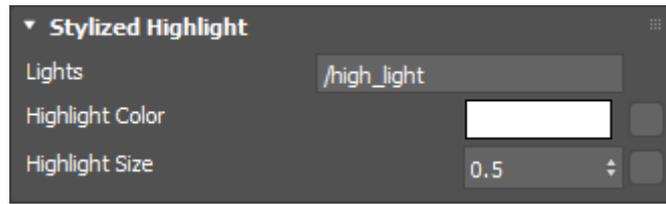


# Stylized Highlight

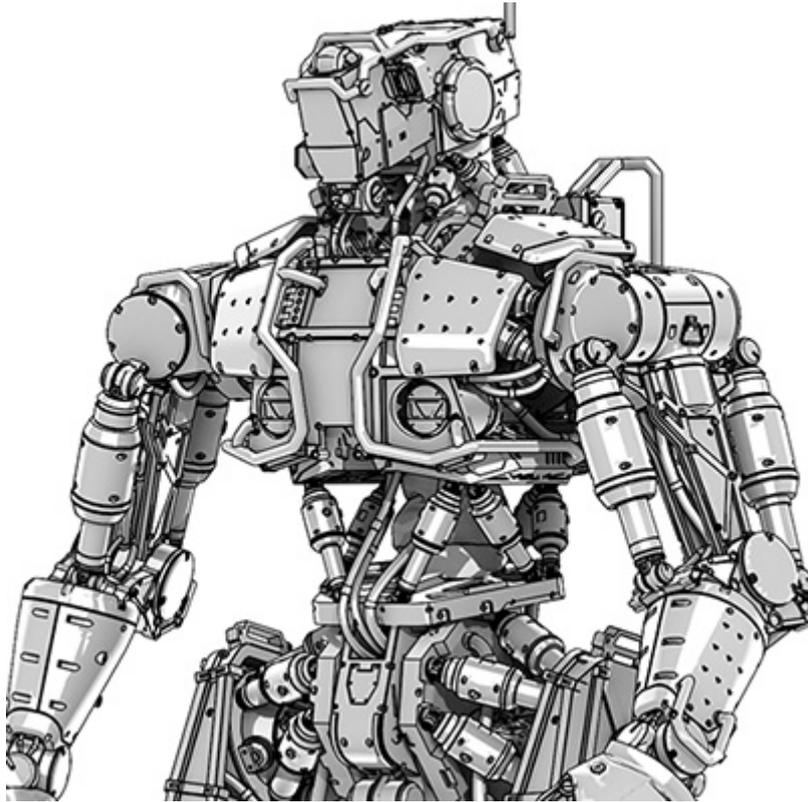


## Lights

Specify the name of the key light to be used for the stylized highlight. You can specify multiple lights using a semicolon-delimited string as "lightShape1;lightShape2". The supported light types are *distant*, *point*, *spot*, and *photometric*.



- *mesh* and *skydome* lights are not supported since they can create blurred results.
- *stylized\_highlight* does not work with curves. This will be fixed in a future release.
- *stylized\_highlight* requires *subdivision* with *smooth\_tangent* enabled, otherwise, artifacts may be visible.
- The *Toon* shader relies on UV maps to compute a smooth tangent, without one you might get discontinuities at polygon edges, or patch edges for subdivs. If you assign UVs, the discontinuities will only be visible where the UV map has a seam. You can also attach a tangent source directly to the `toon.tangent`, but hiding the UV seams may be simpler.



Rollover image to view without *Stylized Highlight*

- i There is a particular naming convention to be used with the *Toon* shader (including [Lights](#) and [Operators](#)) that references lights in MAXtoA. All the nodes at the scene level root are simply prefixed by '/'. So for instance, if the light is called ArnoldLight001 then "/ArnoldLight001" should be used.

### Highlight Color

An arbitrary texture (or RGB type node) can be used to create a stylized highlight on an object. If nothing is connected, the *stylized\_highlight* is disabled.



Gradient ramp used to control reflected *Highlight Color* (directional light). Rollover image to view without it.



No Highlight Color (Specular only)

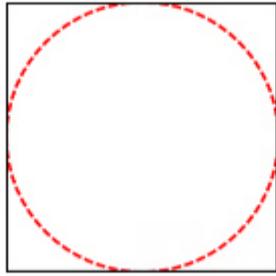


Gradient ramp connected to Highlight Color

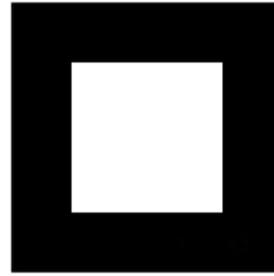
**i** Using a solid color gives a circularly shaped highlight.



When using a texture connected to the *Stylized Highlight Color*, the following must be taken into account.



Area within the red circle of the texture is drawn as the highlight



For a square highlight, use a texture like this

In the example below, the windowed texture used as the *Highlight Color* on the right teapot renders correctly because there is sufficient space around the image.



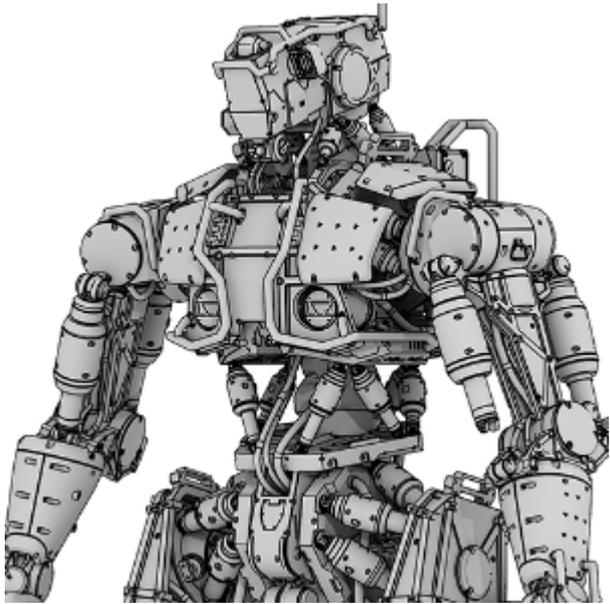
Incorrect



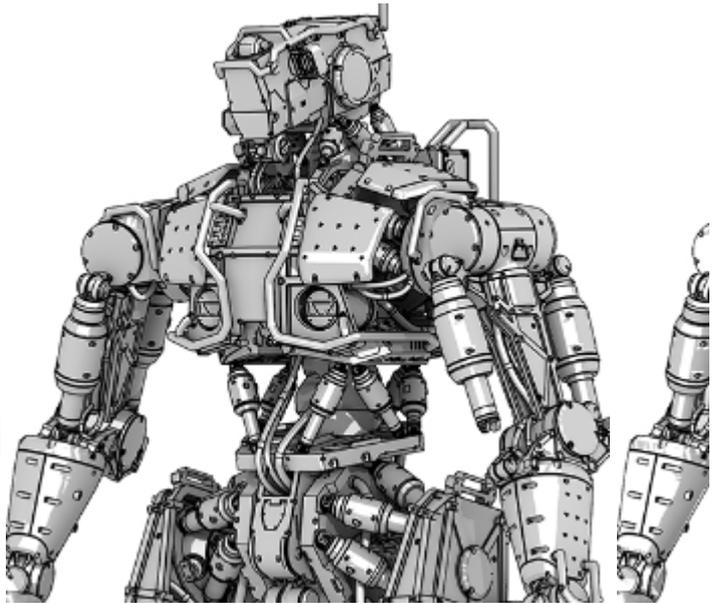
Correct

### Highlight Size

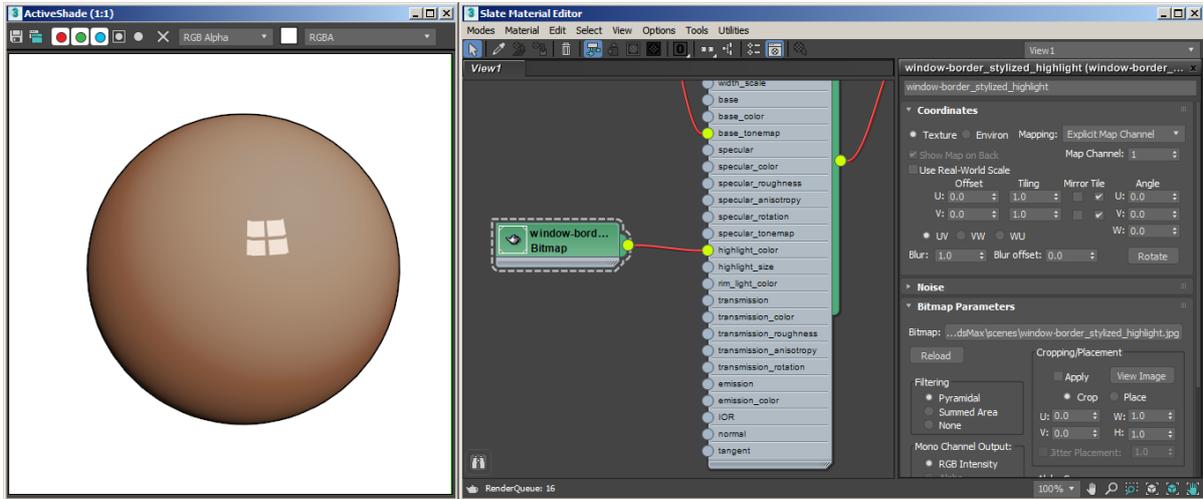
The size of the stylized highlight.



0



0.5 (default)



Window bitmap connected to Highlight Color