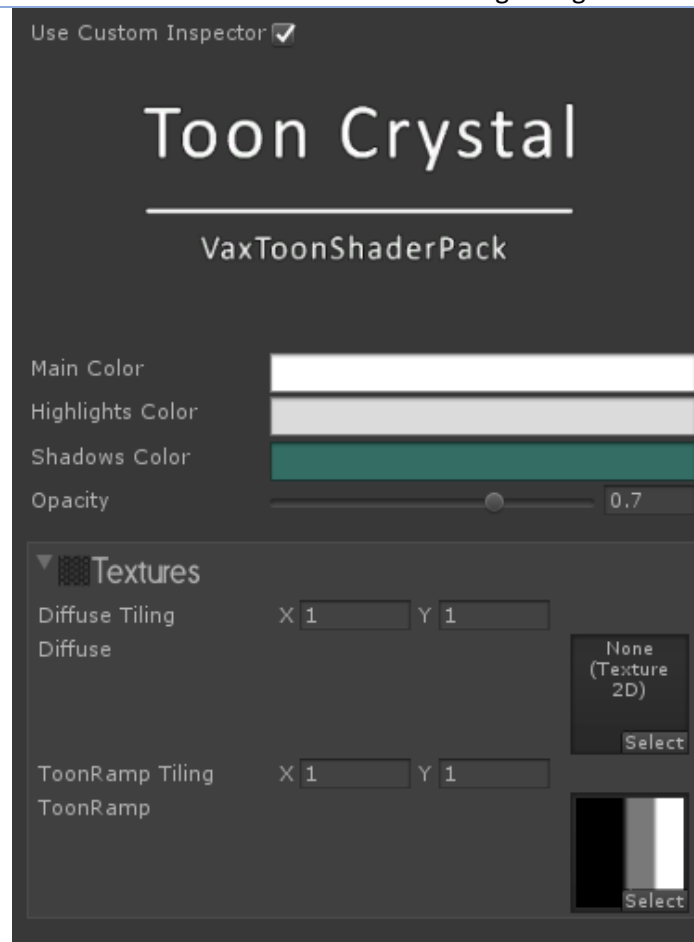


Main Color	The tint color the diffuse will have
Highlights Color	The tint of the highlights the diffuse will have
Shadows Color	The tint of the darkers parts the diffuse will have
Outline Width	The width of the outline
Outline Color	The color of the outline
Diffuse Tiling	The Tiling of the Diffuse Texture
Diffuse Tex	The Diffuse Texture
Normal Map Tiling	The Normal Map Tiling
Normal Map Tex	The Normal Map texture
Toon Ramp Tiling	The Toon Ramp texture tiling
Toon Ramp Tex	The guide for the highlights and shadows on the toon lightning effect

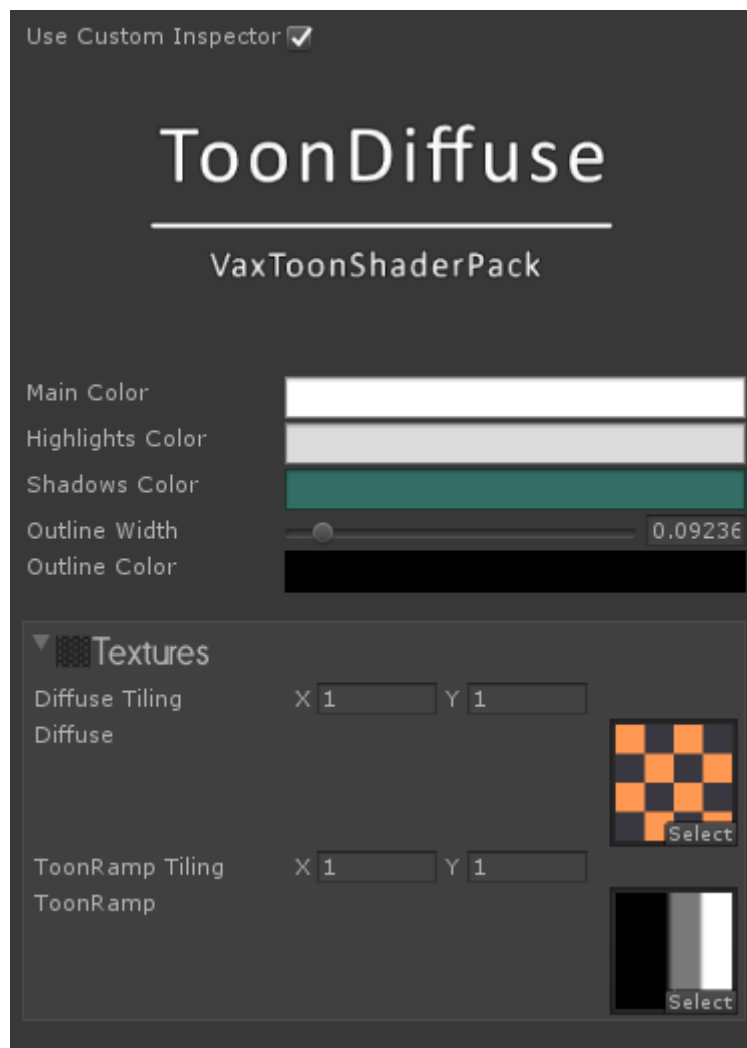


Main Color	The tint color the diffuse will have
Highlights Color	The tint of the highlights the diffuse will have
Shadows Color	The tint of the darker parts the diffuse will have
Outline Width	The width of the outline
Outline Color	The color of the outline

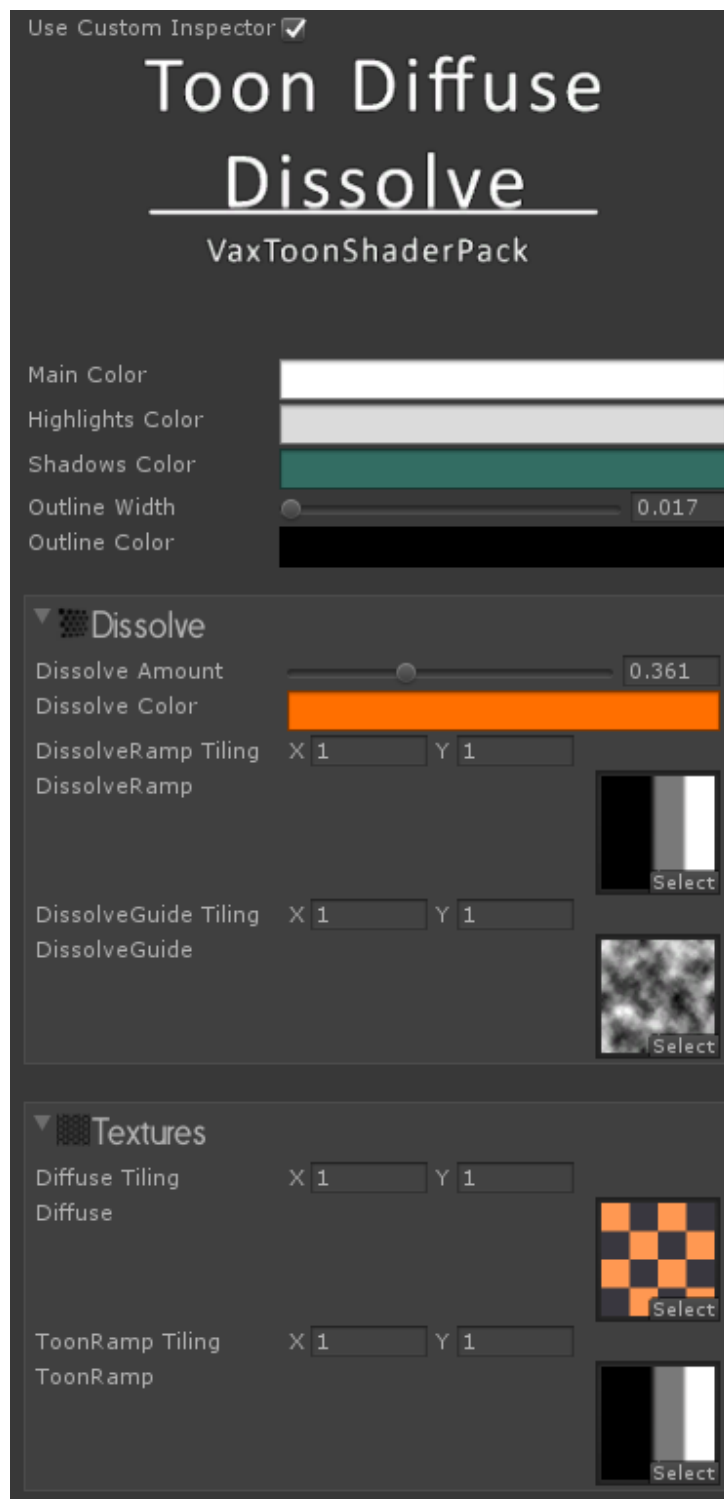
Dissolve Amount	The amount of dissolution effect
Dissolve Color	The Tint of the dissolve ramp
Dissolve Ramp Tiling	The Tiling of the dissolve ramp
Dissolve Ramp	The guide of the dissolution effect border
Dissolve Guide Tiling	The Tiling of the dissolve ramp
Dissolve Guide	The guide texture for the dissolve effect
Diffuse Tiling	The Tiling of the Diffuse Texture
Diffuse Tex	The Diffuse Texture
Normal Map Tiling	The Normal Map Tiling
Normal Map Tex	The Normal Map texture
Toon Ramp Tiling	The Toon Ramp texture tiling
Toon Ramp Tex	The guide for the highlights and shadows on the toon lightning effect



Main Color	The tint color the diffuse will have
Highlights Color	The tint of the highlights the diffuse will have
Shadows Color	The tint of the darkers parts the diffuse will have
Opacity	The opacity the crystal will have
Diffuse Tiling	The Tiling of the Diffuse Texture
Diffuse Tex	The Diffuse Texture
Toon Ramp Tiling	The Toon Ramp texture tiling
Toon Ramp Tex	The guide for the highlights and shadows on the toon lightning effect

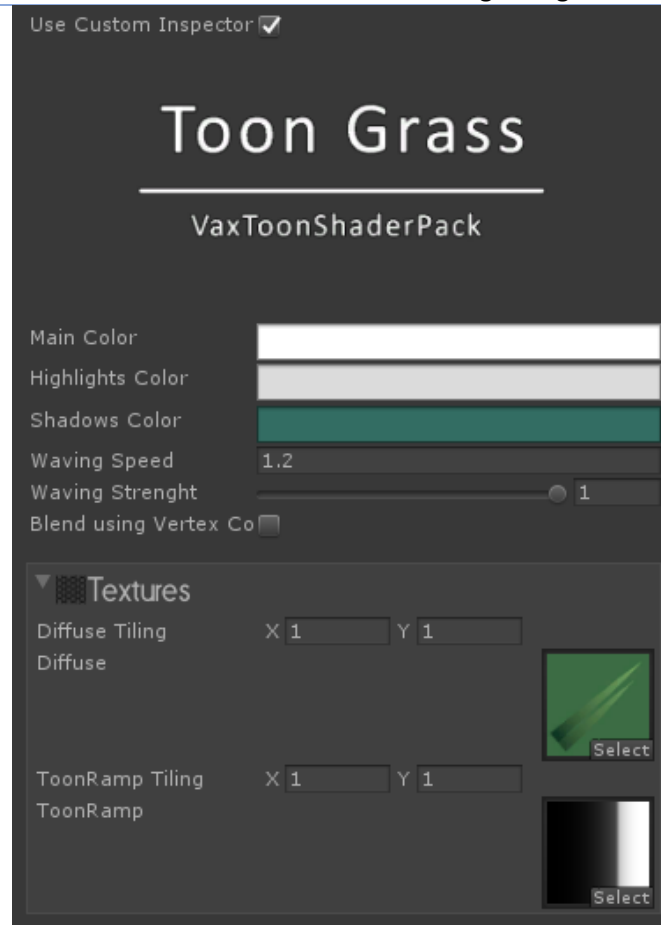


Main Color	The tint color the diffuse will have
Highlights Color	The tint of the highlights the diffuse will have
Shadows Color	The tint of the darkers parts the diffuse will have
Outline Width	The width of the outline
Outline Color	The color of the outline
Diffuse Tiling	The Tiling of the Diffuse Texture
Diffuse Tex	The Diffuse Texture
Toon Ramp Tiling	The Toon Ramp texture tiling
Toon Ramp Tex	The guide for the highlights and shadows on the toon lightning effect

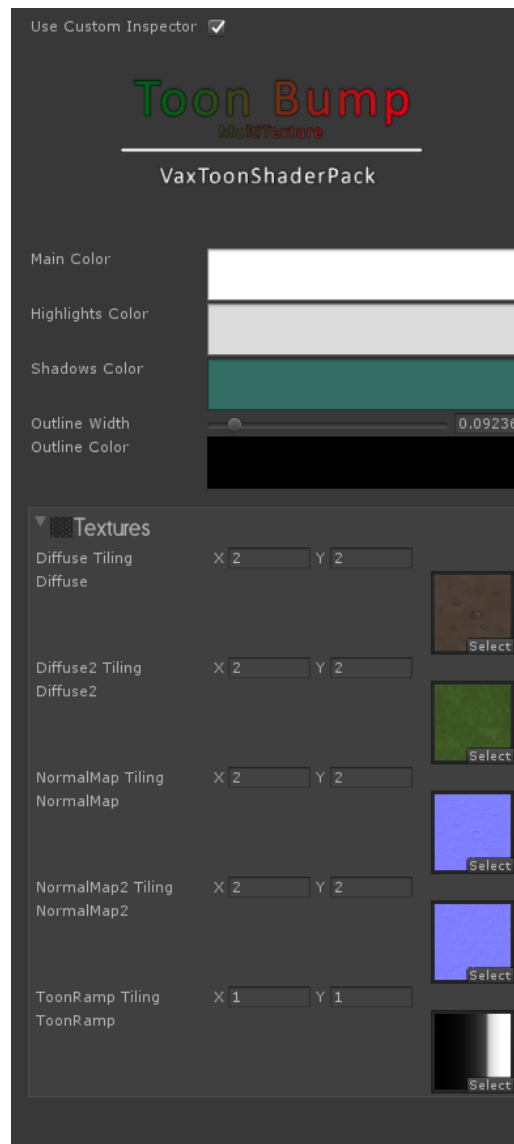


Main Color	The tint color the diffuse will have
Highlights Color	The tint of the highlights the diffuse will have
Shadows Color	The tint of the darkers parts the diffuse will have
Outline Width	The width of the outline
Outline Color	The color of the outline

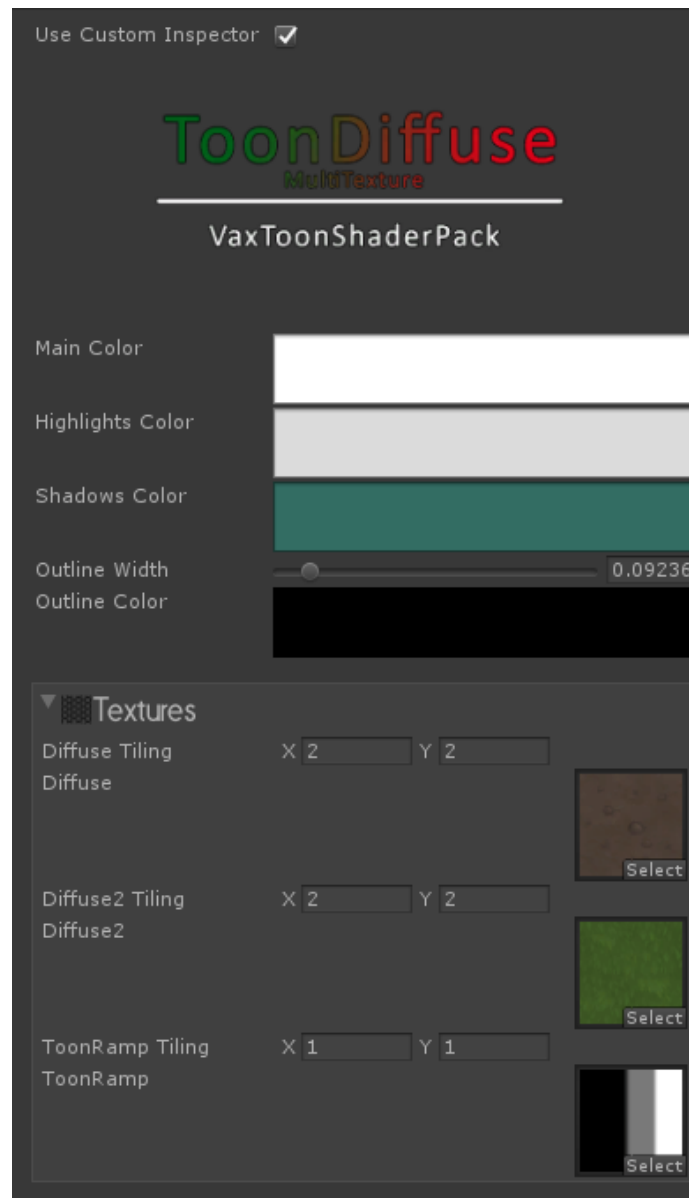
Dissolve Amount	The amount of dissolution effect
Dissolve Color	The Tint of the dissolve ramp
Dissolve Ramp Tiling	The Tiling of the dissolve ramp
Dissolve Ramp	The guide of the dissolution effect border
Dissolve Guide Tiling	The Tiling of the dissolve ramp
Dissolve Guide	The guide texture for the dissolve effect
Diffuse Tiling	The Tiling of the Diffuse Texture
Diffuse Tex	The Diffuse Texture
Toon Ramp Tiling	The Toon Ramp texture tiling
Toon Ramp Tex	The guide for the highlights and shadows on the toon lightning effect



Main Color	The tint color the diffuse will have
Highlights Color	The tint of the highlights the diffuse will have
Shadows Color	The tint of the darkers parts the diffuse will have
Waving Speed	The speed of the grass waving
Waving Strength	The strength of the waving
Blend using Vertex Colors	Use vertex colors as guide for the waving
Diffuse Tiling	The Tiling of the Diffuse Texture
Diffuse Tex	The Diffuse Texture
Toon Ramp Tiling	The Toon Ramp texture tiling
Toon Ramp Tex	The guide for the highlights and shadows on the toon lightning effect



Main Color	The tint color the diffuse will have
Highlights Color	The tint of the highlights the diffuse will have
Shadows Color	The tint of the darkers parts the diffuse will have
Outline Width	The width of the outline
Outline Color	The color of the outline
Diffuse Tiling	The Tiling of the Diffuse Texture
Diffuse Tex	The Diffuse Texture
Diffuse2 Tiling	The Tiling of the Second Diffuse Texture
Diffuse2 Tex	The Second Diffuse Texture
Normal Map Tiling	The Normal Map Tiling
Normal Map Tex	The Normal Map texture
Normal Map2 Tiling	The Second Normal Map Tiling
Normal Map2 Tex	The Second Normal Map texture
Toon Ramp Tiling	The Toon Ramp texture tiling
Toon Ramp Tex	The guide for the highlights and shadows on the toon lightning effect



Main Color	The tint color the diffuse will have
Highlights Color	The tint of the highlights the diffuse will have
Shadows Color	The tint of the darker parts the diffuse will have
Outline Width	The width of the outline
Outline Color	The color of the outline
Diffuse Tiling	The Tiling of the Diffuse Texture
Diffuse Tex	The Diffuse Texture
Diffuse2 Tiling	The Tiling of the Second Diffuse Texture
Diffuse2 Tex	The Second Diffuse Texture
Toon Ramp Tiling	The Toon Ramp texture tiling
Toon Ramp Tex	The guide for the highlights and shadows on the toon lightning effect

NOTICE

If you are not satisfied with the asset or you are having some unresolvable issues, feel free to request a refund.

BUT, refunds requested 14 days after the purchase date will not be accepted.