Gritline Toon Shader

Thank you for using **Gritline Toon Shader**, a stylized toon shader designed to give your models a bold, graphic novel-inspired look. This guide covers its features, customization options, and how to integrate it into your Unity project.

FEATURES

Graphic-Inspired Lighting
Achieve a stylized, gritty toon aesthetic with sharp contrast between light and shadow, ideal for cel-shaded characters or environments.

Stylized Edge Highlighting
Optional edge detection to add outlines and exaggerate geometry in a comic book style.

Back-Face Culling Outline Method
Gritline uses back-face culling with inverted normals to render outlines. This approach creates a scaled-up version of the model's back faces in a solid color to form a clear silhouette around the object.
To use this effect, the outline must be applied as a **second material** on the same Mesh Renderer, placed **below** the main material in the material list.
Advantages: It's performance-friendly, Shader Graph compatible, and produces clean, geometry-accurate outlines without relying on post-processing or UVs.
Limitations: It depends on model geometry, requires rendering the mesh twice, only outlines the outer silhouette (not internal edges), and can break if normals are incorrect.

Shadow Bands and Tone Control
Fine-tune lighting steps and banding to mimic 2D shading styles with multiple cutoff levels and smooth blending.

Surface Texture Overlay
Apply an optional grunge or halftone texture to the surface for extra visual grit, without altering the underlying model.

Full Customization
Easily adjust color bands, outline thickness, ramp textures, and texture overlays from the Inspector.

Built in Shader Graph
100% created in Unity Shader Graph for full transparency and easy modification.

TECHNICAL DETAILS

- Performance: Optimized for both mobile and desktop platforms.
- Rendering Pipelines: Designed for Unity's Universal Render Pipeline (URP).
- Customization: All parameters exposed in the Unity Inspector for quick iteration.

GETTING STARTED

1. Import the Gritline shader package into your Unity project.
2. Create a new material and assign the Gritline shader.
3. Apply the material to any mesh or model.
4. Use the Inspector panel to adjust colors, outlines, and overlay textures.
   - Outlines must be applied as a **second material** on the same Mesh Renderer, placed **below** the main material in the material list.
5. Press play to preview the toon-shaded result.

SUPPORT

If you have any questions, need help, or want to report a bug, please reach out through the contact info provided in the asset store listing.

Thank you for choosing **Gritline Toon Shader**! We hope it adds just the right edge to your project.