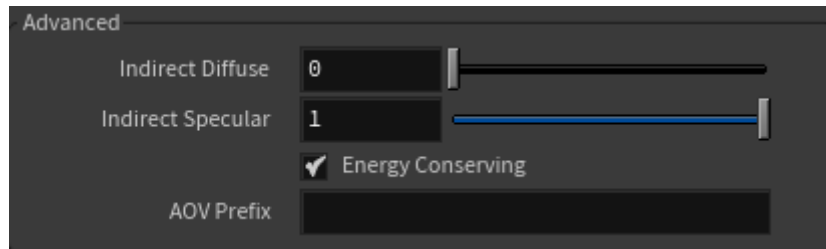
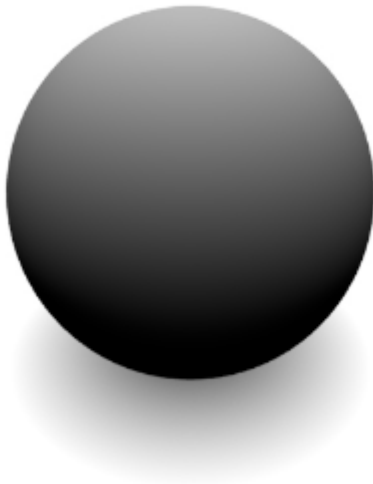


Advanced (Toon)

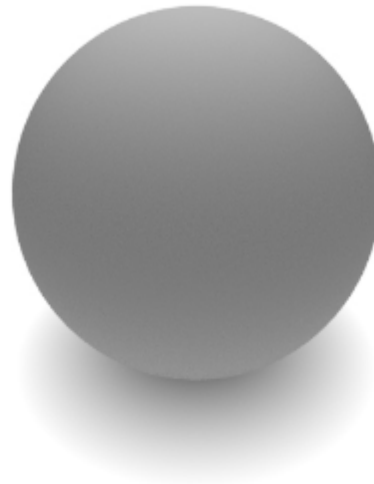


Indirect Diffuse

The amount of diffuse light received from indirect sources only.



0



0.5



`Indirect_diffuse`: 0 (default) creates a more two-dimensional looking *toon* shading effect.



0 (default)



1

Indirect Specular

The amount of specularity received from indirect sources only. Values other than 1.0 will cause the materials to not preserve energy, and global illumination may not converge.



0



0.5

Energy Conserving

The *toon* shader is energy conserving by default. If this is disabled, the *Toon* shader simply adds *base*, *specular*, and *transmission*. Care should be taken when disabling this option as it will affect indirect illumination with the *toon* shader.

AOV Prefix

An optional *aov_prefix* that will be prepended to the toon AOVs' names. For instance, if *aov_prefix* is "toon_", the toon diffuse AOV will be written out to "toon_diffuse". This can be used when you need to access both the toon AOVs and the core's LPE AOVs.