

Moebius - Hatching shader

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General topic

Non-realistic rendering

Basic math concept

Kernel image processing

Number of parameters adjustable by user

The unity scene, 12 shader parameters

Format and maximum supported resolution of exports

PNG, currently 7680x4320, can be changed to potentially infinity

Used tools

Unity, C#, Shadergraph

Dependencies needed to run the application

Unity for the editor, x64 computer for the build

