Parameters

0_Global

Effect Amount: the amount of the overall effect: 0 no effect / 1 full effect.

Global Brightness: the global brightness of the scene.

Multi Cel Transition: Use 2 or multiple shading transitions.

Use Ambient Occlusion: Enable/Disable ambient occlusion.

Outline Amount: Intensity of the outline: 0 means none.

Ambient Occlusion

Ambient Occlusion: the intensity of the ambient occlusion.

Outline

Outline Distance Fade: how much the distance affect the outline fading. 0 is no distance effect.

Outline Color: the color of the outline.

Depth Outline Thickness: the thickness of the outline surrounding the object.

Normal Outline Thickness: the thickness of the outline in the detailed areas of the object.

Transition

Transition Blends: how much impact of each transition cel.

Transition Points: the amount of the object covered by the corresponding transition.

Transition Light Color: the color tint of the bright side of the object.

Transition Dark Color: the color tint of the dark side of the object.