***Shaders***

*Toon & Water*

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GitHub: [ru1t3rl/GPE](https://github.com/ru1t3rl/GPE)

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# Intro

Before I started with this semester. I had no experience at all with generating a mesh or even a face/triangle in Unity. So to make an easy start I decided to start with a cylinder that you modify in real-time (when in play mode). But before I can get started with this, I need some basic knowledge for generating meshes. I followed [this tutorial](https://catlikecoding.com/unity/tutorials/procedural-grid/) about a procedural, which also helped with the start of my terrain generator.

# Toon Shader

..

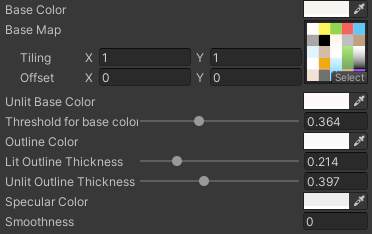


Figure - Toon Shader Inspector

Figure - Toon Shading in action (With support for multiple light source)

# Water Shader

# Post Processing Outline

Figure - White Outline

Figure - Water shader inspector