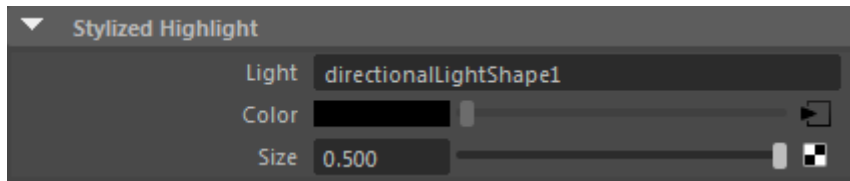


# Stylized Highlight



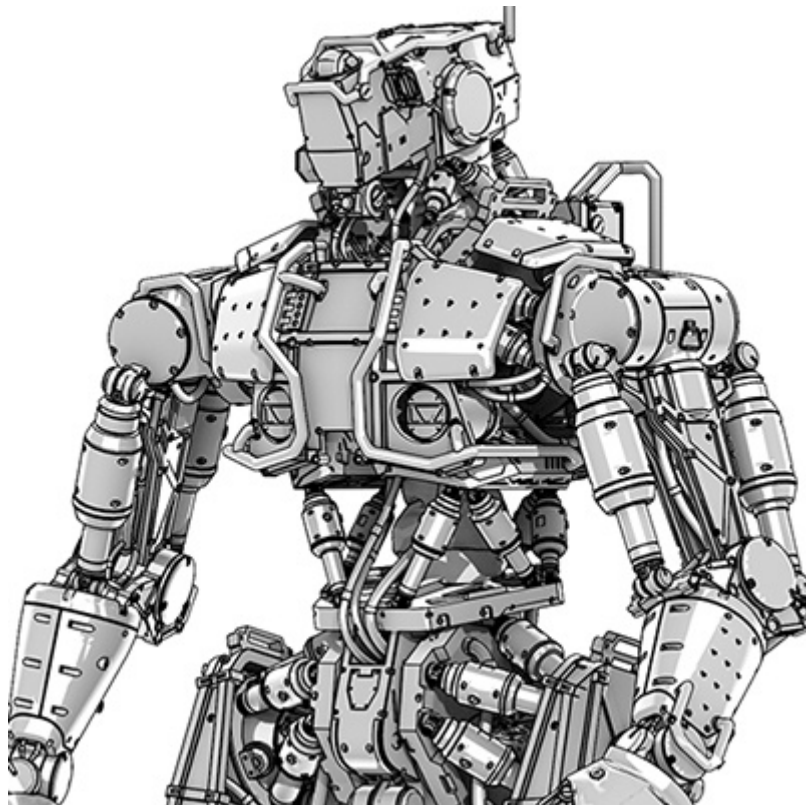
Light

## Light

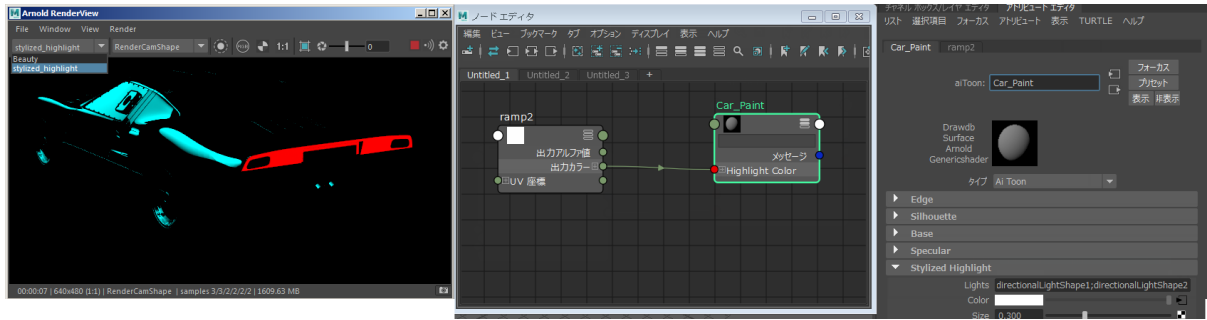
lightShape1;lightShape2 *distantpointspotphotometric*



- *mesh skydome*
- *stylized\_highlight*
- *stylized\_highlight smooth\_tangent*
- *Toon UV UV UV UV toon.tangent UV*



Stylized Highlight



() - directionalLightShape1;directionalLightShape2

**Color**

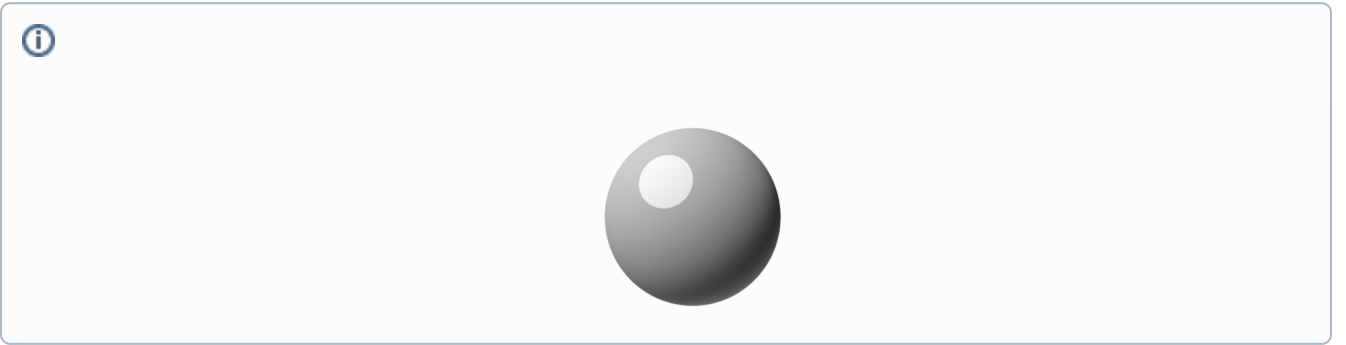
( RGB ) stylized\_highlight



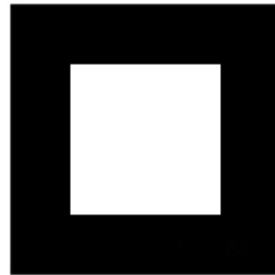
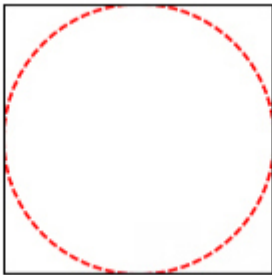
**Highlight Color ( )**



0



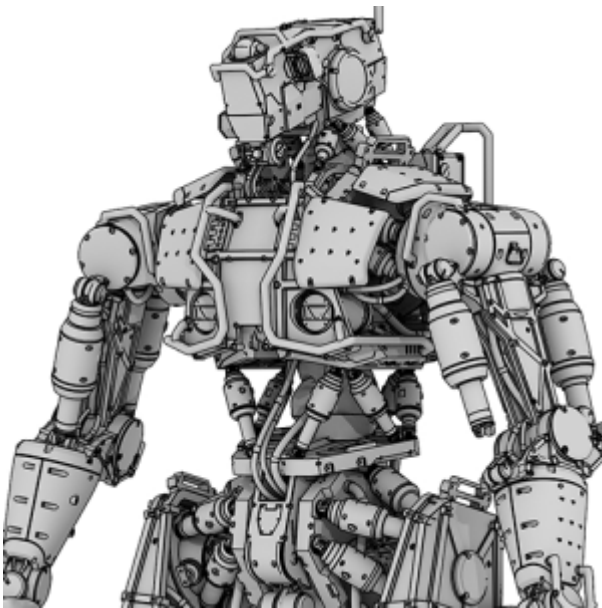
*Stylized Highlight Color*



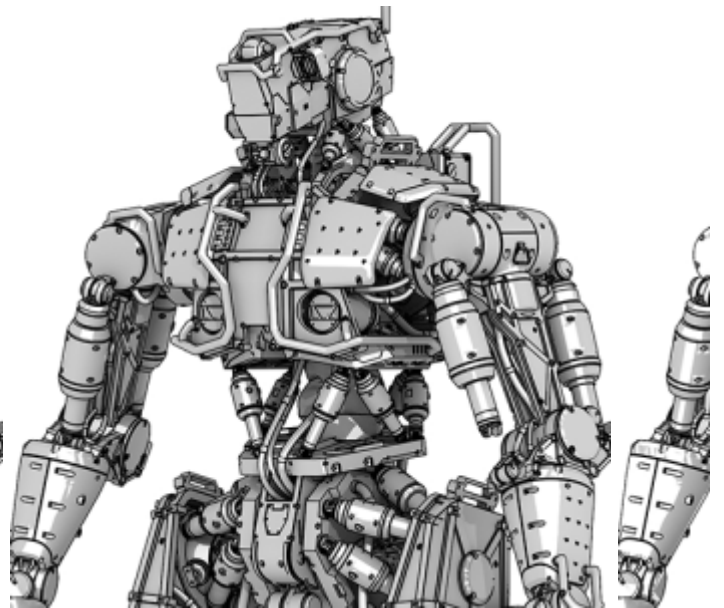
*Highlight Color*



Size



0



0.5 ()