When turned off, the edge detection is disabled (enabled by default).

To view the Toon Edge, you must change the Filter Type (Sampling settings) to Contour.
Increasing the Contour Filter Width (Sampling settings) value will increase render times.
The **Contour Filter** can be found in the **Filter** settings of the **Render Settings** window.

**Edge Color**

The color of the toon edge. The line style can be controlled with a texture here.

![Red](image1)  ![Stylized edge with ramp](image2)

**Edge Tonemap**

Connect a ramp node here to change the **Edge Color** based on the shading result of the **Base**.

![Default (nothing connected)](image3)  ![Gradient ramp](image4)

The direct diffuse shading contribution is mapped into the UVs. So in the example below, the back of the sphere (which has the darkest direct diffuse) is **blue** and the part of the sphere hit directly by the directional light is **green**. This then becomes yellow as the exposure of the lighting is increased.

![Light Exposure: 0](image5)  ![Light Exposure: 0.5](image6)  ![Light Exposure: 1](image7)
In the example below, the *Edge Color* (yellow) is multiplied by the blue ramp color (connected to *Edge Tonemap*) to give green.

![Example](image.png)

**Edge Opacity**

Controls the transparency of the *Edge*.

![Opacity Examples](image.png)

**Width Scaling**

The maximum width of contour lines is determined by the *Width* parameter of the *Contour Filter*. The actual width is the multiplication of it and this parameter. The line style can be controlled by combining this with a texture.

To increase the Edge *Width Scale* above 1, you will need to increase the Contour *Filter Width*. However, this will increase render times.
Edge Detection

ID Difference

If enabled, edge detection uses the difference of IDs from neighboring pixels.
**Curve, Point, and Shape IDs**

*ID Difference* draws edges on curves, points, and shapes. Points also have a different ID for each point. A sphere is covered in particles (as spheres) that use the same *Toon* shader. *Emission Color* = *Utility* shader with *Color* = *Uniform ID* (the ID used by the *Toon* shader). The particles have edges because each sphere is a point with a different ID. The large sphere is a shape, so the *Toon* shader uses the name as the ID (otherwise every primitive e.g. polygon would have an Edge). For curves, every curve has a different ID, so *ID Difference* enabled vs disabled would look like the images below.
Shader Difference

Detections the difference of shaders of neighboring samples. This is useful when multiple shaders are assigned to a single polymesh, for example.

Ensure that the Angle Threshold is low enough, otherwise, you may not notice a difference.

Mask Color

The edge is detected when the mask color of neighboring pixels is different. The Mask Color is assumed to have a texture connected to draw an arbitrary shape by detecting color differences.

With this parameter, lines can be drawn anywhere (the filter draws lines where the color of the Mask changes).
Stylistic effects achieved by connecting different shaders to *Mask Color*

The *Shade Modes* of the Utility shader can be used to add more detail to the *Edge* when connected to *Mask Color*.

*UV Threshold*

If enabled, edge detection uses the difference of UVs from neighboring pixels.
Angle Threshold

When less than 180, the *Edge* detection uses the difference of the angle between neighboring pixels.
Angle Threshold keyframed from 180 to 10

**Edge Detection**

The normal used in the Edge detection. Choose from: *Shading Normal*, *Smoothed Normal*, and *Geometric Normal*.

- **Shading Normal** (default) with bump.
- **Smoothed Normal**
- **Geometric Normal**
**Advanced Edge Control**

**Priority**

Changes the sorting priority of the *Edge*.

Smoothed Normal. Rollover image to view Geometric Normal.
Ignore Throughput

By default, the contour color is affected by ray throughput. If a specific color is required for a reflected/refracted object, enable this and use a *ray_switch* shader.

Use Toon ID

Edge detection can be controlled using a *STRING* type user data called *Toon ID*. Otherwise, the detected edges will be driven by the object's own name as a toon-specific ID. This allows for grouping of objects, where *Toon ID* specifies which objects belong together regarding edge detection.
'Use Toon ID' disabled (default). 'Shader Difference' disabled. 'Use Toon ID' enabled. Toon ID '1' added to left sphere shape.

Cross Hatching

Displacing the surface with a texture can help to create a 'cross hatch' effect with Toon Edge shading.

Teapot displaced with Noise shader

Pepe model by Daniel M. Lara (Pepeland)