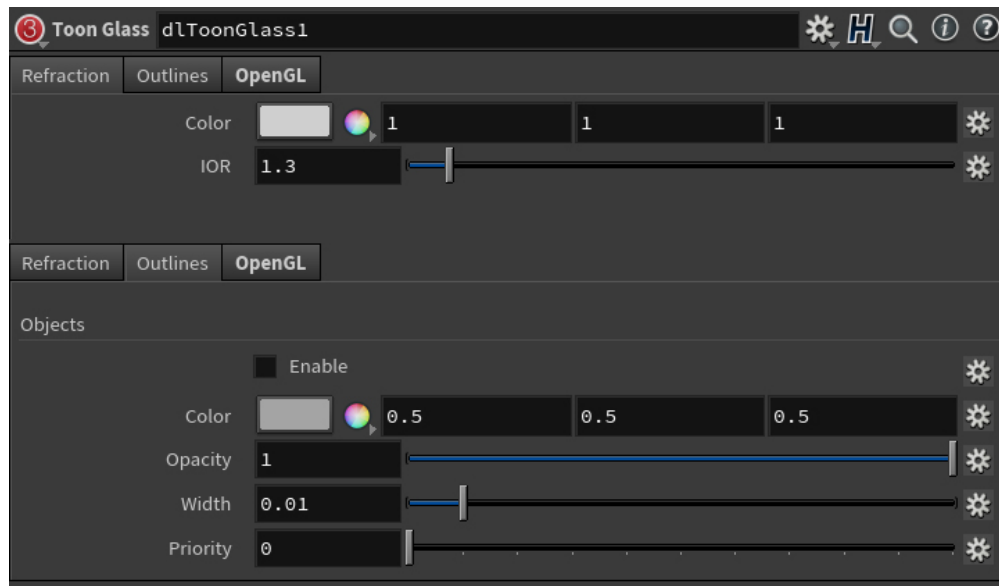


# Toon Glass



*Toon Glass* allows rendering a simple refractive material meant to be used in scenes using the Toon shader. It helps preserve the outlines and and particular shading of such surfaces when seen through a refraction. For this reason, it also has no *roughness* parameter, meaning the refraction is never blurred.

## Color

Sets the color of the refraction. This will affect the apparent color of surfaces seen through the material, as well as the apparent color of their outlines.

## IOR

Sets the index of refraction. A higher index will result in a more significant deviation of light passing through the material.