

Monster Cel Shader Package – Documentation

This package provides two custom cel-shading shaders for Unity URP, designed for stylized and mobile-friendly games.

- `MonsterCelShaderLowest.shader` → Ultra lightweight, optimized for mobile & low-end devices.
- `MonsterCelShaderOption.shader` → Advanced, with full customization (rim light, metallic, emission, etc.).

Table of Contents

1. Introduction
2. Installation
3. Shader Setup
4. Properties Overview
5. Best Practices & Usage Tips
6. Troubleshooting
7. Contact & Support

1. Introduction

Monster Cel Shader helps you achieve a stylized toon/anime look with options like outlines, rim lighting, and shading thresholds. Works only with Unity URP (Universal Render Pipeline). Suitable for characters, monsters, props, or any stylized 3D art.

2. Installation

1. Import the package into your Unity project.
2. Find shaders inside:
`Assets/Shaders/MonsterCelShaderLowest.shader`
`Assets/Shaders/MonsterCelShaderOption.shader`
3. Create a material:
 - Right-click in Project → Create > Material.
 - In the material's Shader dropdown, choose either shader.

3. Shader Setup

1. Assign the created material to your mesh.
2. In the Inspector, adjust shader properties.
3. Preview results in both Scene view and Game view.

4. Properties Overview

5. Best Practices & Usage Tips

- Use Lowest Shader for mobile games or large crowds (NPCs, enemies).
- Use Option Shader for main characters or bosses to enhance detail.
- For cel look: set `_UseShadeThreshold = 1`, tweak `_ShadeThreshold ~0.5`.
- Outline width depends on mesh scale. Start with 0.02 – 0.05.
- Combine with gradient textures for unique stylized effects.

6. Troubleshooting

Shader not showing up?

- Make sure URP is set up in your project.
- Check that materials use the correct shader (`Custom/MonsterCelShaderLowest`` or `Custom/MonsterCelShaderOption``).

Outline too thin?

- Increase `_OutlineWidth = 0` until visible.

No shading effect?

- Set `_UseShadeThreshold` to 1.
- Adjust `_ShadeThreshold` and `_ShadeIntensity` for desired effect.

7. Contact & Support

For questions or support, please contact:

- **My Name:** PixeliusVita
- **Email:** pixeliusVita@gmail.com

Thank you for using Monster Cel Shader Package!

■ If you enjoy this shader, please leave a ■ review on Unity Asset Store.
It helps me a lot and motivates me to keep releasing free & premium assets!

Shader Properties

Property	Description	Shader
<code>_MainTex</code>	Base texture (albedo)	Both
<code>_Color</code>	Global tint	Both
<code>_OutlineColor</code>	Outline color	Both
<code>_OutlineWidth</code>	Outline thickness	Both
<code>_UseShadeThreshold</code>	Enable cel-shading cutoff	Both
<code>_ShadeThreshold</code>	Shadow cutoff level	Both
<code>_ShadeIntensity</code>	Shadow blending strength	Both
<code>_ShadeColor</code>	Shadow color	Both
<code>_RimColor</code>	Rim light color	Option
<code>_RimPower</code>	Rim light spread	Option
<code>_RimIntensity</code>	Rim light strength	Option
<code>_MetallicStrength</code>	Metallic influence	Option
<code>_Smoothness</code>	Surface smoothness	Option

_MetallicColor	Specular color	Option
_MetallicSmoothnessMap	Texture map for PBR details	Option
_EmissionColor	Glow emission color	Option

■ Thank you for choosing Monster Cel Shader Package.

Your support means a lot! Please don't forget to leave a ■ review on the Unity Asset Store – it really helps this project grow and allows me to keep releasing more free & premium content for you.