

 master





















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Code

	Kink3d Update FUNDING.yml	9e583fe on Jan 29, 2020	 45 commits
	.github	Update FUNDING.yml	2 years ago
	Editor	Add Instancing and TilingOffset controls	2 years ago
	ShaderLibrary	Clean up and fixes	2 years ago
	Shaders	Add Toon shader	2 years ago
	Tests	Clean up and fixes	2 years ago
	.gitignore	Package layout	2 years ago
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	CHANGELOG.md.meta	Package layout	2 years ago
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 README.md

# kShading

Shading models for Unity’s Universal Render Pipeline.



An example of a scene using Lit Toon shading.

kShading is a package of shaders for Unity's Universal Render Pipeline. It includes:

- Lit:** A physically based shader that supports all default Universal surface properties as well as anisotropy, clear coat, sub-surface scattering and transmission.
- Toon Lit:** A cel style shader that supports all features of the Lit shader but uses a stepped physical approximation BSDF.

Refer to the [Wiki](#) for more information.

## Instructions

- Open your project manifest file ( `MyProject/Packages/manifest.json` ).
- Add `"com.kink3d.shading": "https://github.com/Kink3d/kShading.git"` to the `dependencies` list.
- Open or focus on Unity Editor to resolve packages.

## Requirements


- Unity 2019.3.0f3 or higher.

## About

Shading models for Unity’s Universal Render Pipeline.

-  Readme
-  View license
-  811 stars
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## Releases 1

 **v1.0.0** Latest

on Jan 27, 2020

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## Packages

No packages published

## Languages

