

# **Simple Toon v1.0**

## Overview

Simple Toon is a shader based asset that will bring a nice toon look into your Unity project

## How to start

Create new material in the project window by  
Right Click > Create > Material

Select created material and go to the inspector panel

In the inspector click on the Shader drop down menu

Navigate through Simple Toon and click on the suitable shader

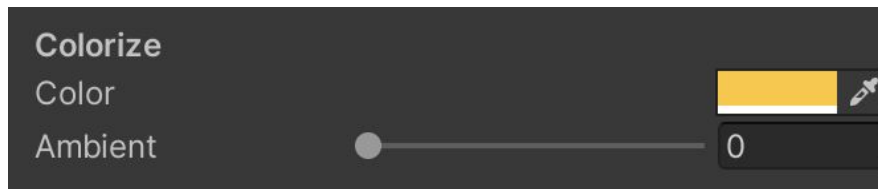
Place new material into the scene or prefab object

# Detailed guide of the Simple Toon shader parameters

The image shows a dark-themed user interface for the Simple Toon shader. It is organized into several sections, each with a title and a list of parameters. Parameters are adjusted using sliders or checkboxes, with their current values displayed on the right.

Section	Parameter	Value / State
Colorize	Color	[Yellow color swatch]
	Ambient	0
Detail	Segmented	<input checked="" type="checkbox"/>
	Steps	3.6
	Smoothness	0.087
	Lit Offset	0.23
Light	Clipped	<input type="checkbox"/>
	Min Light	0.491
	Max Light	0.895
	Luminocity	0
Outline	Color	[Dark green color swatch]
	Width	4.74
Shine	Color	HDR [Yellow color swatch]
	Overlap	<input type="checkbox"/>
	Intensity	0.219
	Range	0.36
	Smoothness	1

## Colorize



**Color:** the main parameter which will be applied to the lit area of the toonish surface.

**Ambient:** determines blending factor between color from light source and a lit Color.

## Detail



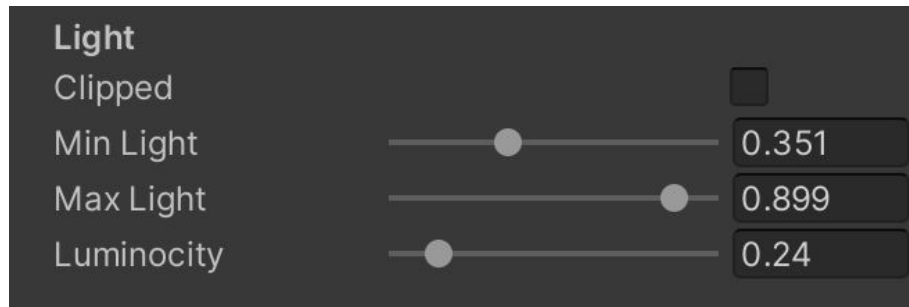
**Segmented:** determines how color interpolates between lit and unlit parts. If Segmented is turned off then the interpolation will be smooth, otherwise it will be stepped and segmented.

**Steps:** the integer number of this parameter defines how many segments should be between lit and unlit parts. Works only if the Segmented parameter is turned on.

**Smoothness:** defines how smooth the transition of color between segments. Works only if the Segmented parameter is turned on.

**Lit Offset:** this parameter gives you ability to manually offset the threshold between lit and unlit parts.

## Light



**Clipped:** determines if the color intensity will be clipped to the established light bounds or it will be relatively placed inside those bounds.

**Min Light:** defines how dark an unlit area can be

**Max Light:** defines how bright a lit area can be.

**Luminosity:** applies additional intensity of the color to the established Max Color parameter.

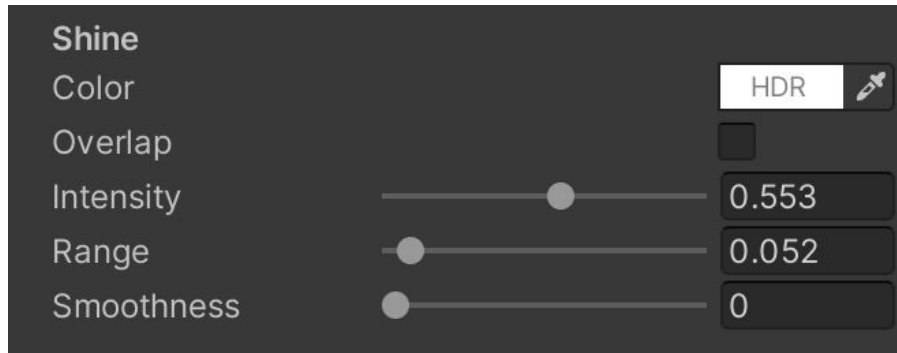
## Outline (only in outline shader)



**Color:** defines outline color.

**Width:** defines outline thickness.

## Shine (post effect)



**Color:** defines shine color.

**Overlap:** determines if shine overlaps the shadow or not.

**Intensity:** sets the intensity of shine.

**Range:** sets the range of shine between lit and unlit parts.

**Smoothness:** determines how sharp or smooth is the end of shine.