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Subject: [Shaders] Toon and Edge

Posted by [nopol10](#) on Mon, 22 Jun 2009 02:28:47 GMT

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Here are two shaders that add a bit of cartoonish-ness to Renegade. The codes are from [http://www.truevision3d.com/forums/announcements/hlsl\\_post\\_process\\_shaders\\_for\\_newbies-t18745.0.html;msg128846#msg128846](http://www.truevision3d.com/forums/announcements/hlsl_post_process_shaders_for_newbies-t18745.0.html;msg128846#msg128846)

, I only adapted it to work with the Simple Scene Shader in the current scripts.

To use, extract BOTH .fx files to the data folder.

To use edge, rename sceneshaders(edge).sdb to sceneshaders.sdb.

To use toon, rename sceneshaders(toon).sdb to sceneshaders.sdb.

Make a backup of the original sceneshaders.sdb before doing the above.

You can tweak how it looks by modifying the .fx files.

I got this idea after looking at madrack's toon texture replacement project. Enjoy!

Screens:

"Edge"

"Toon"

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### File Attachments

1) [EdgeAndToon.zip](#), downloaded 335 times

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