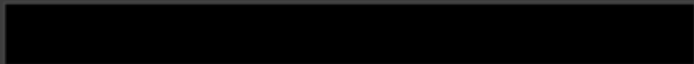


Toon

Toon Material

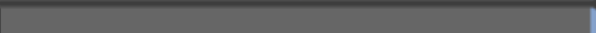
Colors

☒ Color > 

☐ Physical Layer  

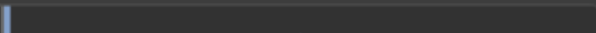
☐ Tint >   

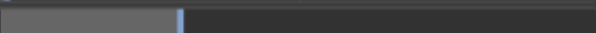
☐ Weight 1  

☐ Opacity 1  

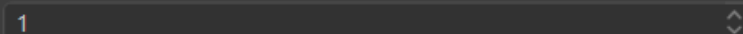
Specular

☒ Color >   

☐ Weight 1  

☐ Roughness ... 0.3  

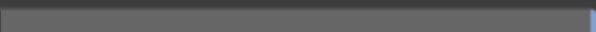
Outlines

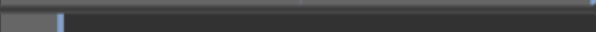
☒ Fade 1  

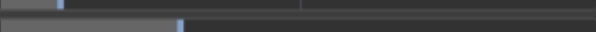
Folds

☒ Enable ☒

☐ Color >   

☐ Opacity 1  

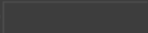
☐ Width 1  

☐ Sensitivity ... 0.3  

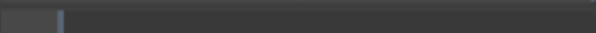
☐ Tint ☐

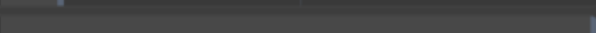
Silhouette

☐ Enable ☐

☐ Color >   

☐ Opacity 1  

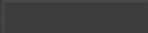
☐ Width 1  

☐ Sensitivity ... 1  

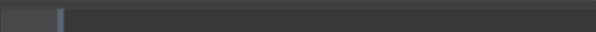
☐ Tint ☐

Creases

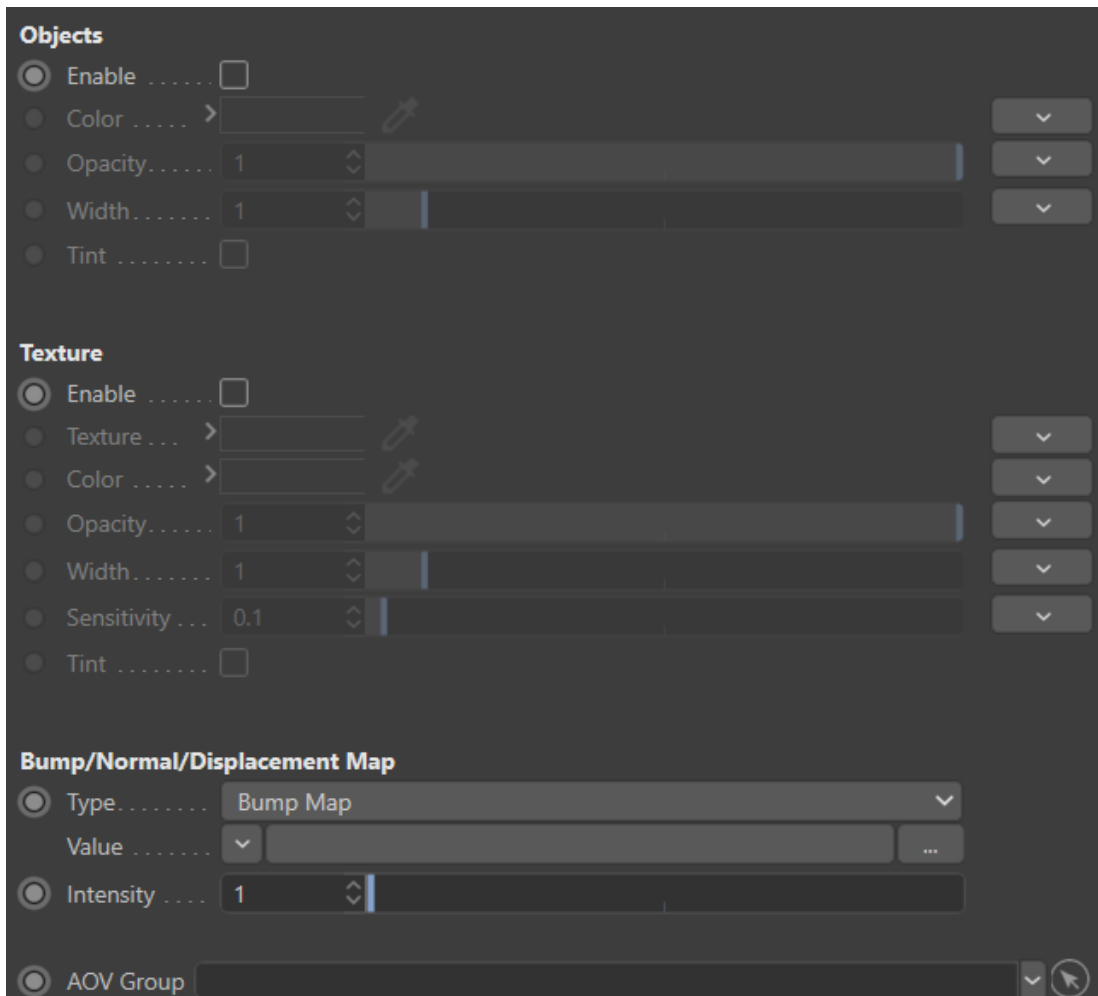
☐ Enable ☐

☐ Color >   

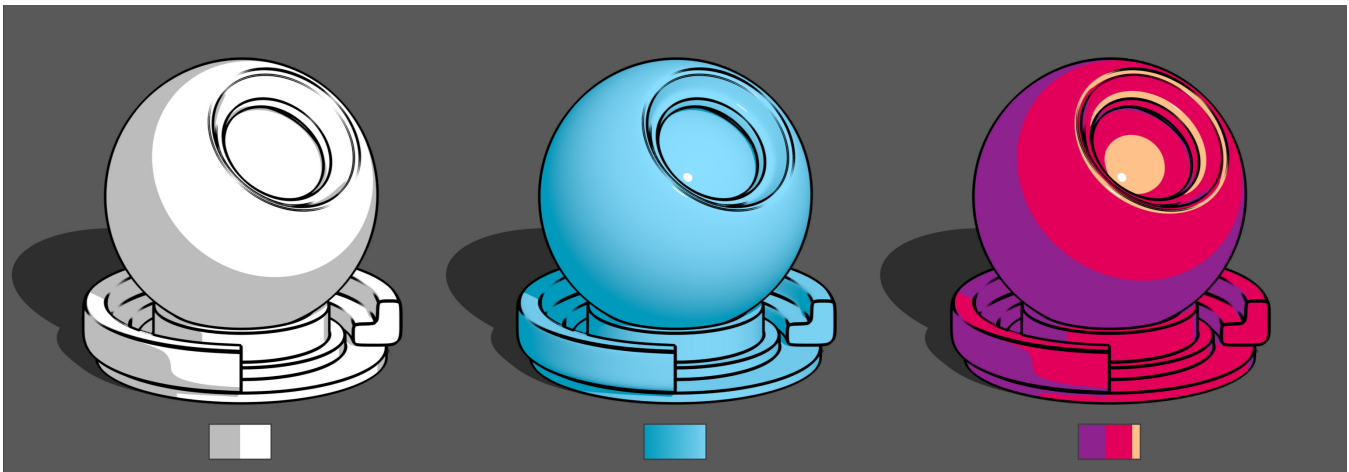
☐ Opacity 1  

☐ Width 1  

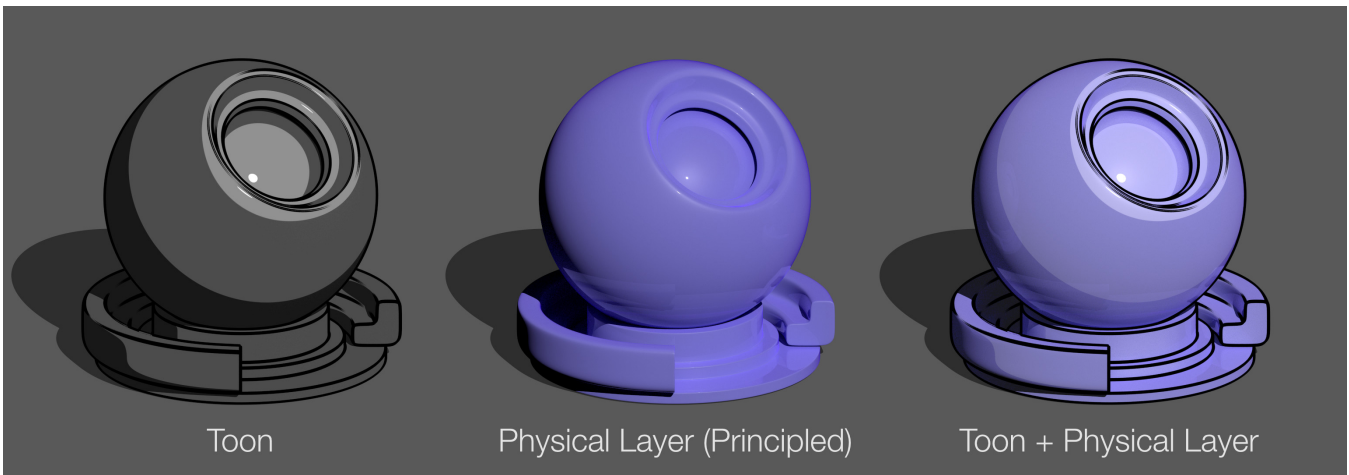
☐ Tint ☐



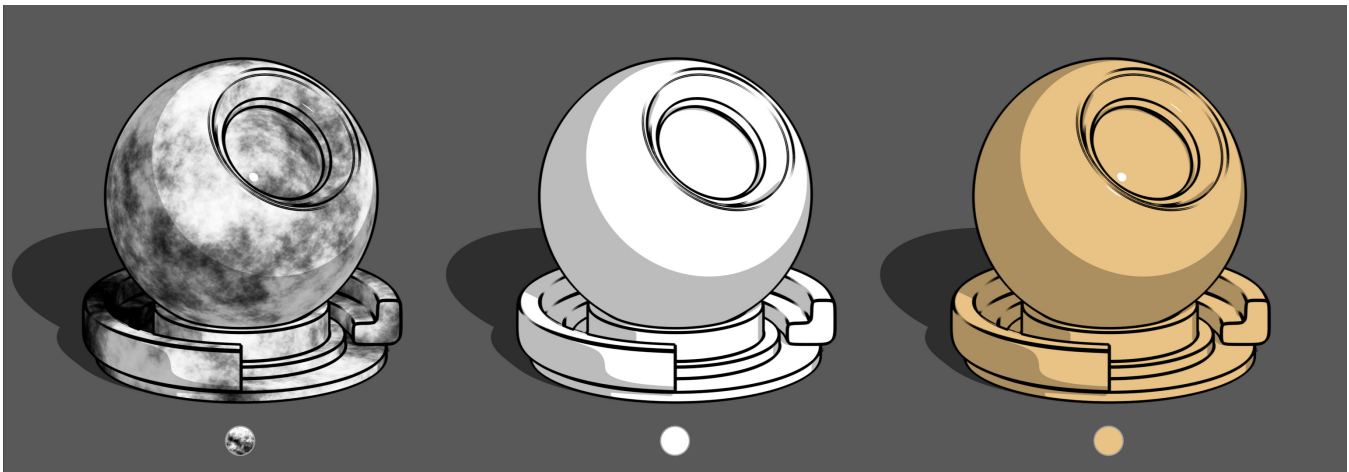
Color Ramp



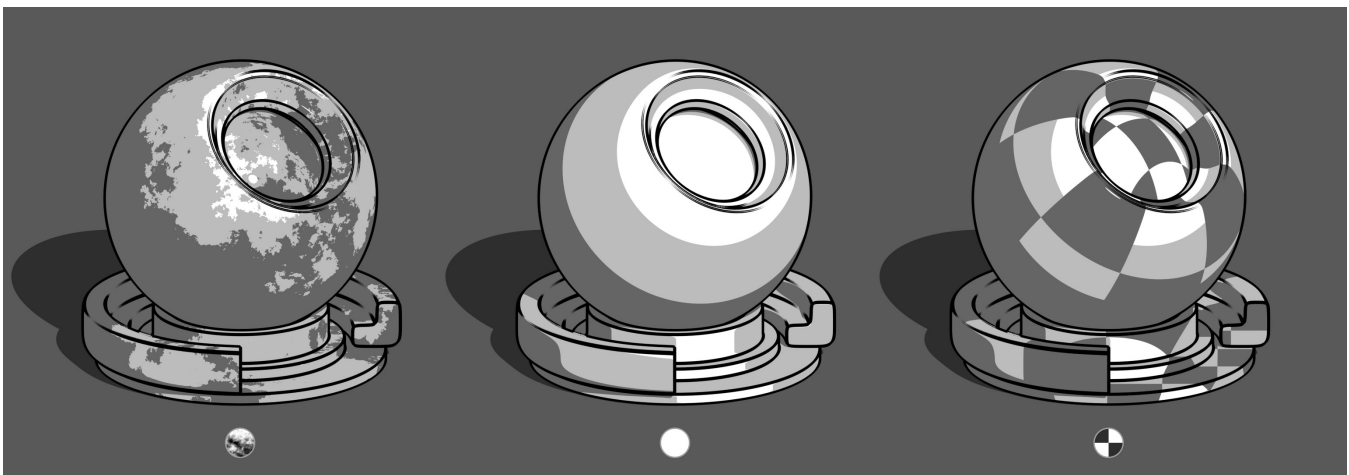
Physical Layer



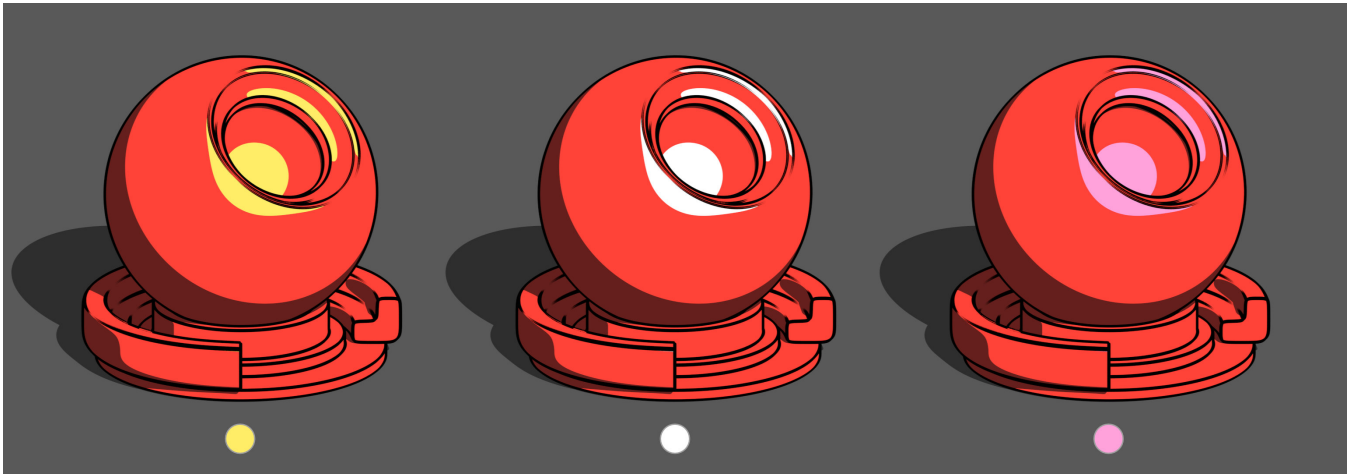
Tint



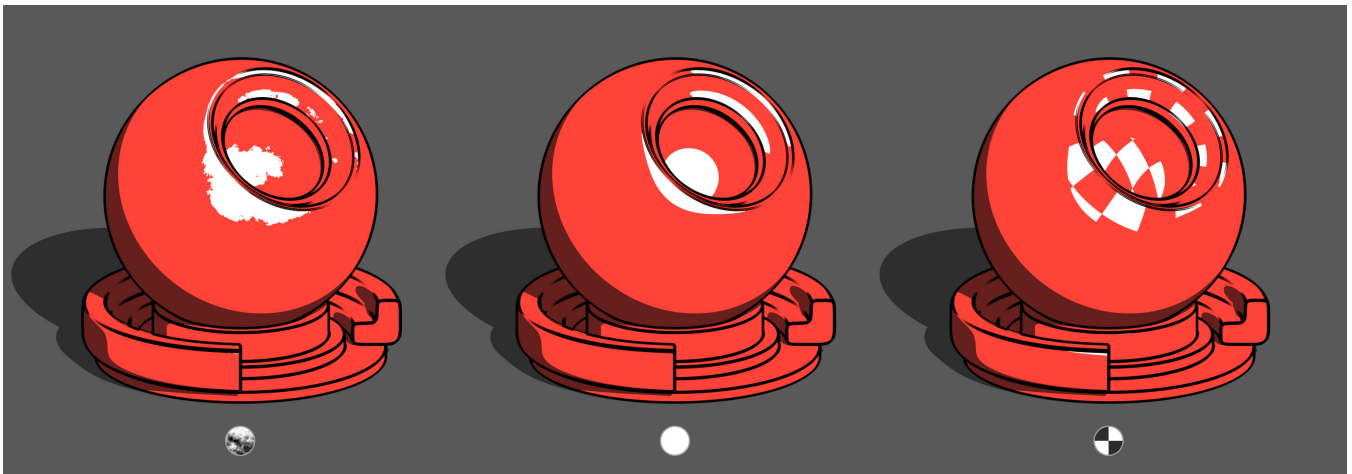
Weight



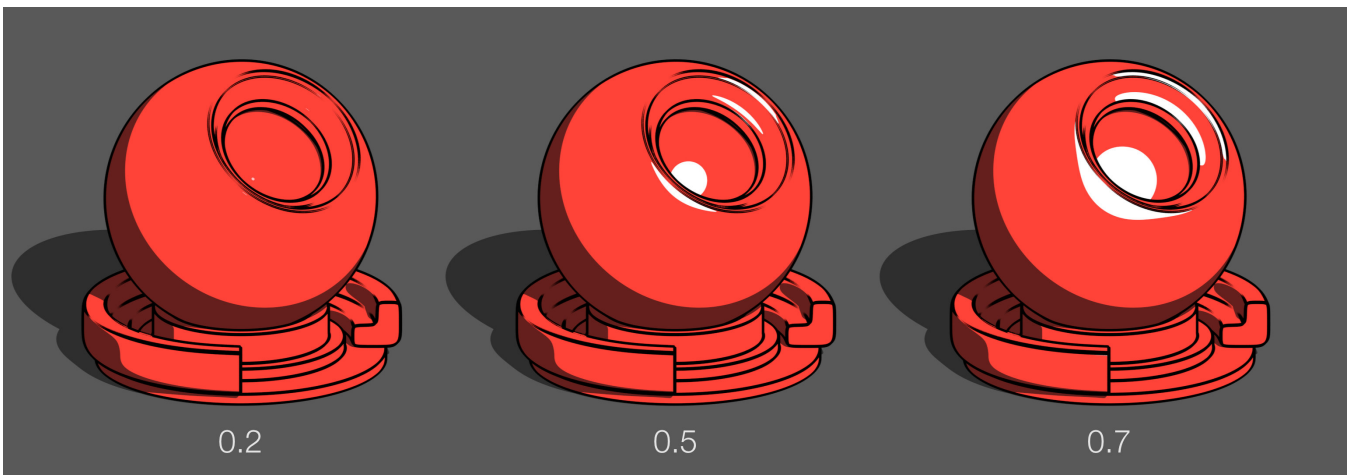
Specular Color



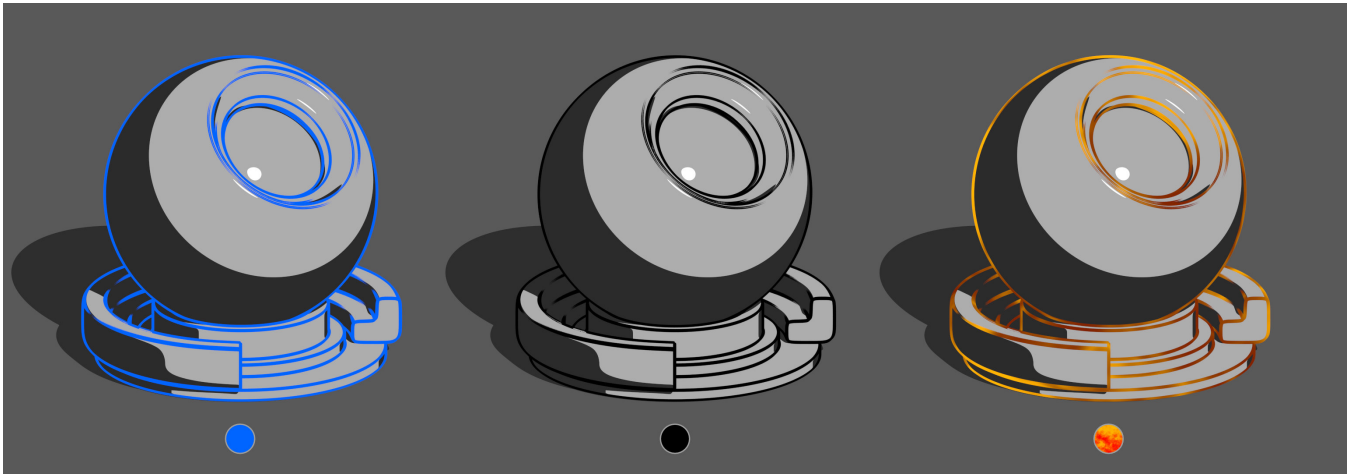
Specular Weight



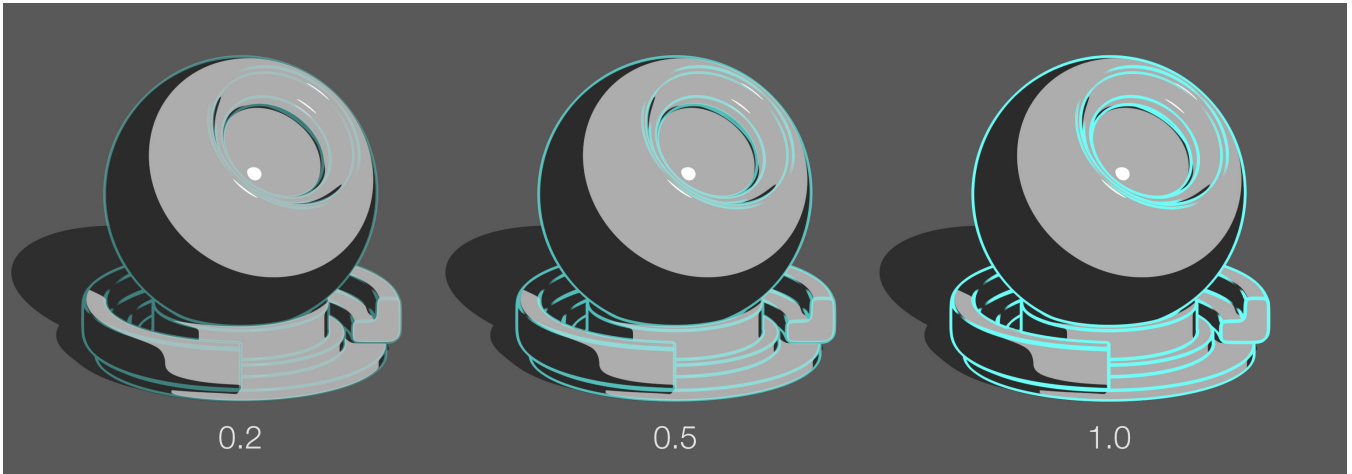
Specular Roughness



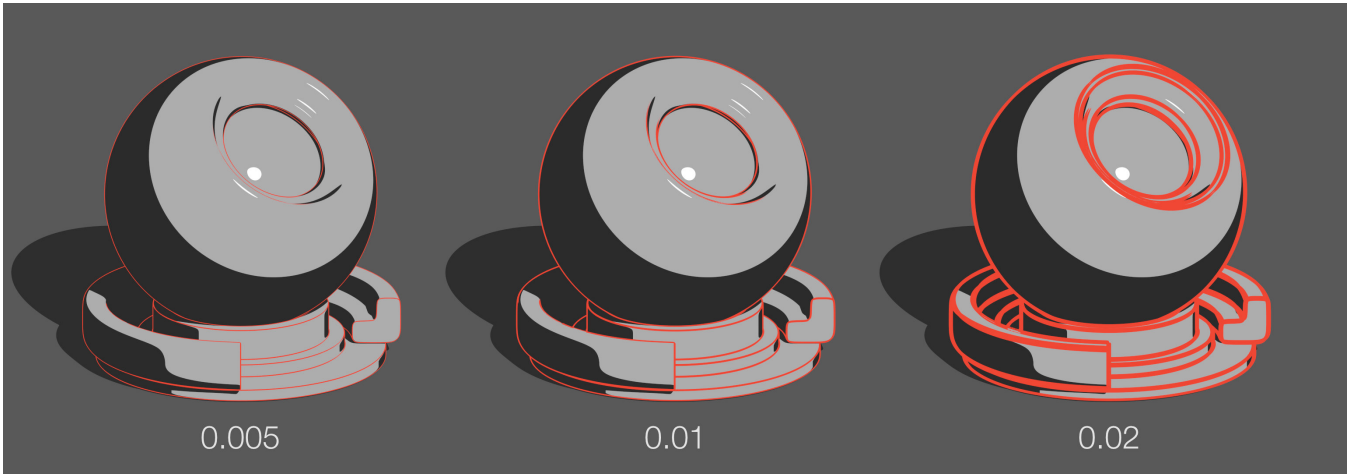
Outline Color



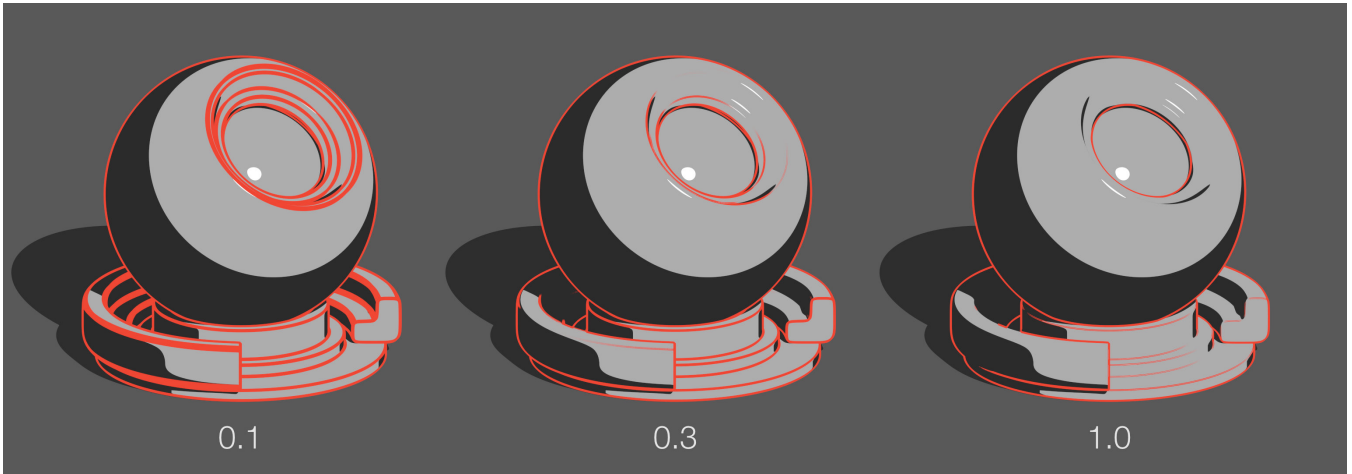
Outline Opacity



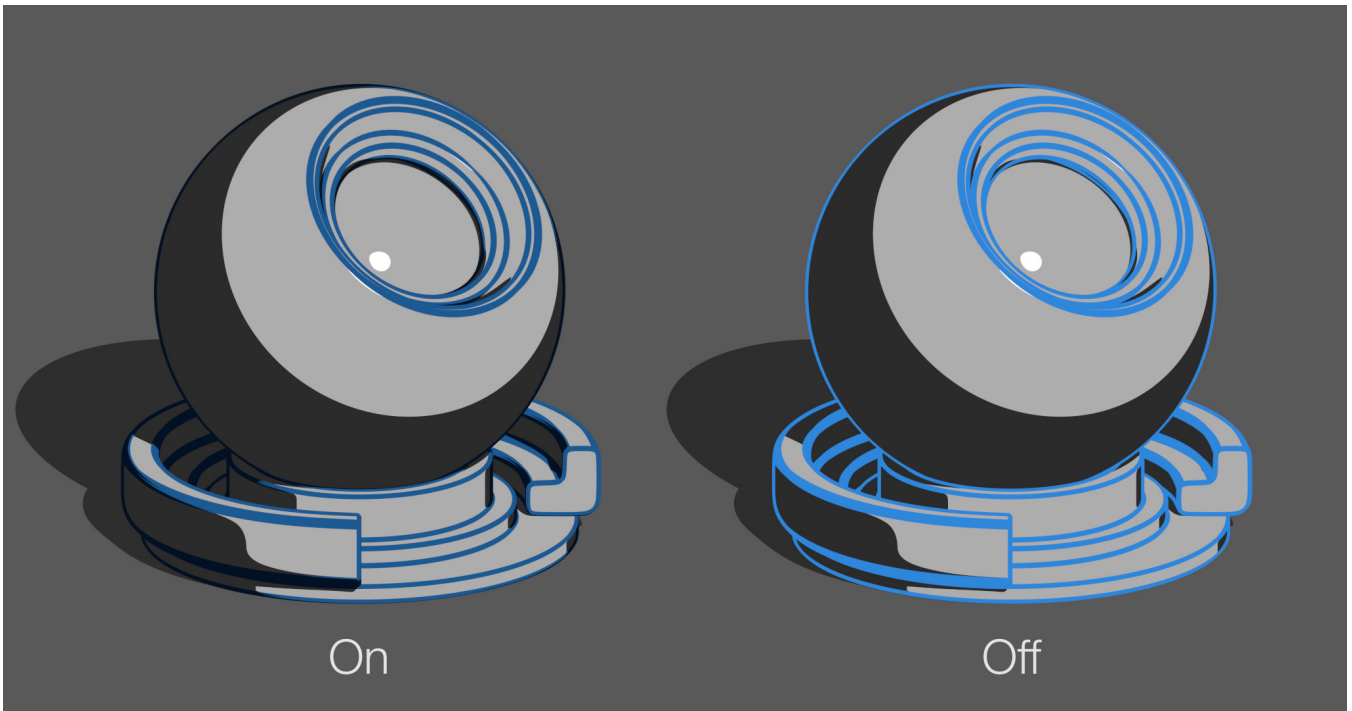
Outline Width



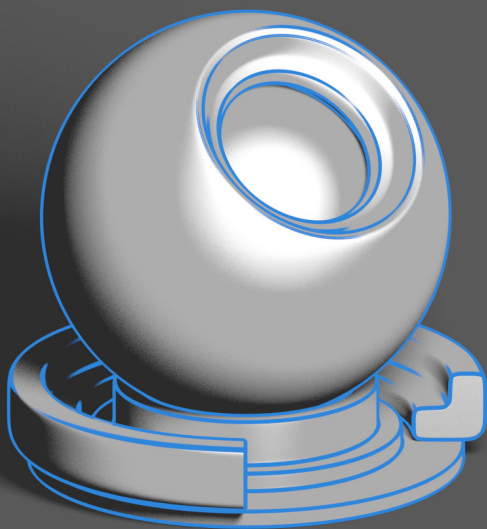
Outline Sensitivity



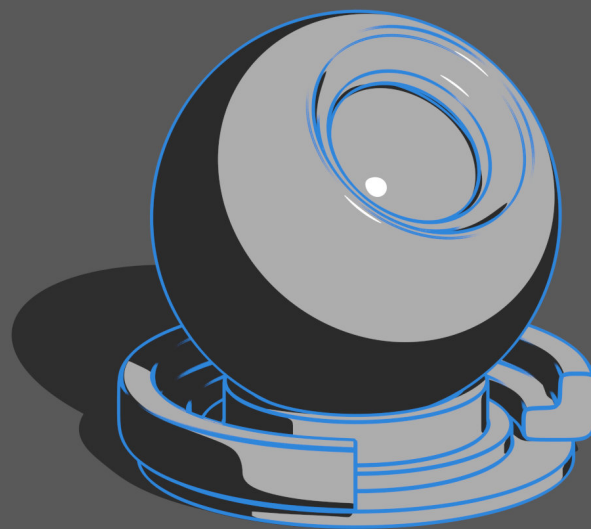
Outline Tint



Effect of Light Type



Area Light



Distant Light