

Offline Doc Toon Stylized Shader

Once download and import the package you can open the example scene StylizedToonShader to see how I implement the shader with the Unity Chan Character. I used the shader for dress and skin

If you want to create a new material with my shader:

Right click in the Project folder -> Create -> Material

Select Shader -> DropDown Menu -> StylizedToon (If you are working with URP choose URPStylizedToon)

Now You are ready to Play with the shader

Shader

Here you can find the list of all the components of this shader

Main Map

This is the main Albedo map. The shader is thought to darker the darkest parts of the albedo and enlight the lightest. So I suggest you to create an Albedo map with this in mind. For exemple give a clear white color the glowing white parts end them will be enlighten. Simple, very clear albedo map

Light Map

This is the second and last map you need. The map with the most enlight parts. This is a white black image that takes only the light parts. The more white the parts are the more they glow. This map is multiplied with a light map attenuation factor. This map is then multiplied with the light attenuation factor that change only this light map

Toon Ramp

This is the shadow Toon Ramp. You can set two colors, one for the darkest and one for the middle and two range that you can change. The first white color is the lightest one, where the light comes, The second color (grey for exemple) is the middle color and the black is the shadow one. You can set the dimension with the range parameters

Dark Tones

This parameter allows you to set which darkest part of the map need to be darker. Imagine to have an outline around the mesh in the albedo. You can give it a new color or give a darker effect. In this image I took a lighter albedo and set a real black color to the outline parts

Light Tones

This parameter allows you to set the lighter part of the map. For this exemple I have an albedo with a the lighter parts in the middle of the mesh. I want to enlight them. I also multiplied it with a light factor that increase the glow

Rim Light

This two parameters, a color and a range let you set the rim light around the mesh from the direction of the light