Toon

Descripción

Files: Toon.shader

Path: "CGF/Shaders/Lit"

Shader menu: "CG Framework/Lit/Toon"

Description

Unity shader CG Framework/Lit/Toon.

Reference

- **Color** – Main color.
- **Diffuse Map** – Main texture.
- **Use Vertex Color** – Multiply vertex color to main color.
- **Use Semitransparent Shadows** – Enable the semitransparent shadows, apply a dithering to the sahdows based on the opacity of the mesh, only works with transparent render mode.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Global Opacity** – Manages the opacity of the mesh and the outline.
- **Line Art Map (R)** – Line art texture.
- **Line Art Color (RGB)** – Color of the line art.
- **Outline** – Outline effect.
- **Outline Width** – Width of the outline.
- **Outline Color (RGBA)** – Color of the ouline.
- **Use Texture Opacity** – Use the opacity of the diffuse map.
- **Outline Normals Mode** – Outline normals scale mode.
    - **Vertex Normals** – Selects the Vertex Normals option.
    - **Vertex Colors** – Selects the Vertex Colors option.
    - **Vertex Tangents** – Selects the Vertex Tangents option.
    - **UV 1** – Selects the UV 1 option.
    - **UV 2** – Selects the UV 2 option.
    - **UV 3** – Selects the UV 3 option.
- **Outline Normals UV Data** – Data format of outline normals stored in UV.
    - **XYZ** – Selects the XYZ option.
    - **XY** – Selects the XY option.
    - **ZW** – Selects the ZW option.
- **Dynamic Outline Width** – toon effect features.

- **Dynamic Outline End** – End point of the dynamic outline width feature.
- **Dynamic Outline Start** – Start point of the dynamic outline width feature.
- **Outline Min Width** – Max width of the dynamic outline.
- **Outline Max Width** – Min width of the dynamic outline.
- **Outline Internal Discard Mode** – Discard mode of the oultine rendered over the mesh.
  - **None** – Selects the None option.
  - **Stencil Buffer** – Selects the Stencil Buffer option.
  - **Depth Buffer** – Selects the Depth Buffer option.
- **Outline Stencil Discard Reference** – The outline of each mesh with a the same reference will be rendered together. The value to be compared against (if Comp is anything else than always) and/or the value to be written to the buffer (if either Pass, Fail or ZFail is set to replace). 0–255 integer.
- **_OutlineGeneralCompOutline** – _OutlineGeneralCompOutline.
- **_OutlineGeneralPassOutline** – _OutlineGeneralPassOutline.
- **_OutlinePass1DiscardCull** – _OutlinePass1DiscardCull.
- **_OutlinePass1DiscardColorMask** – _OutlinePass1DiscardColorMask.
- **OutlinePass2DiscardCull** – OutlinePass2DiscardCull.
- **_OutlinePass2DiscardColorMask** – _OutlinePass2DiscardColorMask.
- **OutlinePass2DiscardZWrite** – OutlinePass2DiscardZWrite.
- **_OutlinePass2CompOutline** – _OutlinePass2CompOutline.
- **_OutlinePass2PassOutline** – _OutlinePass2PassOutline.
- **Toon Mode** – Toon mode.
  - **Dynamic** – Selects the Dynamic option.
  - **Texture Ramp** – Selects the Texture Ramp option.
- **Toon Ramp (RGB)** – Toon texture ramp.
- **Shadow Offset** – Shadow offset across the mesh surface.
- **Shadow Smooth** – Level of the smooth of the edge of the shadow.
- **Shadow Level** – Level of intensity of the shadow.
- **Shadow Steps** – Cell shading steps.
- **Shadow Color (RGB)** – Color of the shadow.
- **Shadow Threshold Pattern (R)** – Threshold pattern texture applied to the shade.
- **Shadow Screen Space Treshold** – If enabled, the threshold pattern texture use texture coordinates in screen space.
- **Shadow Smoothed Treshold** – If enabled, applied a smooth offset to the texture coordinates in screen space, improve the threshold pattern effect if the object is in movement.
- **Mesh Silhouette Against Light Direction** – If enabled, show a silhouette mask to the shadow across the mesh surface to show the base color when the view direction is opposite to the light source direction.
- **Mesh Silhouette Offset** – Mesh silhouette offset across the mesh surface.
- **Mesh Silhouette Smooth** – Level of the smooth of the edge of the mesh silhouette.
- **Mesh Silhouette Hard Edge** – If enabled, apply a hard endge to the mesh silhouette effect.
- **Specular** – Specular light (Blinn-Phong).
- **Specular Color (RGB)** – Color of the specular light.
- **Use Light Color** – If enabled, apply the color of the light on the specular light.
- **Specular Map (RGB)** – Specular texture.

- **Specular Offset** – Specular light offset across the mesh surface.
- **Specular Smooth** – Level of the smooth of the edge of the specular light.
- **Specular Level** – Level of intensity of the specular light.
- **Specular Steps** – Cell specular steps.
- **Specular Effect (R)** – Texture applied to the specular light.
- **Specular Effect Smooth** – Level of smooth of the texture applied to the specular light.
- **Specular Screen Space Effect** – If enabled, applied a smooth offset to the texture coordinates in screen space, improve the specular effect if the object is in movement.
- **Specular Smoothed Effect** – Color of the specular light.
- **Reflection** – Manages reflection settings. See Common Features / Reflection.
- **Cubemap Rotation X** – Custom cubemap X rotation.
- **Cubemap Rotation Y** – Custom cubemap Y rotation.
- **Back Light** – Back light features.
- **Back Light Mode** – Back Light mode.
    - **Only Shadow** – Selects the Only Shadow option.
    - **Only Base** – Selects the Only Base option.
    - **Booth** – Selects the Booth option.
- **Back Light Color (RGB)** – Color of the back light effect.
- **Back Light Offset** – Back light offset across the mehs surface.
- **Back Light Smooth** – Back light smooth of the edge of the effect.
- **Only Against Directional Light** – If enabled, only applies the back light when the view direction is against the source light direction.
- **Enable Ambient Light** – If enabled ambient light affect to the source mesh.
- **Normal** – Manages normal map settings. See Common Features / Normal.
- **Ambient Occlusion** – Manages ambient occlusion settings. See Common Features / Ambient Occlusion.
- **Color Mask** – Color Fill.
- **Color Mask Map (RGB)** – Mask texture.
- **Color Mask Color R (RGB)** – Color of the red channel mask.
- **Color Mask Color B (RGB)** – Color of the green channel mask.
- **Color Mask Color G (RGB)** – Color of the blue channel mask.
- **Color Mask Mode** – Color Mask Mode.
    - **Normal** – Selects the Normal option.
    - **Multiply** – Selects the Multiply option.
    - **Overlay** – Selects the Overlay option.
- **Color Mask Level** – Level of color mask in relation the source color.
- **Emission** – Manages emission settings. See Common Features / Emission.
- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Description.
- **Flip UV Vertical** – Description.
- **LOD Fade Mode** – LOD fade mode. See Common Features / LOD Fade Mode.
- **LOD Dither Type** – LOD dither type.
    - **Unity** – Selects the Unity option.
    - **Blue Noise** – Selects the Blue Noise option.
    - **Floyd Steinberg** – Selects the Floyd Steinberg option.

- **Camera Fading** – Opacity by camera distance and direction.
  - **None** – Selects the None option.
  - **Blending** – Selects the Blending option.
  - **Dithering** – Selects the Dithering option.
- **Camera Fading Near Point** – Start point of the fading. Offset to position camera.
- **Camera Fading Far Point** – End point of the fading.
- **Camera Fading Dithering Pattern** – Dithering patternt of the fading.
- **Camera Fading Darken** – If enabled darken mesh with fading.
- **Camera Direction Fading** – Opacity by camera direction.
- **Opacity Clip** – If enabled clips the mesh with less opacity than the opacity clip threshold.
- **Opacity Clip Threshold** – Opacity clip threshold.
- **Curved World** – Curved World features.
- **Curved World Mode** – Curved world mode.
  - **Bend Left (+X)** – Selects the Bend Left (+X) option.
  - **Bend Right (X)** – Selects the Bend Right (X) option.
  - **Bend Forward (+Z)** – Selects the Bend Forward (+Z) option.
  - **Bend Back (Z)** – Selects the Bend Back (Z) option.
- **Render Mode** – Render Mode.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.
- **Render Face** – Determine which sides of mesh to render.
  - **Booth** – Selects the Booth option.
  - **Back** – Selects the Back option.
  - **Front** – Selects the Front option.

Use

Assign the shader from `CG Framework/Lit/Toon` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.