

Procedural Matcap Shader

by Staggart Creations

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1. Procedural Matcap Shader

Thank you for purchasing the Procedural Matcap Shader!

Please consider rating the package through [your download list](#) or leave a review at [the store page](#) once you're familiar with it.

[Rate](#) [Review](#)

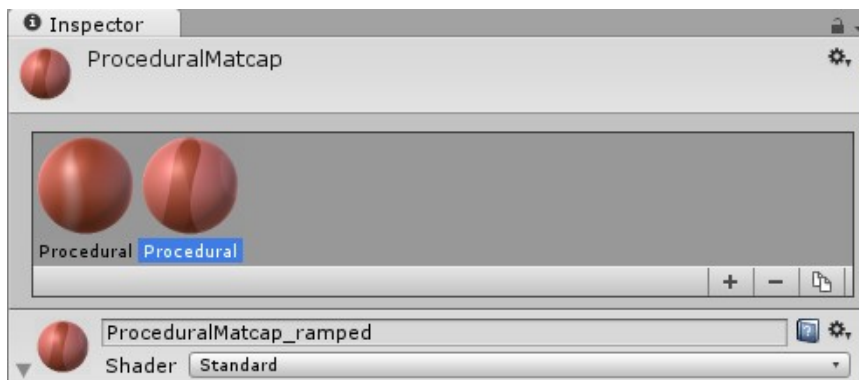
Feedback and suggestions can be made in the forum thread:

<https://forum.unity.com/threads/440573>

This manual is intended to clarify the use of the package and should be consulted for troubleshooting.

2. Getting started

By selecting the **ProceduralMatcap.sbsar** root object you can create material instances. This way you can have a variety of different looking materials.



Simply assign the *Staggart Creations/Matcap* shader to the substance material and assign it to your mesh.

The output matcap texture can be used with any other matcap shader, I highly recommend Jean Moreno's "[Free MatCap Shaders](#)".

3. Parameters

Any of the parameters can be modified at runtime through the use of the Substance API

<https://docs.unity3d.com/ScriptReference/ProceduralMaterial.html>

You can find the names of the parameters (much like shader keywords) by hovering over any parameters.

3.1. Color

Name	Description
Ramped shading	Toon shading effect
Use single color	If selected, uses only the primary color, whereas the secondary color is determined by

Secondary color brightness	When using single color, this determines the secondary color brightness
Primary	Primary color
Secondary Color	Secondary color
Fresnel	Fresnel color

3.2. Lighting

Name	Description
Direction (X, Y)	Primary light direction vector
Indirect amount	Indirect light strength, comparable to ambient light
Specular	Specular amount
Specular size	Size of the specular reflection

3.3. Halftone

Name	Description
Enable Halftone	Toggles the effect
Resolution	Distance of the halftone noise
Size	Circular size of the effect, similar to specular
Softness	Blurs out the effect

4. Troubleshooting

Fortunately, no issues are known at this time

5. Refunds

Please refer to our [refund policy](#)