Toon Outline Shading by CG Lab
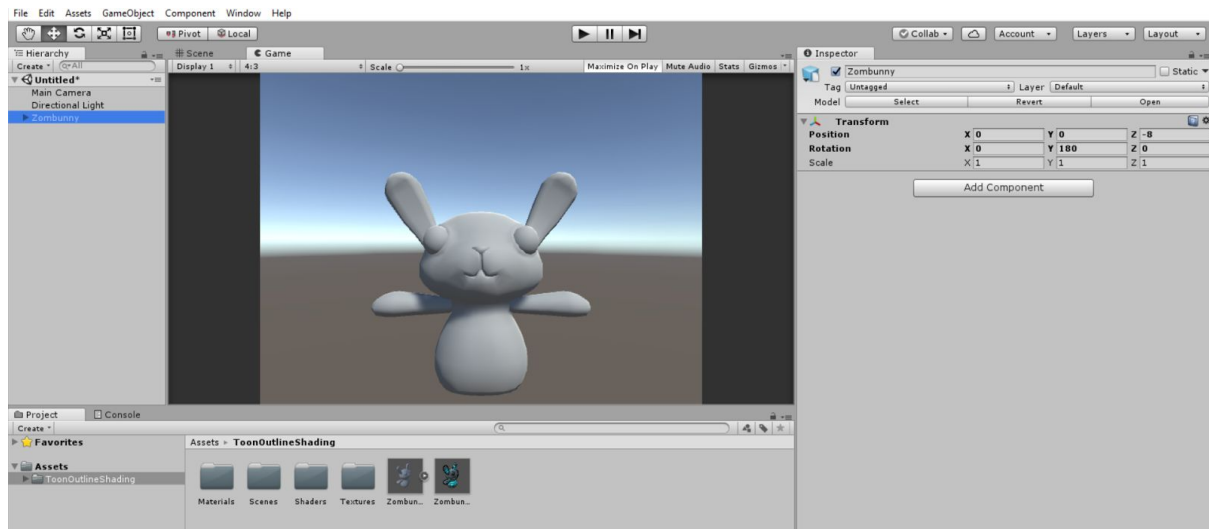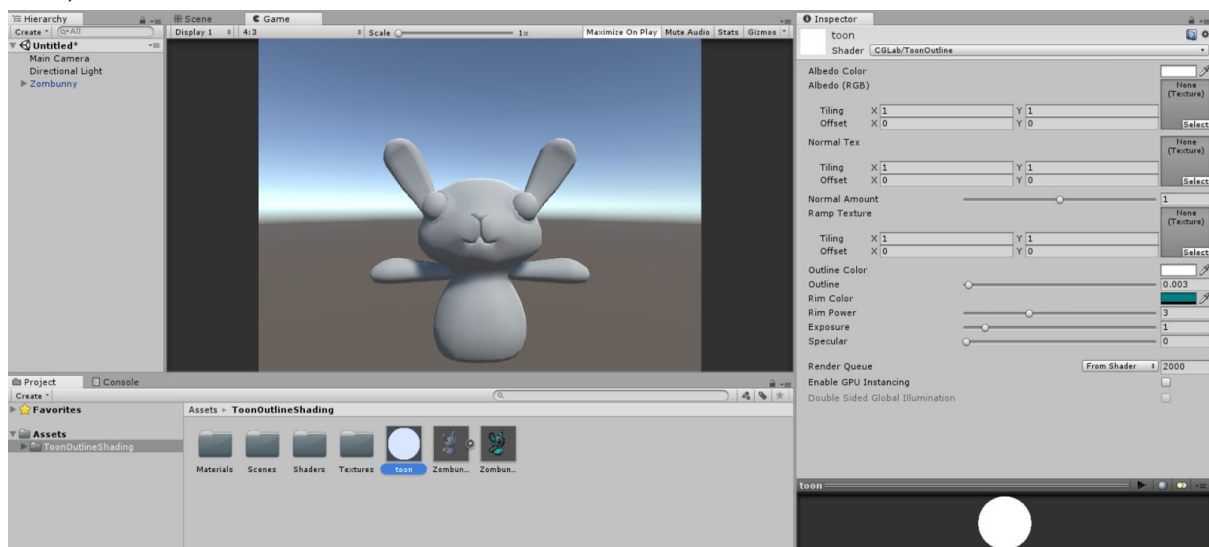
Quick Start
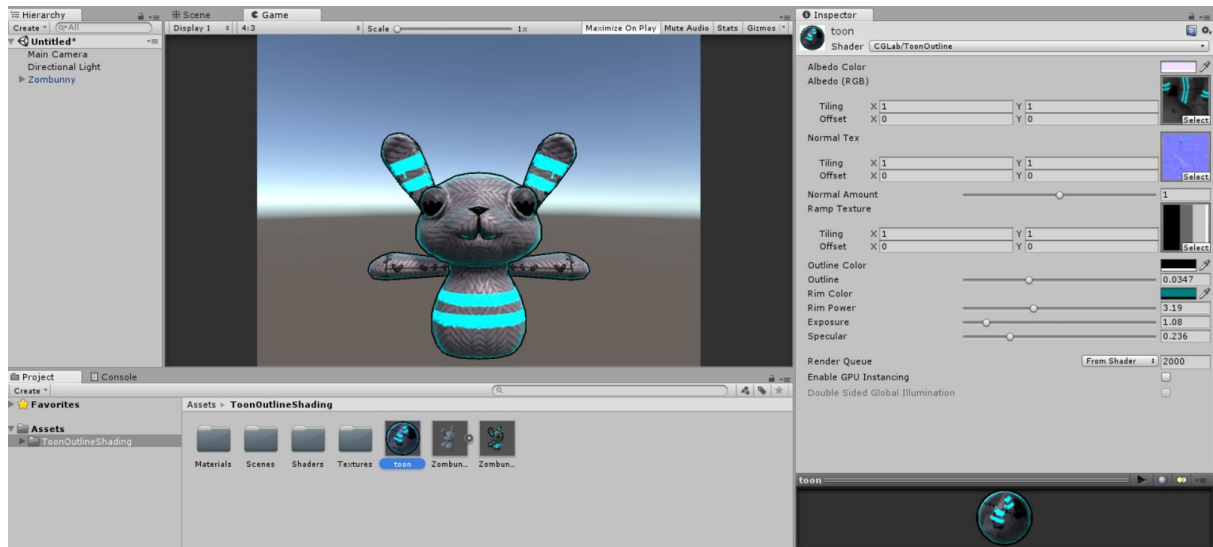
1) Add new scene with Ctrl + N.
2) Go to Assets>ToonOutlineShading. Then drag and drop your fbx or model.

3) Create a new material and add the ToonOutline.shader in CG Lab section.

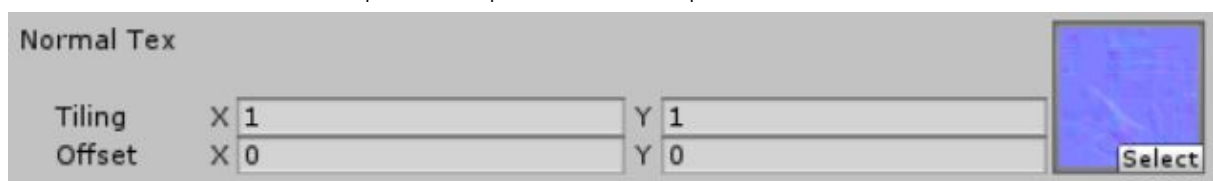4) Add the material to the mesh and configure the material.

Albedo Color: Base color of the surface after apply textures.

Albedo RGB: Main texture of the surface (the skin of the object or character).

Normal Tex: The normal map for bumps effects or depth effect.

Normal Amount: Power of bump effect.

Ramp Texture: Texture for ramp effect, everytime you create a new material with ToonOutlineShading.shader, you will need add this texture for creating the toon shading effect.
Ramp Texture is in Assets>ToonOutlineShading>Textures>ToonRamp.png.

Outline Color: Color for the Outline.

| Outline Color | ⬛ 🖊 |

Outline: Outline width.

| Outline | ──────○────── | 0.0264 |

Rim Color: Color for the rim spread color.

| Rim Color | 🟩 🖊 |

Rim Power: Power for the spread of the rim.

| Rim Power | ──────────○──── | 4.99 |

Exposure: Exposure level of the lighting in the surface of the character.

| Exposure | ───○─────────── | 1.13 |

Specular: Shininess power of the surface.

| Specular | ──────○──────── | 0.231 |