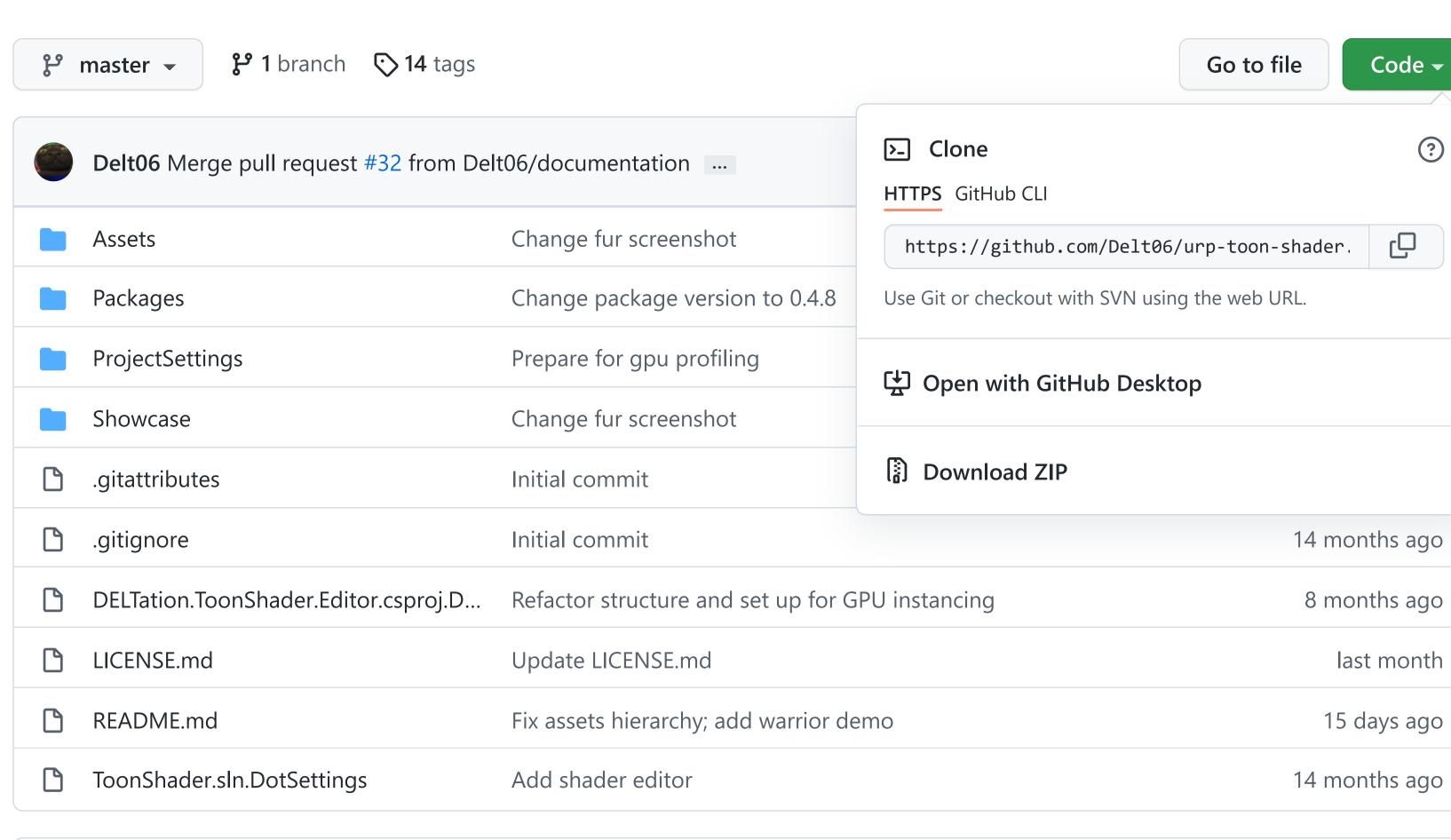
Wiki

Security

✓ Insights



Projects

Actions

A toon shader compatible with the Universal Rendering Pipeline. Developed and verified with Unity 2020.3.0f1 LTS and URP package 10.3.2

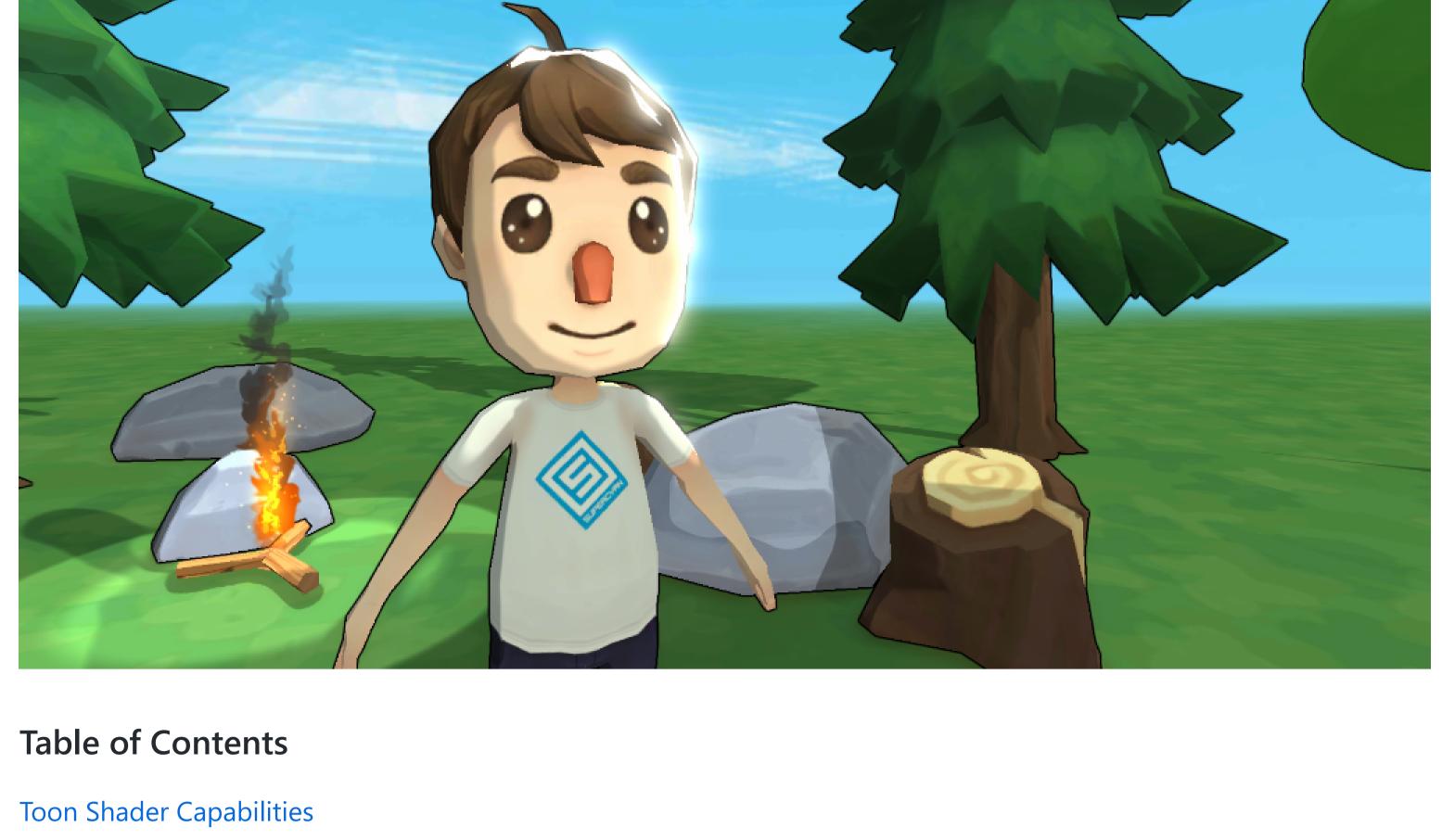
URP Toon Shader for Unity

• Issues 2

README.md

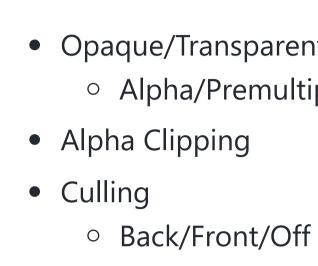
<> Code

?? Pull requests



Examples

Performance Benchmark **Used Assets Toon Shader Capabilities**



Color

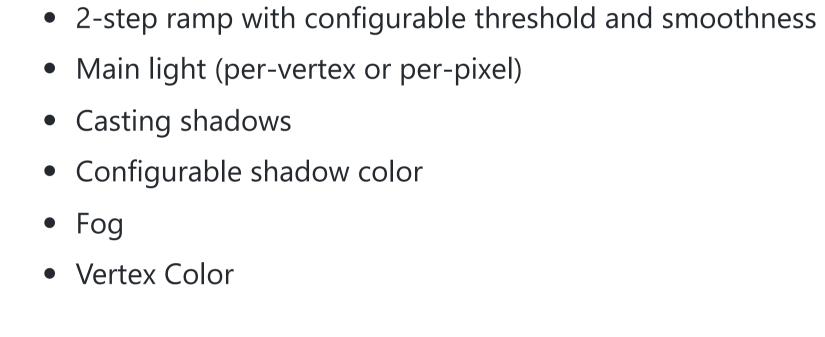
- o per-vertex or per-pixel, depending on URP settings optional specular highlights

Main light

Additional lights

- Emission
- Rim lighting (Fresnel effect) and specular highlights with HDR color support (e.g. for bloom) Anisotropic specular (e.g. for hair)
- Environment Lighting Baked lights and shadows
- Vertex Color
- Contribute to bake process ("meta" pass)

- **Toon Shader (Lite) Capabilities**

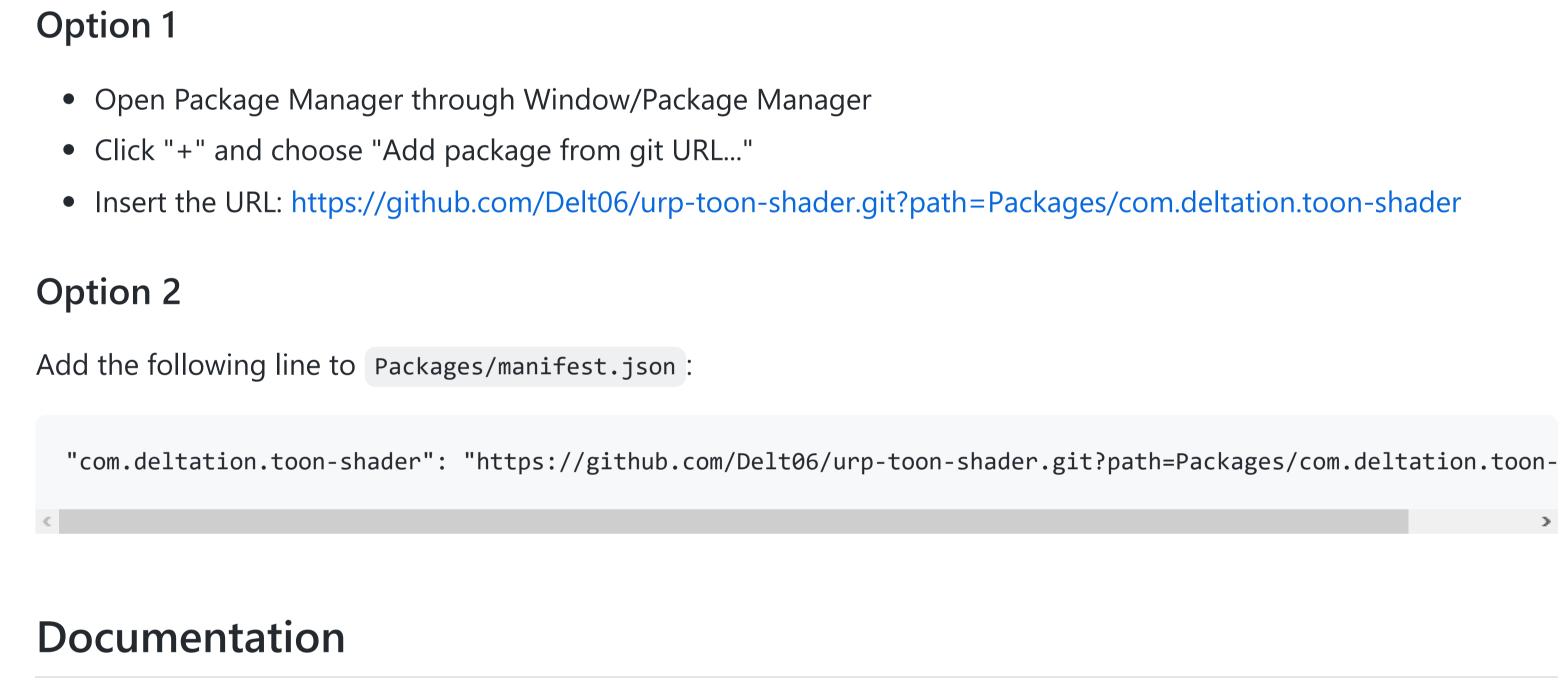


Performance

Color

- GPU Instancing
- **Inverted Hull Outline**

Installation



Forest Demo Breakdown

Examples





9 Lit **URP Toon Shader** 12 Toony Colors Pro (Hybrid)

Shader Type

L/S = Load/Store.Configuration

The results are obtained with Mali Offline Compiler.

Hardware: Mali-G78 r1p1 Architecture: Valhall Driver: r25p0-00rel0
Enabled keywords
Lit:

Vertex Shader Cycles (L/S)

Fragment Shader Cycles (L/S)

15

10

15

URP Toon Shader: Global Keywords: FOG_LINEAR _ADDITIONAL_LIGHTS _ADDITIONAL_LIGHT_SHADOWS _MAIN_LIGHT_SHADOWS _MAIN_LIGHT_SHAD Local Keywords: _ADDITIONAL_LIGHTS_ENABLED _ENVIRONMENT_LIGHTING_ENABLED _FOG _FRESNEL _RAMP_TRIPLE _SPECULAR

Toony Colors Pro (Hybrid) Global Keywords: FOG_LINEAR TCP2_HYBRID_URP _ADDITIONAL_LIGHTS _ADDITIONAL_LIGHT_SHADOWS _MAIN_LIGHT_SHADOWS

Global Keywords: FOG_LINEAR _ADDITIONAL_LIGHTS _ADDITIONAL_LIGHT_SHADOWS _MAIN_LIGHT_SHADOWS _MAIN_LIGHT_SHAD

Used Assets UnityFx.Outline

- Animated Mech Pack by Quaternius RPG Character Pack by Quaternius
- Character Pack: Free Sample by Supercyan The Free Medieval and War Props by Inguz Media
- Hair Shader 1.0 by RRFreelance / PiXelBurner Toony Tiny City Demo by Marcelo Barrio
 - Anime Character: Arisa by 戴永翔 Dai Yong Xiang

Toon shader for Unity's Universal ? Rendering Pipeline. shading shader unity shaders cel-shading toonshading urp toon **The Readme** পা MIT License 62 stars • 6 watching 3 forks Releases 14

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Ocumentation and outline sha... (Latest) 15 days ago + 13 releases

Packages No packages published

Languages

• ShaderLab 35.8% HLSL 36.9% • **C**# 27.3%

Toon Shader (Lite) Capabilities Inverted Hull Outline Installation Documentation

Surface Opaque/Transparent with blending modes: Alpha/Premultiply/Additive/Multiply

• 2 or 3-step ramp with configurable thresholds and smoothness Ramp textures Normal Maps

- Casting and receiving shadows • Configurable shadow color (both in multiplicative and "pure" modes)
- Fog

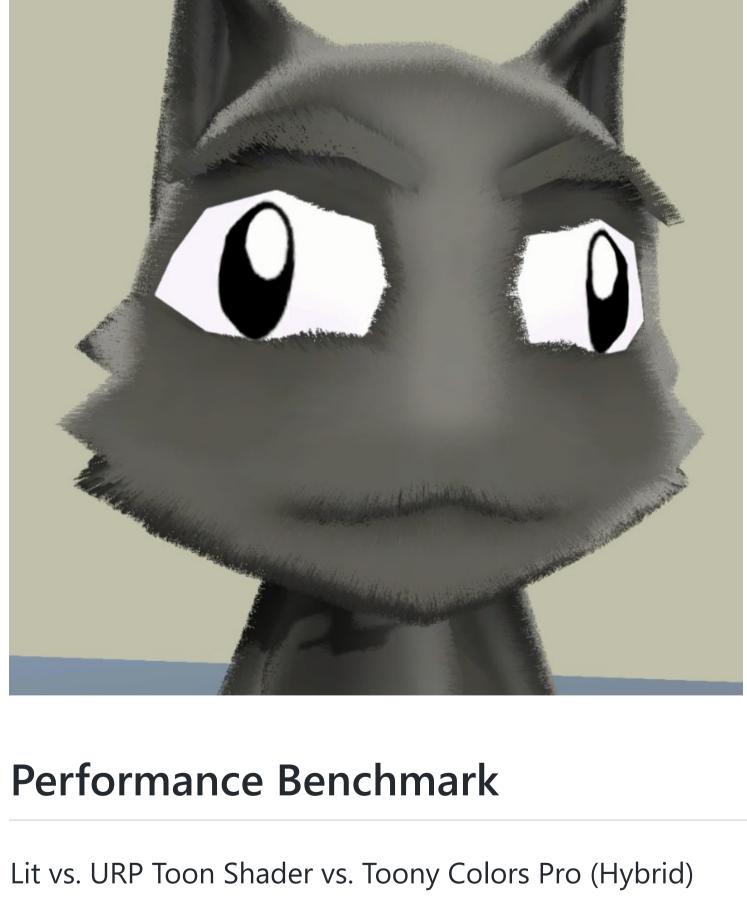
SSAO

- Dynamically receive via light probes
- Performance SRP Batcher compatibility GPU Instancing

• SRP Batcher compatibility

- A simple and performant outline shader. Renders outlines of objects on certain layers via a Renderer Feature.





Local Keywords: _EMISSION

Local Keywords: TCP2_REFLECTIONS_FRESNEL TCP2_RIM_LIGHTING_LIGHTMASK TCP2_SHADOW_LIGHT_COLOR

Contact GitHub

Docs

Pricing

Training

About

• Environment Pack: Free Forest Sample by Supercyan

- Stone by Vsify

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