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Blender Market - Paranormal Toon Shader v0.2.0

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The ParaNormal Toon Shader is a new standard parallelization shader that has effectively changed Blender's non-photorealistic rendering world. It is fully compatible with both EEVEE and Cycles.

It has a light oriented approach that enables users to render movies with the hit toons while seamlessly moving through a real-time light setup, shadows, and gradients without touching the material settings. This invention of shader is a good mix of cartoons, anime, and computer-painted selective comic integration, which adds one more layer to the existing superiority of modularity, customization, GPU rendering support, and Blender-toon artist's workflow integration. This shader works as the artist's ultimate powerful tool to easily create a naturally looking world of glossy and matte materials without complicated techniques.

- Photorealistic Lighting Integration: Makes direct use of realism in a given scene with light parameters optimization such as light color, intensity, shadows, indirect lighting, and more.
- Robust Shader Keyset: Contains diffuse, specular, metallic, emission, and opacity attributes for creating any toon
 material
- Shader Keyset With Many Options: Provides multi-shader templates and modular nodes as a minimum for customizing shaders or designing new ones.
- Customization on Shading Effects: Custom soft shading and procedural halftones are included for better artwork control
- Direct Plugin With Blender: Operates in synergy with Blender default lighting setup and works with the Asset Library.
- Support For Both Engines: Works with both EEVEE fast rendering methods and Cycles advanced lighting and even GPU rendering.
- Render Engine Compatibilities: Fast and Flexible rendering using EEVEE and rich and detailed rendering with Cycles that come with a clean shadow.
- **Normal Shading Advanced Features:** Automatically parallelizes shaded surface normals of a lighting-driven object and creates 3D visuals accurately depicting manual techniques.
- Older Versions Of Software Compatibility: From Blender 3.6 up to some features of 4.1 and above



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