

RealToon

V 5.0.0



User Guide

(v1)

(RealToon Shader)

It's an AAA Anime - Toon Shader/Cel Shading Shader for Unity3D.

The goal/aim of this shader is to make your characters or objects shading to look as close to anime or cartoon as possible in real-time and fast.

Use RealToon Shader for games, animations & illustrations/art.

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[Shaders]

A. Types:

a. Default

**RealToon Default Shaders.*

b. Lite

**RealToon Shaders Lite Version, for mobile or animation/games that don't need the other Default – high end features.*

c. Tessellation

**RealToon Tessellation version shaders.*

B. Shaders:

a. Default – Default RealToon Shader.

b. Fade Transparency (No outline only) - RealToon Shader with fade or smooth transparency.

c. Refraction (No outline only) - Refraction Shader.

C. Effects:

a. Sobel Outline – An edge detection or outline image effects.

[How to use RealToon]

A. Use RealToon:

- a. Create a material.
- b. Select the material you've created and change the shader to RealToon shaders you want to use.
- c. Drag the material to your object.
- d. Enable/Disable the features you don't want to use.
- e. Adjust **Self Shadow Size** if needed to hide Receive Shadow weird edge.
- f. Adjust **Reduce Shadow** if needed to reduce unwanted real-time shadow artifacts on the object - material. (*RealToon Default & Tessellation Only*).
- g. Adjust your **Light Source** if needed.

B. Use RealToon Effects:

- a. Select a camera.
- b. Add component -> RealToon -> Effects.
- c. Select the effect/s you want to use.

C. Use Frame By Frame Rendering:

- a. Select a camera or object.
- b. Add component -> RealToon -> Tools.
- c. Select the type of **Frame By Frame Rendering** you want to use.

D. Use Custom Shadow Resolution:

- a. Select a light source.
- b. Add Component -> RealToon -> Tools.
- c. Select **Custom Shadow Resolution**.

[Important Notes/Tips]

* If you want high performance game, Change **Shadow Type** to **Soft Shadow** or **Hard Shadow**, Change **Shadow Resolution** to **Low** for softer **Received Shadows** or just change **Shadow Type** to **No Shadow** and use **Self Shadow** instead,

- Or do your own high performance settings/preference.

*For Best Anime/Toon Look (For Animations & Illustrations/Arts), Adjust Light **Bias** to 0.01, Change **Shadow Type** to **Hard Shadows** and change **Shadow Resolution** to **High** or **Very High Resolution**.

- Change also **Shadow Projection** to **Close Fit**, **Shadow Cascade** to **Four Cascades** and adjust **Cascade Splits** until you get the highest quality shadow. (**Edit-> Project Settings -> Quality**).

- Adjust also **Shadow Distance** for you the see all shadows in the scene.

- If you want custom shadow resolution, just add the included **Custom Shadow Resolution** script to your light source. (**Add Component -> RealToon -> Tools -> Custom Shadow Resolution**)

*For clean shade, use **Smooth Object Normal**. (This feature is still experimental but you can use it. A-bit tricky to use but the result is great.) (Useful for anime/cartoon style clean shade face.)

- See page [23 – R or U](#) for tutorial on how to use it.

* Don't adjust **Self Shadow Size** beyond 0.56 if **Received Shadows** is turned on in your object because **Received Shadows** weird edge will be visible.

*You can use **Directional Light** as ambient light by checking **Directional Light Affect Shadow**.

*Adjust **Light Falloff Softness** If you want an Anime/Cartoon like light falloff.

*If you want your low poly objects or character to high poly and smooth, Use **RealToon Tessellation Version**.

- Note that tessellation only works on **DX11/12** to up, **OpenGL Core**, **OpenGL ES 3.1 mobile & PS4/XBoxOne** and **Shader Model 4.6** to up.

*You can use **Self Lit** for object emission/self illumination, can also use it with post processing/image effects **Bloom**.

- You can also use **Self Lit** as Unlit.

*Use **Overall Shadow Color** to change overall shadow color of your object/character if you don't want to use **Shadow Color Texture** to color the shadow.

*You can now reduce real-time shadow of an object – material without affecting other objects/parts shadow by using **Reduce Shadow** feature.

- Take note, you need to adjust the **Directional Light** or **Spotlight Bias** to more than 0 when adjusting **Reduce Shadow (Spot & Directional Light)**.

*RealToon now comes with **Frame By Frame Rendering for** Animation/Illustration use.

- A simple scripts to render each frame into PNG File.
- Just like tradition animation frame by frame workflow.

*RealToon can receive GI & Sky light/Environment Lighting.

- If you want your object/character to receive GI Lighting, Use Light Probe.
- If you want your object to have real-time reflection, Use Reflection Probe.

*RealToon is now support Nintendo Switch,

Xbox One & PS4 is already supported but these two consoles needs to be tested first to know if its fully working or not.

*You can now hide Point & Spot light shadows. This feature works just like un-checking **"Received Shadows**.

[RealToon Shader Features & Functions]

["D:." means Default Values/Settings]

["N-A in Lite Ver." means Not available in lite version.

A. Double Sided (*D: Off*) – Can see the other side of a plane or face.

B. Texture Color – Texture and Color of the object.

- a. **Texture Intensity** (*Refraction shader only*) (*D: 0*) - Intensity of the texture.
- b. **Texture/Main texture** (*D: No Texture*) – The main/base texture of your object.
- c. **Main Color** (*D: Gray/ RGB:200*) – The main/base color of your object.

Adjust **Main Color to something gray if you want to blend the object to other objects uses **Unity Standard shader** or if it's too bright/over-expose, just like other toon shader.*

Use pure white color (RGB:255) if you only use one light and the **light intensity is between 1 – 0.*

- d. **Enable texture Transparent** (*D: Unchecked*) – Enable texture transparent. (If your texture has transparent/alpha).
- e. **Reduce Texture Quality** (*D: 0*)
- f. **Texture Pattern Style** (*D: Unchecked*) – Turn main/base texture into pattern style.

C. Normal Map

- a. **Normal Map** (*D: No Texture*)
- b. **Normal Map Intensity** (*D: 0*)

D. Cutout (*N-A in Lite Ver.*) – Cutout transparent.

- a. **Cutout** (*D: 0*) - The amount of cutouts.
- b. **Alpha Base Cutout** (*D: Checked*) – If checked, Will use texture/main texture transparent/alpha but if unchecked it will use the color/s of the texture/main texture.
- c. **Use Secondary Cutout Only** (*D: Unchecked*): This will use the Secondary Cutout only.
- d. **Secondary Cutout** (*D: No Texture*) – A secondary Cutout.

E. Transparency (*Fade Transparency shader only*) – Transparency/Opacity of the object.

- a. **Opacity** (*D: 1*) – The opacity/transparency of the object.
- b. **Affect Shadow**
- c. **Mask Transparency** (*D: No Texture*) – Mask the part of the object you want to be affected by the transparency.

**Use pure-strong black & white or texture with alpha/transparent.*

**Black means affected, White means not affected.*

F. Refraction (*Refraction shader only*)

- a. **Refraction Intensity** (*D: 1*)
- b. **Main Color Affect Texture** (*D:Unchecked*)

G. Outline

- a. **Width** (*D: 0.5*) – Thickness/Width of the outline.
- b. **Width Control** (*D: No Texture*) – Controls the amount of outline and outline width.

**White means 1 or greater, black means 0.*

- c. **Enable Outline Offset** (*D:Unchecked*)
- d. **Outline Offset** (*D: XYZ:0*)- Change outline position.
- e. **Color** (*D: Black*) - Outline Color.
- f. **Noisy Outline Intensity** (*N-A in Lite Ver.*) (*D: 0*) – Noisiness/Distortion of the outline.
- g. **Dynamic Noisy Outline** (*N-A in Lite Ver.*) (*D: Unchecked*) – Enable moving distorted/noisy outline.

**If checked, noisy outline will move like animated sketched drawing.*

- h. **Light Affect Outline Color** (*D: Unchecked*) – Light falloff & intensity affect outline color.
- i. **Outline Width Affected By View Distance** – Outline width will be adjust by view distance.

**Far view means increase outline width, Near View means decrease outline width.*

- j. **Vertex Color Red Affect Outline Width** (*D: Unchecked*)

H. Self Lit/Self Illumination – Objects own light/light of its own.

- a. **Intensity** (D: 0) – The amount of its own light.
- b. **Color** (D: White) – Objects light color.
- c. **Power** (D: 2) – Objects light strength.
- d. **High Contrast** (D: Checked) – Use high contrast color.
- e. **Mask Self Lit** (D: No Texture) – Mask self lit.

**Use pure-strong black & white or texture with alpha/transparent.*

**White means affected, Black means unaffected.*

I. Gloss - Glossy effect.

- a. **Glossiness** (D: 0.5)
- b. **Softness** (D: 0) –Adjust gloss softness.
- c. **Color** (D: White) – Gloss color.
- d. **Color Power** (D:10) – Adjust color power or intensity.
- e. **Gloss Mask** (D: No Texture) - Mask gloss.

**Use pure-strong black & white or texture with alpha/transparent.*

**White means visible, Black means not visible.*

J. Gloss Texture – Gloss in texture form/custom gloss.

- a. **Gloss Texture** (D: No Texture) – Texture to use as gloss.

(Recommend): Use pure-strong black & white texture or texture with alpha/transparent and square size.

** You can also use colored texture but it will automatically turn it to black & white.*

- b. **Softness** (D: 0) – Gloss Texture softness.
- c. **Rotate** (D: 0) – Rotate Gloss Texture.

**Adjust Gloss Texture Offset while adjusting this.*

- d. **Follow Object Rotation** (D: Unchecked) – Gloss Texture follow object rotation.
- e. **Follow Light** (D: 0) – Gloss Texture follow light.

K. Shadow – Shadows on the object.

a. Overall Shadow Color (D: Black)

Change this to white or any color you want if you want **Color Shadow Texture, **PTexture** & **ShadowT** to be visible.*

b. Overall Shadow Color Power (D: 1) – Adjust color power/intensity.

c. Self Shadow at View Direction (D: Unchecked) – Self shadow use your view direction.

**If checked, self shadow use your view direction, if uncheck it will use the default light direction.*

d. Reduce Shadow (Point Light) (D: 0)-Reduce point light real-time shadow in an object – material.

e. Reduce Shadow (Spot & Directional Light) (D: 0)-Reduce spot & directional light Real-time shadow in an object – material.

You need to adjust **Spot light or **Directional light Bias** more than 0 to be able to adjust this.*

L. Self Shadow – Object's own shadow.

a. Highlight Color (D: White) - Highlight or light color on the object.

b. Highlight Power (D: 0) - Adjust color power/intensity.

c. Threshold (D: 0.56) – The amount of self shadow on the object.

Don't adjust this beyond 0.56 if **Received Shadows is on in your object because **Received Shadows** weird edge will be visible.*

d. Vertex Color Green Control Self Shadow Threshold (D: Unchecked)

e. Hardness (D: 1) – Self shadow hard edge or soft.

f. Self Shadow & Real Time Shadow Color – Self & Real Time Shadow Color.

You need to change **Overall Shadow Color to white so you can change the color.
- Self Shadow & Real Time Shadow are merged together.*

- g. **Self Shadow & Real Time Shadow Color Power** – Adjust color power/intensity.

You need to change **Overall Shadow Color to white so you can change the color.
- Self Shadow & Real Time Shadow are merged together.*

M. Smooth Object Normal/Ignore Object Normal [Experimental]

- a. **Smooth Object Normal (D: 0)** – The Intensity of the smoothness/ignore object normal.
- b. **Vertex Color Blur Control Smooth Object Normal (D: Unchecked)**
- c. **XYZ Position (D:0)** – Adjust normal XYZ.
- d. **XYZ Hardness** – Adjust normal XYZ edge hardness.

Hi value means hard edge and less **Self Shadow & ShadowT Threshold control, if low means soft edge and more **Self Shadow & ShadowT Threshold** control.*

- e. **Show Normal (D: Unchecked)** – Show XYZ normal.

**Use for visualizing normal and see the adjustment.*

N. Shadow Color Texture – Shadow color in texture form.

- a. **Shadow Color Texture (D: No texture)** – Shadow color in texture or shadow/darker version of the main texture.
- b. **Power (D: 0)** – Color strength/contrast of the texture.

**If Increase, texture color will become strong and darker.*

O. ShadowT – Texture based shadow. (Uses Texture/2D Texture)

- a. **Texture (D: No Texture)** – Flat or Gradient Dark Gray & White Texture to be use as shadow.

*(Recommend): Use dark gray & white texture or texture with alpha/transparent.
Use pure/deep black & white texture if you don't want ShadowT to be affected by **Light Threshold**, **Shadow Threshold** & **Light Falloff**.*

- b. **Light Threshold (D: 0.5)** – The amount of light.

**High values lighter, Low values less light.*

- c. **Shadow Threshold** (D: 0) – The amount of shadow.
**Low values less shadow, high values more shadow.*
- d. **Hardness** (D:0) – ShadowT edge hardness.
- e. **Color** (D: Black) – ShadowT Color.
- f. **Color Power** (D:1) - Adjust color power/intensity.
- g. **Light Falloff Affect ShadowT** (D: Unchecked) – Light Falloff Affect ShadowT.

P. PTexture (D: No Texture) – Texture to use as pattern style shadow.

- a. **Shadow PTexture** (D: No Texture) – Texture to use as patterned shadow.
- b. **Power** (D: 1) - Strength/contrast of the texture.

**Note: PTextures/Pattern Texture - use for turning shadow to pattern style shadow like manga "Half Tone" or any texture with/without alpha/transparent.*

Q. Lighting - GI Lighting, Light-Falloff & Other lightings.

- a. **GI Flat Shade** (D: Unchecked) – Use hard edge or flat shade GI.
- b. **GI Shade Threshold** (D: 0) – Amount of shade.

Similar to **Self Shadow Threshold.*

- c. **Directional Light Affect Shadow** (D: Unchecked) - Directional Light affect Shadow.

**Use this if you want directional light to act as ambient light.*

- d. **Directional Light Intensity** (D: 0)

You can adjust this if **Directional Light Affect Shadow is on or checked.*

- e. **Point and Spot light Intensity** (D: 0.3) – Adjust Point and Spot light Intensity on the object.

**Adjust this if the object is not bright enough or need more brightness when using point & spot light.*

- f. **Light Falloff Softness** (D: 1) – Adjust Point & Spot Light light falloff edge softness.

**Change the value to 0 if you want the anime style light falloff.*

R. Custom Light Direction

- a. **Intensity** (D: 0)
- b. **Custom Light Direction** (D: XY:0 Z:10)
- c. **Follow Object Rotation** (D: Checked) - **Customer Light Direction** follow object rotation.

****Note:** This only affects **Self Shadow & ShadowT**.*

Use this if you don't want **Self Shadow & ShadowT to follow Light too much or you want **Self Shadow & ShadowT** to follow other object by script.*

**Useful in anime face.*

S. Reflection

- a. **Intensity** (D: 0) – Reflection intensity/strength.
- b. **Roughness** (D: 0)

This will also affect **FReflection.*

- c. **Mask Reflection** (D: No Texture) – Mask Reflection.

**Use pure-strong black & white or texture with alpha/transparent.*

**White means affected, Black mean affected.*

T. FReflection – Fake Reflection (Not Real-time, Not Cube map, Uses Texture/2D Texture).

- a. **Use FReflection** (D: Unchecked)
- b. **FReflection/FReflection Texture** (D: No Texture) – Texture to use as reflection.

**Use square/equal sides size texture or panorama image/picture.*

Be sure to use the Tiling & Offset to adjust its position and size.

U. Rim Light

- a. **Unfill** (D: 1.5) – The reduce Rim light on the object.
- b. **Softness** (D: Unchecked) – Adjust Rim Light edge softness.
- c. **Light Affect Rim Light** (D: Checked) – Light Intensity & Light Falloff affects Rim Light.
- d. **Color** (D: White) – Rim Light Color.
- e. **Color Power**(D: 10) - Adjust color power or intensity.
- f. **Rim Light In Light** (D: Checked) - Rim Light visible only in light.

V. Depth (*Refraction Shader Only*) – Depth Effect.

- a. **Depth** (*D: 0.2*) – Depth intensity/strength.
- b. **Edge Hardness** (*D: 0.1*) – Depth hardness.
- c. **Color** (*D: White*) – Depth color.
- d. **Color Power** (*D: 1.8*) – Adjust color power or intensity.

W. Tessellation (*RealToon Tessellation Version Shader only*)

- a. **Smoothness** (*D: 0.5*)
- b. **Transition** (*D: 0.8*) – The amount of transition between **Near & Far**.
- c. **Near** (*D: 1*) – The amount of tessellation in near view.
- d. **Far** (*D: 1*) – The amount of tessellation in far view.

X. See Through

- a. **ID** (*D: 0*) – ID or Reference value.
- b. **Set 1 & Set 2** (*D: None*)

[Note]

**"A" the see through object.*

**"B" the object to be seen through "A".*

**If Set 1 is set to A, Set 2 is also set to A. (See through object)*

**If Set 1 is set to B, Set 2 is also set to B. (Object to be seen through "A")*

**If the ID of the see through object "A" is set to 1, the ID of the object to be seen through "A" is also set to 1.*

[Important]

[See through object "A"] Render Queue set to Geometry (2000).

*["B" object to be seen through "A"] Render Queue set to Geometry (2000) and minus 1.
(See/open scene "See Through Example" for more info)*

Y. Disable/Enable Feature – Here you can enable or disable features you want or don't want to use.

**You can only disable/enable Outline one by one.*

**If you really want to disable/enable your selected materials Outline feature, you need to select them one by one again after you disable/enable outline or do this:*

- Select the first or top material inside the folder then press the keyboard directional key down until the last material, this will just update the material Outline disable/enable.

Z. Other Options/Features

- a. **Hide point & Spotlight Shadow** (*D: Unchecked*)
- b. **ZWrite** (*Fade Transparency & Refraction Only*) (*D: On*)

[Frame By Frame Rendering Tool]

“Frame by Frame Rendering is a simple tool to render each frame to PNG File. (Use For Animation & Illustration/Art)”

Two types of Frame By Frame Rendering script:

1. **Frame by Frame Rendering (Default)** – Auto Render by Start Frame.
2. **Frame By Frame Rendering (Manual)** – Manual Render.

(Controls & Function)

Frame By Frame Rendering (Default)

A. Settings

- a. **Path Folder (D: Rendered Files)** – A path/location to where to save the PNG Files.

**You can put name folder only but it will be created into your Unity3D root project folder.*

**If you want to save the files to different location/drive, include “DriveLetter:\”, example “C:\PNGFiles”*

** This will set to “**Rendered Files**” if this set to empty.*

- b. **PNG File Name (D: Frame)**

** This will set to “**Frame**” if this set to empty.*

- c. **Frame Rate (D:24)**
- d. **Start Frame (D:0)**: Frame Number to start render.
- e. **End Frame (D:0)**: Frame Number to end render.
- f. **Single Frame Rendering Mode (D: Unchecked)** – Render single image only.

This will ignore **Frame Rate, **Start Frame** & **End Frame**.*

It will only render **Frame 1.*

**If Checked/Enabled file name will be named “YouFileName Hour_Min_Sec”.*

**If Uncheck/Disable file name will be named “YouFileName FrameNumber”.*

B. Information – This section will only display information about the rendering and operations.

- a. **Current Frame** – Display the current frame.
- b. **Info** – Display rendering info and operations.

Frame By Frame Rendering (Manual)

- a. **Frame Number** (D: 0) – Frame number to be render.
- b. **Render** (D: 0) – To render or Start Render.

A .Settings

- c. **Path Folder** (D: *Rendered Files*) – A path/location to where to save the PNG Files.

**You can put name folder only but it will be created into your Unity3D root project folder.*

**If you want to save the files to different location/drive, include "DriveLetter:\", example "C:\PNGFiles"*

** This will set to "**Rendered Files**" if this set to empty.*

- d. **PNG File Name** (D: *Frame*)

** This will set to "**Frame**" if this set to empty.*

- e. **Picture Mode** (D: *Unchecked*) – Render single image only.

**If Checked/Enabled file name will be named "YouFileName Hour_Min_Sec".*

**If Uncheck/Disable file name will be name "YouFileName FrameNumber".*

B. Information – This section will only display information about the rendering and operations.

- a. **Last Rendered Frame** – Display the last rendered frame.
- b. **Info** – Display rendering info and operations.

(Frame By Frame Rendering Notes/Tips)

For Frame By Frame Rendering Both (Default & Manual)

1. You can pause rendering by click pause button.
2. Stop render immediately by click play button again.
3. You cannot start render if the folder has files on it so you need to change the **Path Folder** to another location or folder. (Applies only to **Non Picture Mode & Single Frame Mode**)
4. You can start render even if the folder has files on it. (Applies only to **Picture Mode & Single Frame Mode**)
5. You can create folder by just putting a folder name that is not yet exist in the current location/path. (Applies to **Path Folder**)
6. To set the resolution just set it in the Game view or Game panel.

For Frame By Frame Rendering (Manual)

1. Click **Render** to start render, once clicked it will turn back to unchecked means render 1 frame not continuous unlike **Frame By Frame Rendering (Default)**.
2. You can overwrite a specific saved frame by setting the **Frame Number** to the frame number you want to overwrite then click **Render**. Be sure that frame number is in the folder. Be careful not to double the **Render** or else it will overwrite the next frame number that is already saved.

For Frame By Frame Rendering (Default)

1. Click play button to start render, once the button is clicked **Current Frame** will start moving or display the current frame once the **Current Frame** reached the **Start Frame** number it will start rendering then later if **Current Frame** reached the **Start Frame** number it will stop render. To completely end rendering click play button.
2. If you render a scene with timeline, set **Frame Rate** to the frame rate of timeline. *Example "Timeline frame rate is 60 = Frame By Frame Rendering (Default) Frame rate is also 60"*. If the two is not equal the output is not synchronized especially if you edit it in your Video Editor Software or Compositor Software.

(For Importing PNG files to your Video Editor or Compositing Software)

1. Import PNG files as **PNG Sequence** or **Image Sequence**, be sure your video editor or compositing software has this features or option. Be sure PNG files are numbered frames like *“Frame 0002 to Frame 9000 or higher”*.
2. Change the imported **PNG Sequence** or **Image Sequence** file frame rate to the frame rate you set in your **Frame by Frame Rendering** Settings.

[Notes & Tips]

- A. You can control the properties of the shaders in your code.
To see/access the shader properties, just go to **RealToon Shaders** folder and select the shader you want to access.

If you want to know how to access shader properties by code, just go to unity3d manual script.
- B. Disable **Outline** if your object/s don't need outline or if you don't want to use outline and want less draw calls or want to use a 3rd party image effects outline.
- C. Note that tessellation only work on **DX11/12** to up, **OpenGL Core**, **OpenGL ES 3.1 mobile** & **PS4/XBoxOne** and **Shader Model 4.6** to up.
- D. You can now use RealToon together with Unity3D Standard Shader.
- E. RealToon can now receive GI, skylight/environment light & can do baked/real-time reflection.
- F. You can use **ShadowT** as 2nd self shadow/shade.
- G. You can use both use Directional Light & Point - Spotlight at the same time.
- H. If you want a manga/comics looks, use **Shadow PTexture** and use a half tone texture.
- I. **Fade Transparency & Refraction** doesn't receive shadows and don't have outline for some reason.
- J. Make your normal map smooth for better shading details.
- K. Use **ShadowT** for more detailed shadows like the shadows on a cloth or hair.
- L. For better anime/toon shadow/shading, edit the Vertex Normal of your model by editing it to your 3d modeling software or you use **Smooth Object Normal feature**.
- M. **Smooth Object Normal** is still experimental and might not work in some objects/characters.
- N. Use **Custom Light Direction** if you don't Self Shadow & ShadowT to not follow Light Direction or blend the two Custom Light Direction & Light Direction. Useful for anime faces.
- O. Use **Outline Offset** if you want to adjust the outline position or want a silhouette outline effect.

- P.** Contact me if you want to translate this User Guide in your local language, see page [23](#) for contact details.
- Q.** Image Gallery:
<http://mjq3690.deviantart.com/gallery/61884975/RealToon-Shader-Gallery>
- R.** Video Tutorials:
<https://www.youtube.com/playlist?list=PL0M1m9smMVPJ4qEkJnZO bqJE5mU9uz6SY>
- S.** Video Demo:
https://www.youtube.com/playlist?list=PL0M1m9smMVPI1XRV_1UL_Vz3IAHkPtQYT
- T.** Other Videos
https://www.youtube.com/playlist?list=PL0M1m9smMVPK_vLCBnJ8qlc3w5WsHrCM5
- U.** RealToon Tutorials | Tips (Image Version) *You can also download these images*:
<https://app.box.com/s/un0rga6boorbo90dkvadygsolzhuorgk>

[Contact/Support/Social Network]

Facebook Page:

<https://www.facebook.com/mjqstudioworks/>

Twitter:

<https://twitter.com/mjqstudioworks>

Youtube:

https://www.youtube.com/channel/UC5sHbeOQdyMPV_Ck0kRgJgQ

MJQ Studio Works Unity Publisher Profile (Support Links & Email):

<http://u3d.as/vDv>

Unity 3D Forum:

<https://forum.unity3d.com/threads/realtoon-pc-mobile.414237/>

Website:

<https://mjqstudioworks.weebly.com/>