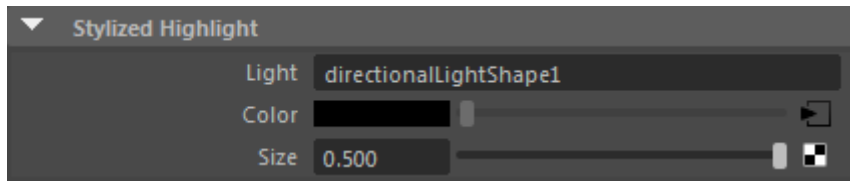


Stylized Highlight



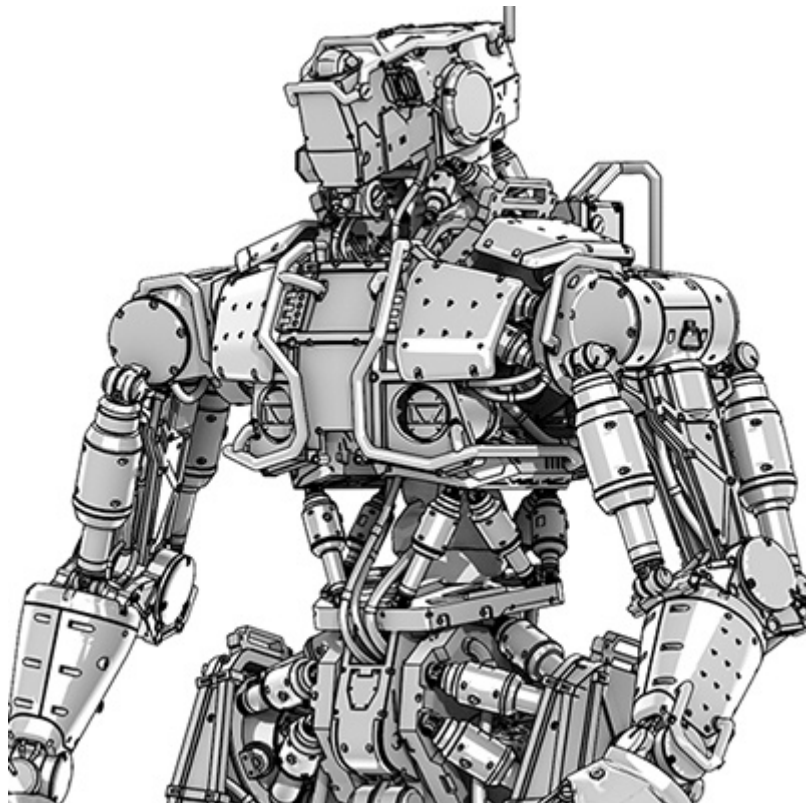
Light

Light

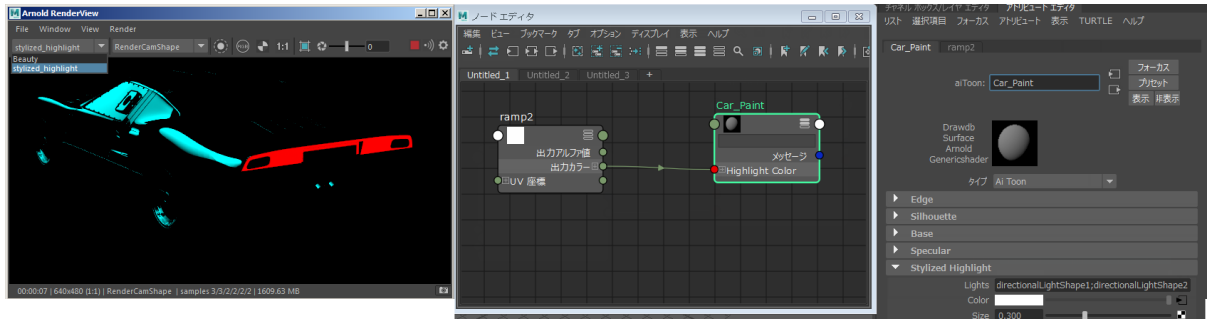
lightShape1;lightShape2 *distantpointspotphotometric*



- *mesh skydome*
- *stylized_highlight*
- *stylized_highlight smooth_tangent*
- *Toon UV UV UV UV toon.tangent UV*



Stylized Highlight



() - directionalLightShape1;directionalLightShape2

Color

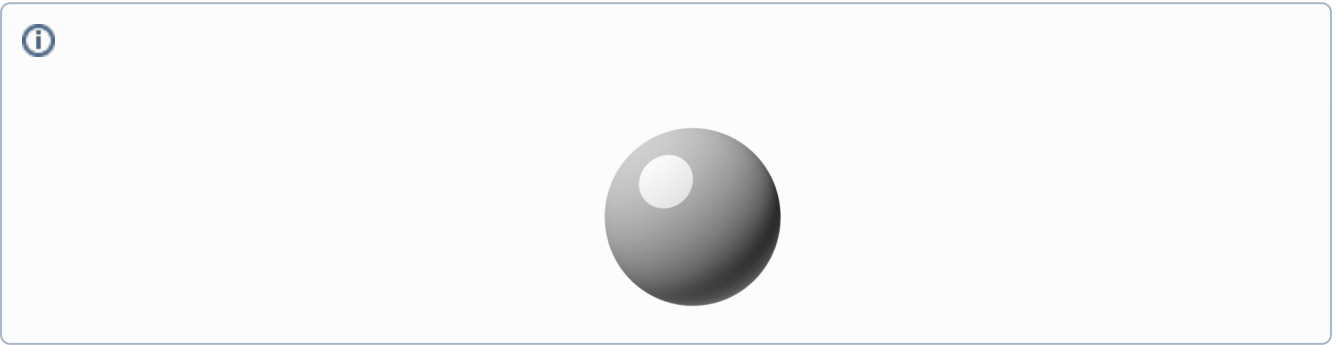
(RGB) stylized_highlight



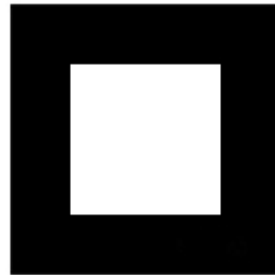
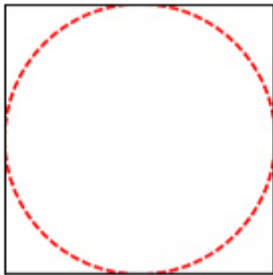
Highlight Color ()



0



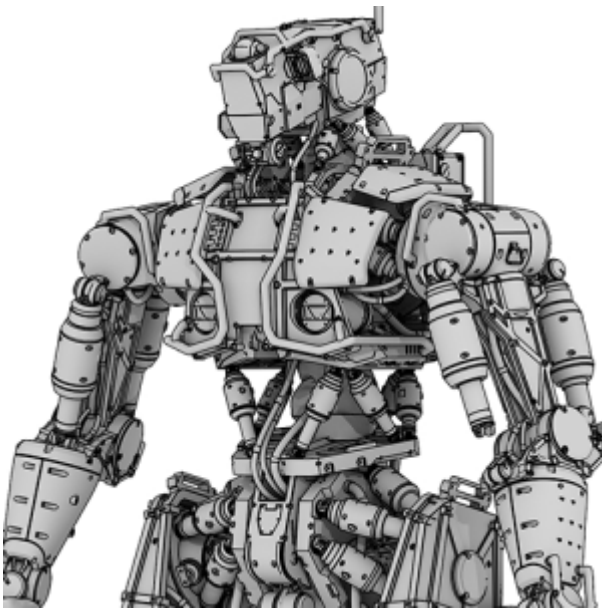
Stylized Highlight Color



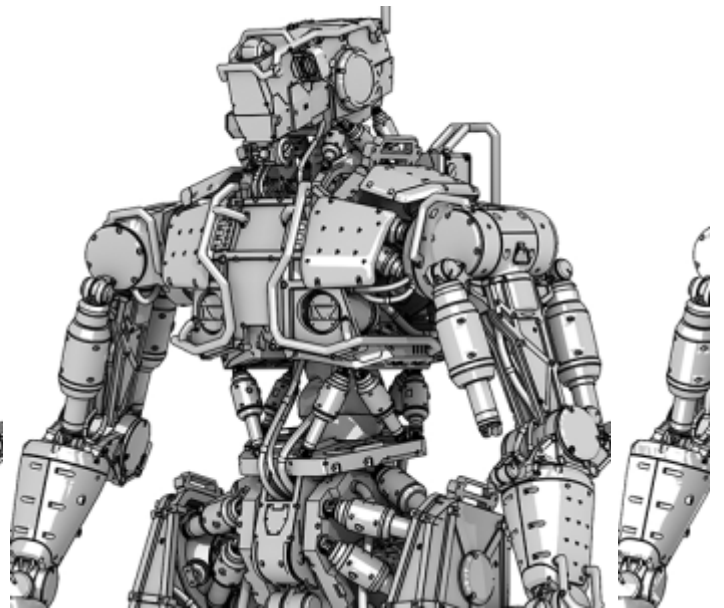
Highlight Color



Size



0



0.5 ()