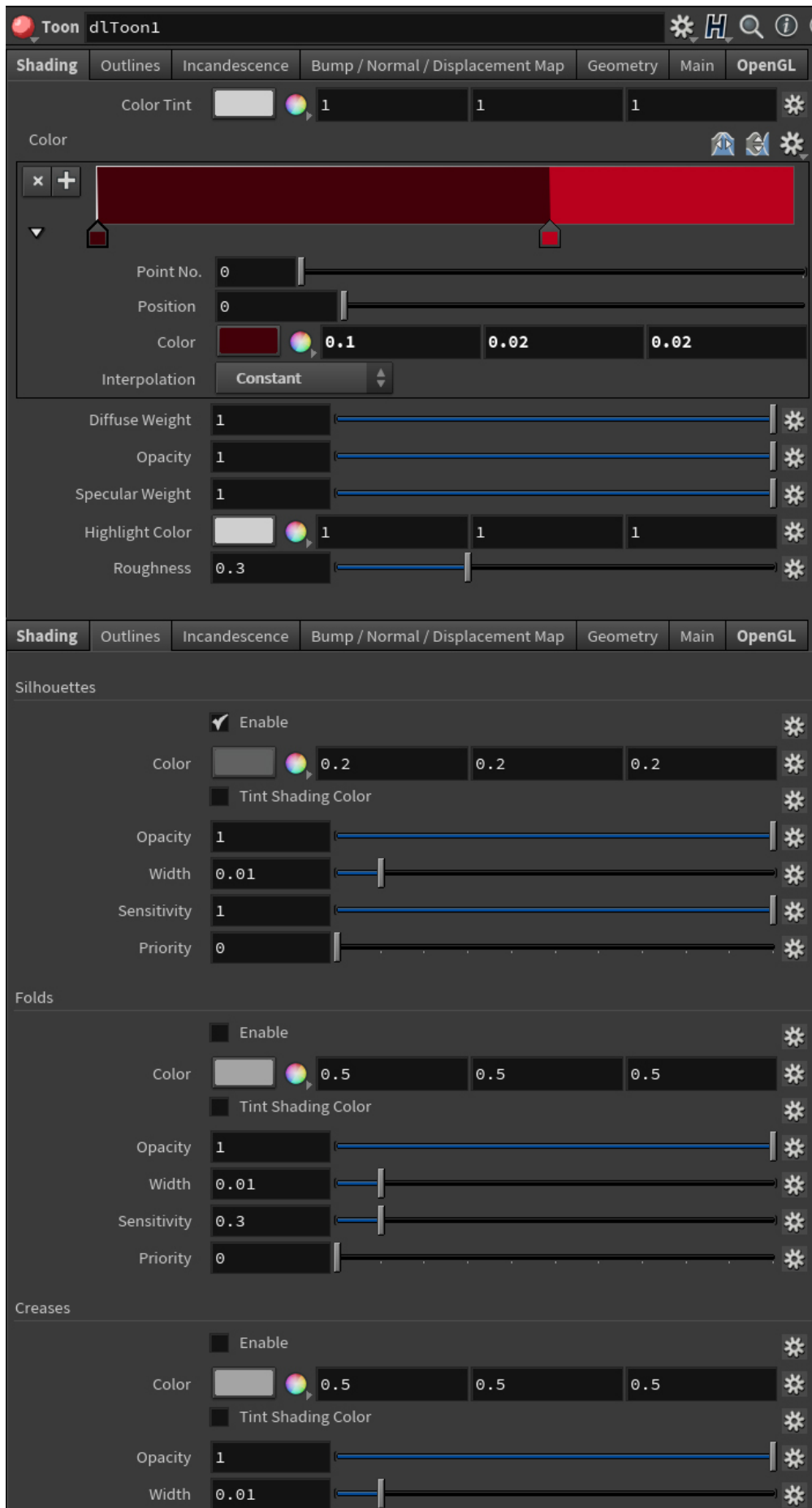


Toon



Priority
0

Objects

☐ Enable

Color
0.5 0.5 0.5

☐ Tint Shading Color

Opacity
1

Width
0.01

Priority
0

Texture

☐ Enable

Texture
0 0 0

Color
0.5 0.5 0.5

☐ Tint Shading Color

Opacity
1

Width
0.01

Sensitivity
0.1

Priority
0

Backfaces

☒ Draw Outlines on Backfacing Surfaces

Shading Outlines Incandescence Bump / Normal / Displacement Map Geometry Main OpenGL

Color
0 0 0

Intensity
1

Shading Outlines Incandescence Bump / Normal / Displacement Map Geometry Main OpenGL

Type
Bump Map

Value
0 0 0

Intensity
1

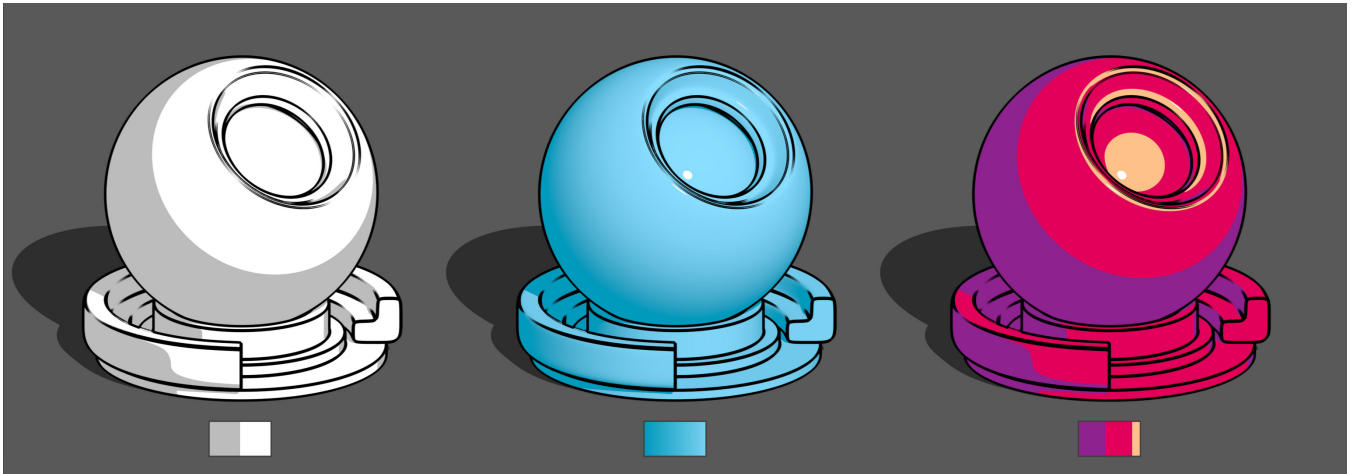
Shading Outlines Incandescence Bump / Normal / Displacement Map Geometry Main OpenGL

Occlusion Distance
0

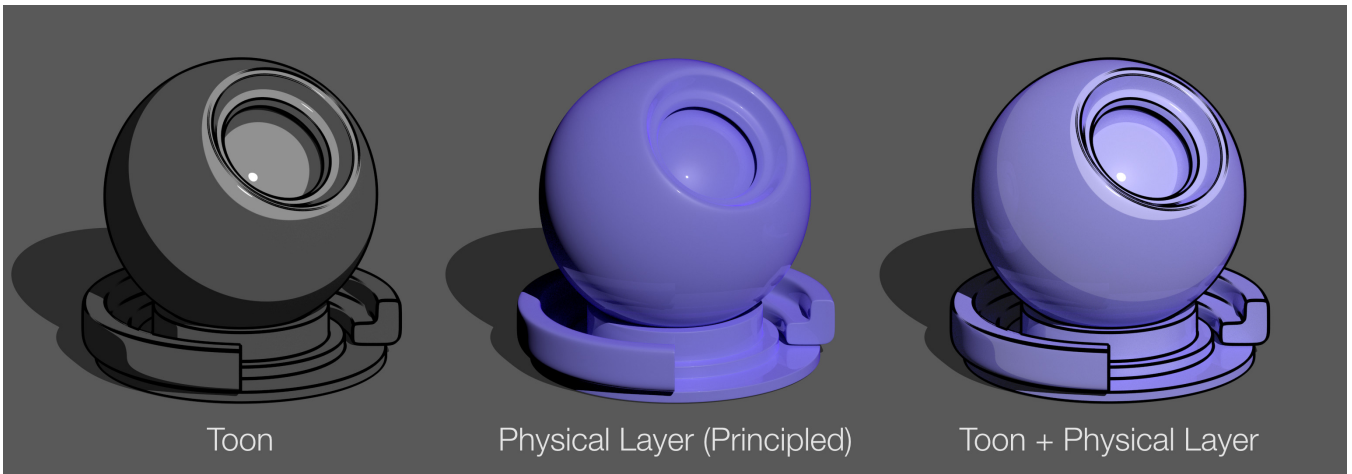
Shading Outlines Incandescence Bump / Normal / Displacement Map Geometry Main OpenGL

Physical Layer
0 0 0

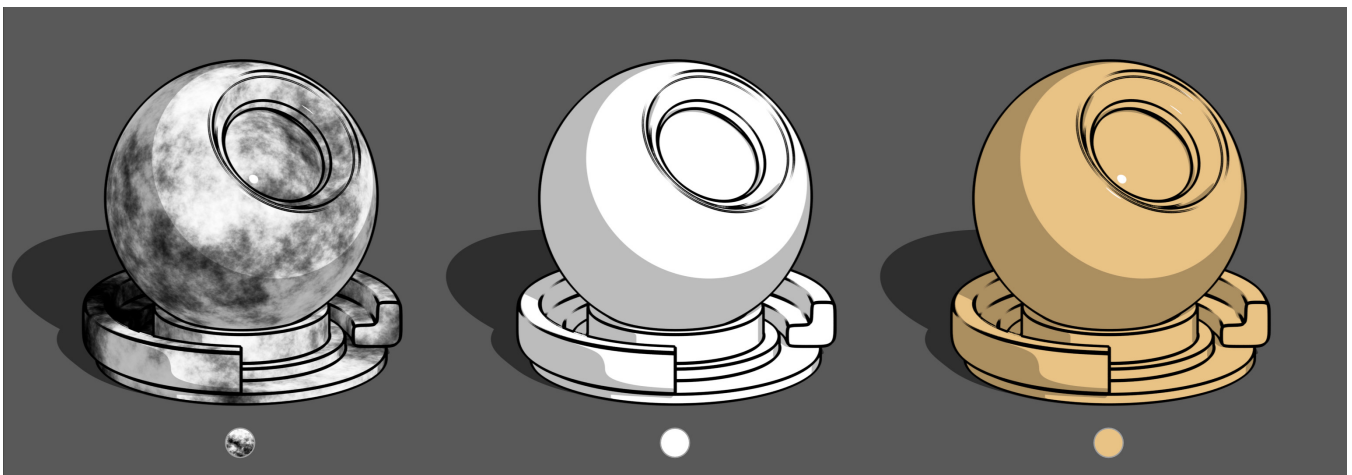
Color Ramp



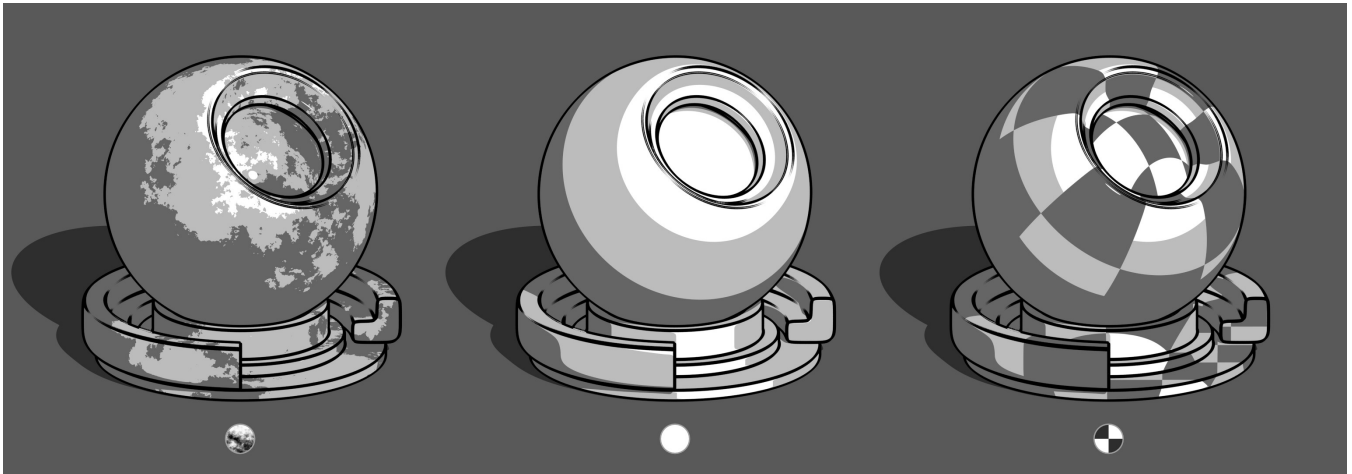
Physical Layer



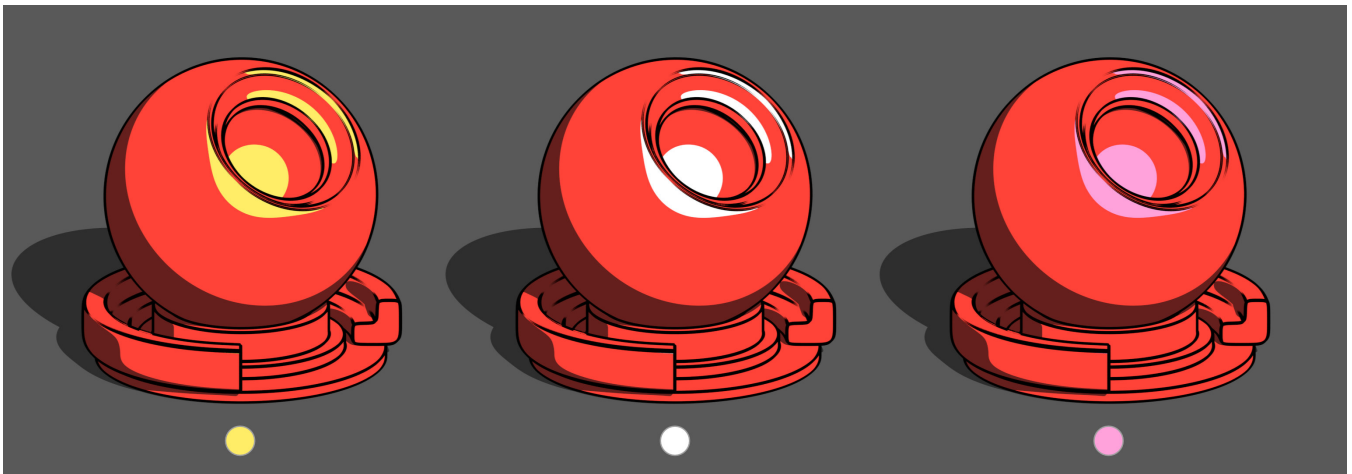
Tint



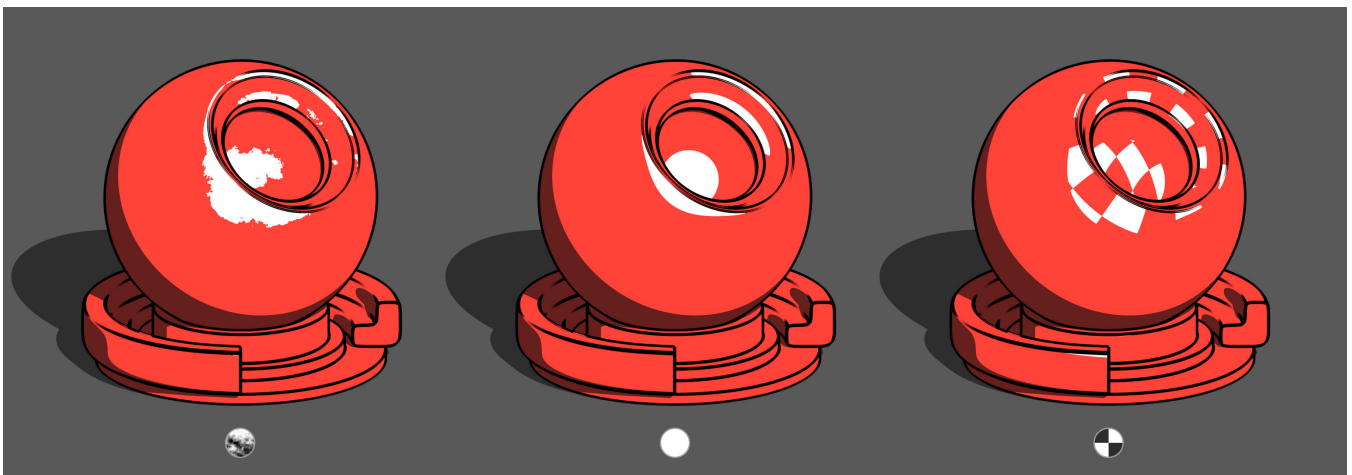
Weight



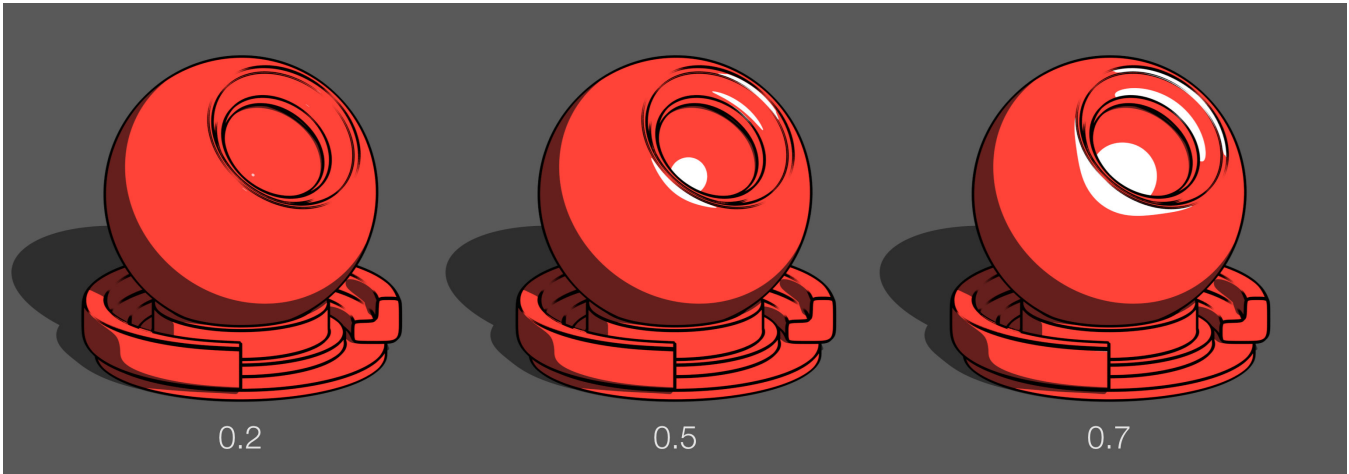
Specular Color



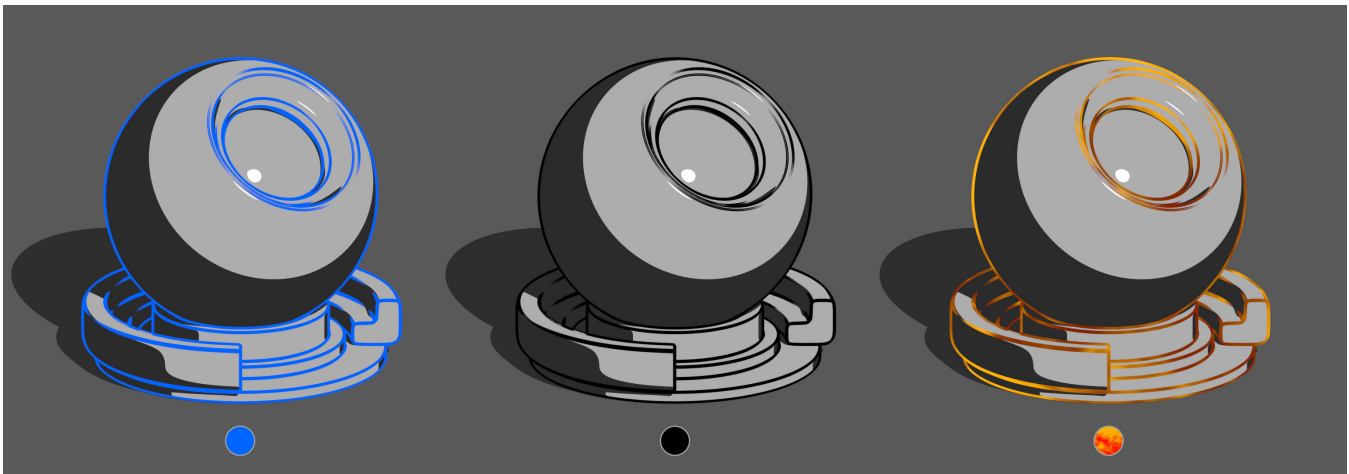
Specular Weight



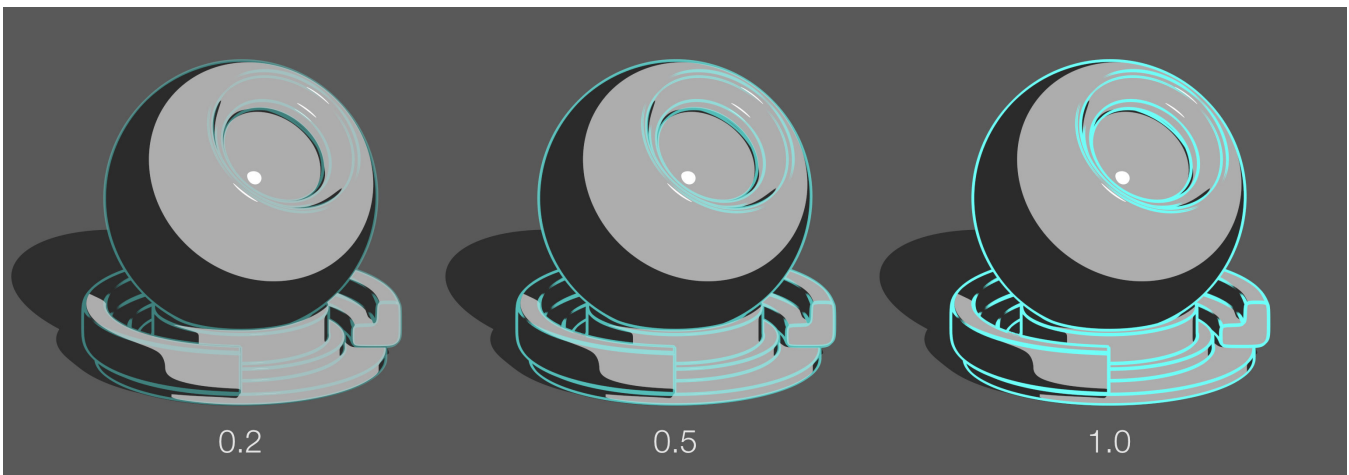
Specular Roughness



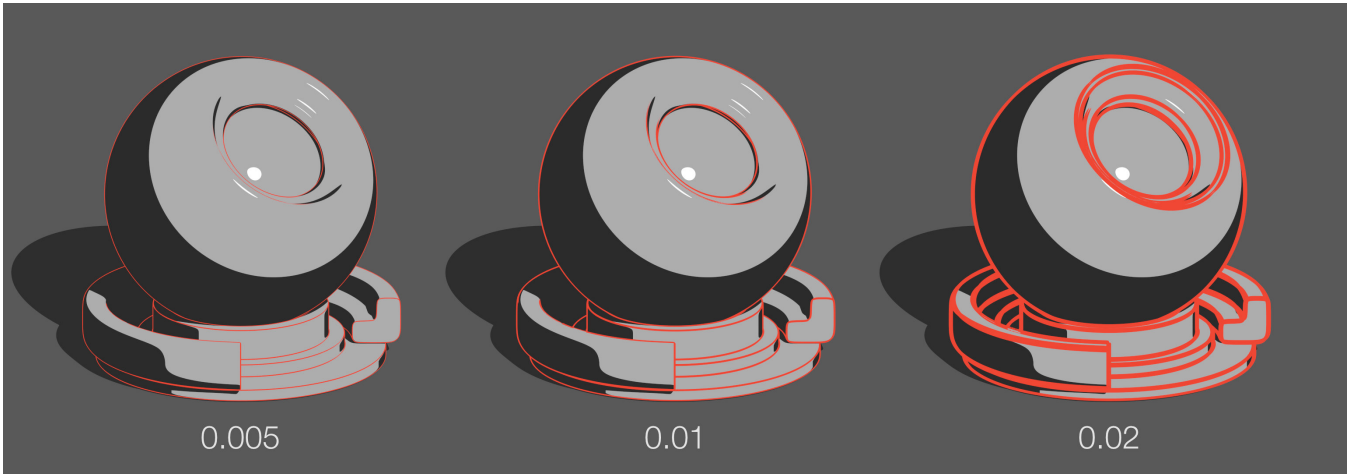
Outline Color



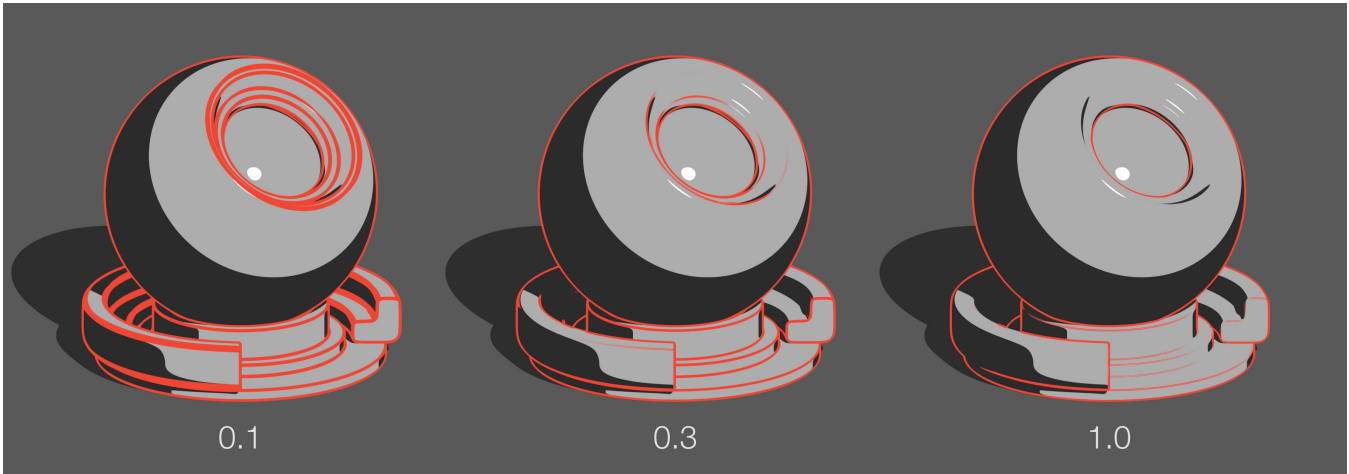
Outline Opacity



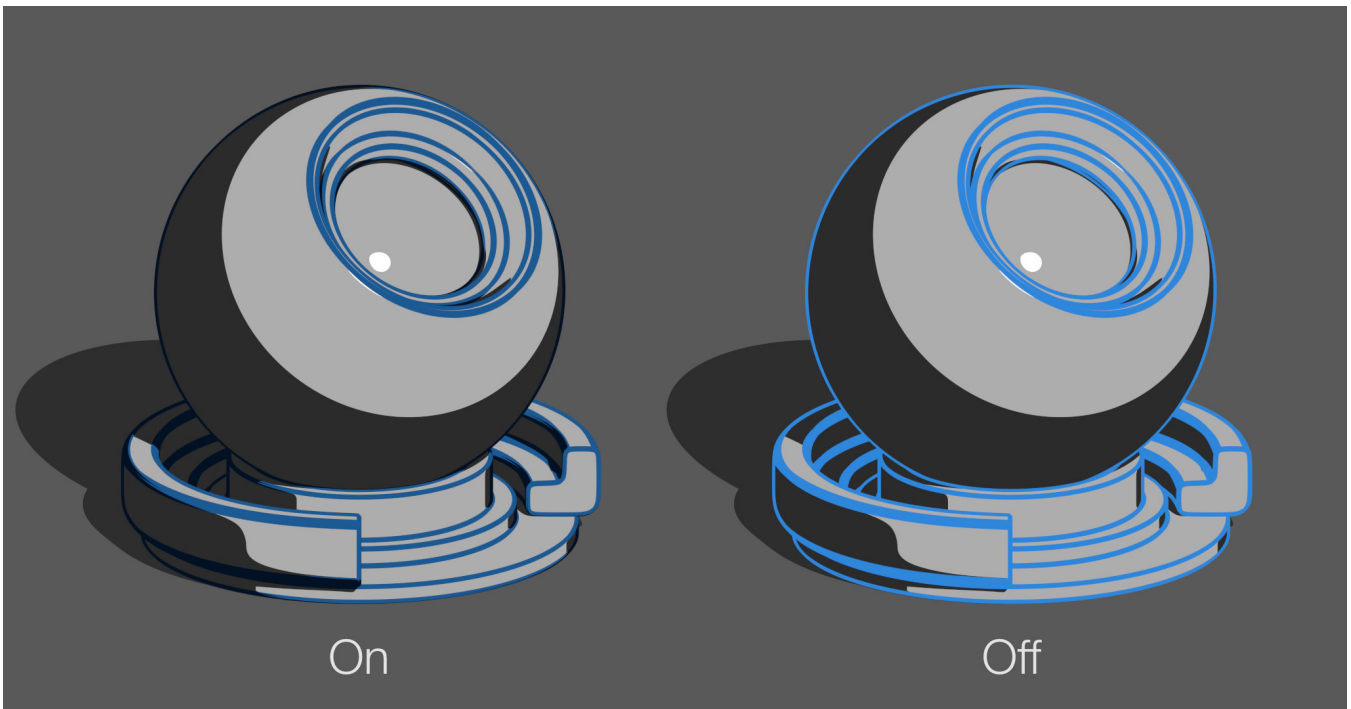
Outline Width



Outline Sensitivity



Outline Tint



Effect of Light Type

