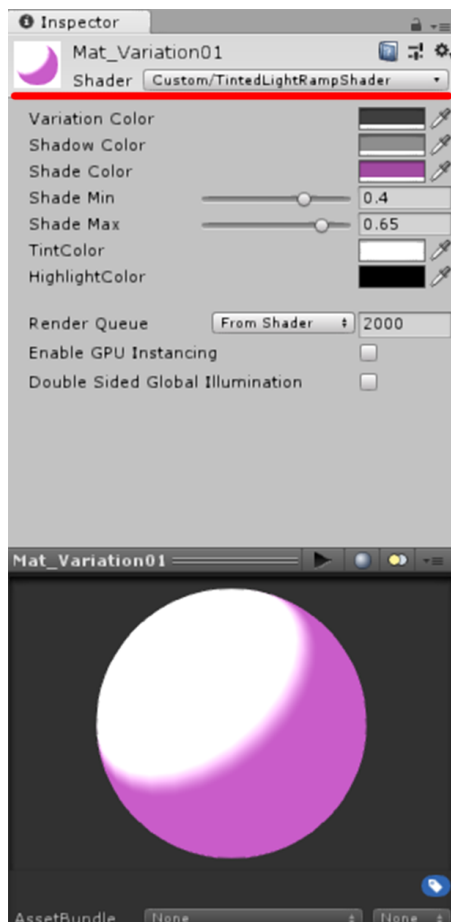


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An example of using a shader for creation location

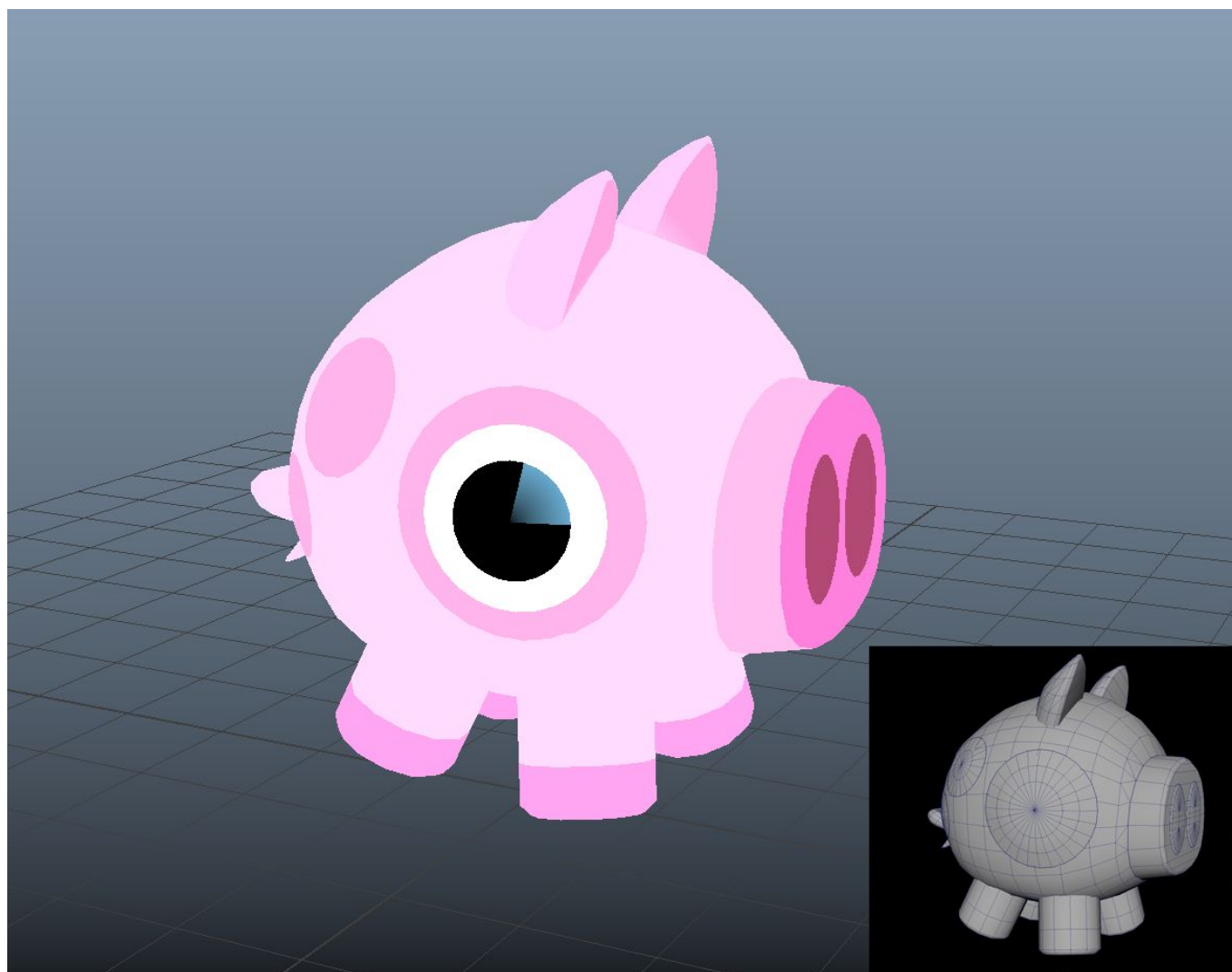
Manual



First of all you'll find the shader in the scroll "Custom/TintedLightRampShader" and version with texture option in the scroll "Custom/TintedLightRampShaderTex". Lowest version is Unity 2018.

Shader settings allow you to create fascinating results and succeed making it casual cartoon style.

This shader was created to work with the 3D model vertices color and with the diffuse texture. Consider the work of the shader on the example of a model with colored vertices. You can assign a color to the vertices of the model in any 3D editor, or with the help of free tools in realtime directly in Unity.



Flat model color in the 3D Editor viewport

Next, you need to export the model in the format *.fbx* as this format retains color information of the vertices.

Importing a model in Unity does not require any special options.

Next, You only need to apply the material created on the basis of the shader and use its settings to get the desired results.

Without much effort and without repainting the color of the vertices, you can get really different results only with the help of material settings. Examples of the same model with the same vertex colors but different material settings:



Shader parameters

Texture - diffuse texture (optional).

Variation Color - multiplies the selected color by the color of the model vertices or the diffuse map. Works in "overlay" mode".

ShadowColor - the color of the shadow falling on the model.

ShadeColor - model self-shadowing color.

ShadeMin - minimum level of shadow from self-shadowing of the model

ShadeMax - the maximum level of shadow from the self-shadowing model. This two parameters are related, and the closer their values are, the harder the edge of the shadow will be.

TintColor - tint color that works in "multiply" mode.

HighlightColor - the color that is added to the final resulting color.

Suggestions, comments, feedback are highly appreciated!

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