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Blender Market – Fade – Toon Asset Pack v1.4.3

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Blender Market

Toon rendering for hard! Damaged normals, or Emissive shading is the only choice and both are equally unsatisfactory...

Fade is a Toon Asset Pack crafted for the rapid creation of NPR Animations and scenes.

One Toon Shader that can be the best of them all! Shaders that are consistent with a light source with additional options for specular, contours, shadows, border/outline as well as normal maps. Control and flexibility unlike ever before.

Do you want something not so traditional? A more traditional look? Solid Toon Shader has you covered! Its controls on border noise, light scaling shadows as well as alpha, color, and normals allow users to incorporate any model in any scene in a matter of minutes.

What is Fade - Toon Asset Pack

The "Fade-Toon Asset Pack" is likely a collection of 3D assets and resources designed to enhance the toon or cartoon-style capabilities of Blender. Such asset packs typically include items like 3D models, textures, materials, shaders, and other resources that help artists and animators create toon-style visuals within Blender projects.

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