Toon Kit 2

A game asset for Unity by **OCCA SOFTWARE**
Developed for Unity 2021.3 LTS

Please leave a review :)

Manual: https://occasoftware.com/manual/toon-kit-2
Discord: Discord
Email: hello@occasoftware.com

Table of Contents

Overview

Develop your pixel-perfect toon, cel, or anime material using Toon Kit 2.

Use OccaSoftware's flexible toon shader to design a beautifully shaded material that matches your concept art and drives interest in your game.

Features

1. Create opaque, alpha cutout, and even transparent materials
2. Cast shadows on any material, receive shadows from any material
3. Customizable specular and rim highlights
4. Configurable lighting options
5. Responsive editor

Support

At OccaSoftware, we are dedicated to 100% customer satisfaction. If you need help, have a question, or want a refund, email us at hello@occasoftware.com.

Usage

What should I do first?

We strongly recommend exploring the demo scene prepared for you to understand some of the use cases for the asset.

How do I create a new material with Toon Kit 2?

1. Create a new Material, then open it in the Inspector
2. Open the Shader dropdown in the Inspector
3. Choose **OccaSoftware -> Toon Kit 2 -> Toon Kit 2 Shader**
4. Apply the Material to any object in your scene

How do I control the shadow strength and ambient lighting?

1. Locate the Script named "**ToonKit2Manager.cs**".

2. Add this script to your scene.
    a. Use the Ambient Lighting parameter to configure the Ambient Lighting that will be applied on Toon Kit 2 materials.
    b. Use the Shadow Strength parameter to control the strength of shadows received by Toon Kit 2 materials.

How do I enable Screen Space Ambient Occlusion?

1. Find your Forward Renderer settings and add the SSAO Feature.
2. For each Material using Toon Kit 2 where you want SSAO to be applied, check the "Use Ambient Occlusion" checkbox in the material.
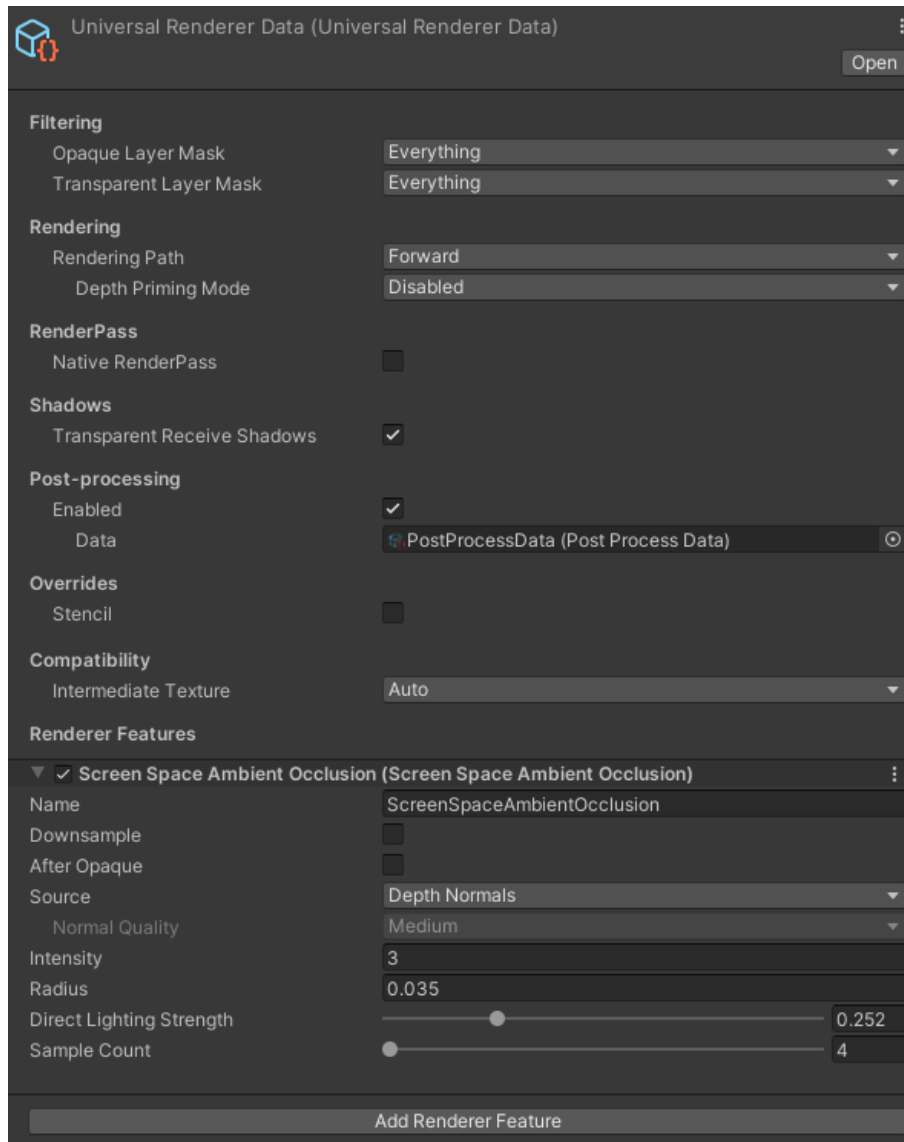
Surface Options

Render Face	Front ▼
Surface	Opaque ▼
Cast Shadows	☑
Receive Shadows	☑
Alpha Clip	☐

Surface Inputs

Base Color	[green color bar] 🖋
Base Map	※ None (Texture) ⊙
Normal Map	※ None (Texture) ⊙
Roughness Map	※ None (Texture) ⊙

Lighting Options

Lighting Mode	Linear ▼
Midpoint	0.3
Midpoint Strength	0.5

Specular and Rim Inputs

Specular Highlights	☑
Override Light Color	0.033
Color	HDR 🖋
Dab Texture	▦ Lines _128px ⊙
Scale	20
Rotation	0
Rim Lighting	☑
Threshold	0.85
Color	HDR 🖋

Lighting Inputs

Ambient Occlusion	☑
Strength	0.2
Toon Shade	☑
Receive Additional Lights	☑
Toon Shade	☐
Ambient Lighting Strength	1

Advanced

Depth Test	L Equal ▼
Depth Write	Auto ▼
Enable GPU Instancing	☐
Render Queue	Geometry ▼ 2000

Troubleshooting

I'm getting warnings about Unity being unable to find a Sub Graph or missing files. What should I do?

- You may need to re-connect the .hlsl files to the Shader Subgraphs. To re-connect the .hlsl files:
- Navigate to ~/ToonKit2/AssetResources/Shaders/Subgraphs/…
- Open **each** Sub Graph file.
- In **each** Sub Graph file, click the Custom Function Node.
- On the top right of the Shader Graph Editor, click Graph Inspector to open the Graph Inspector.
- You should see a panel labeled Graph Inspector, the panel should include information about the Custom Function node you have selected.
- In the Source field, open the file browser.
- Select the ToonKit2_HLSL file from the file browser.
- Save the updated Sub Graph.

Thank you for your purchase!

Your feedback is extremely important to us. We'd love to hear what you think of this asset so that we can improve it for you and for future developers.