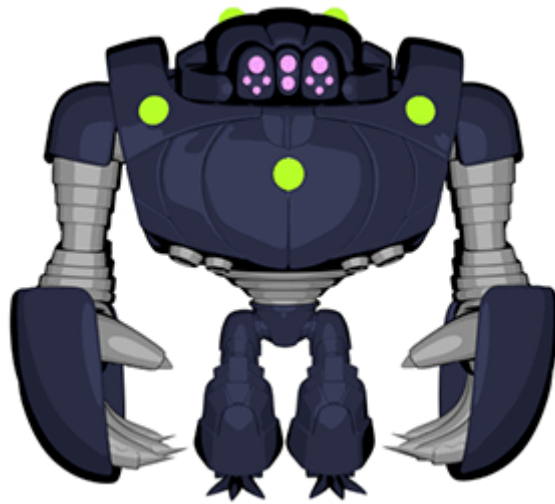


! Toon



Arnold *utility color facing_ratio*



i Maya *Hyperspace Madness*

Standard Surface

- *standard_surface* 2 *standard_surface* ()
- 4 ((*color_correct* 1

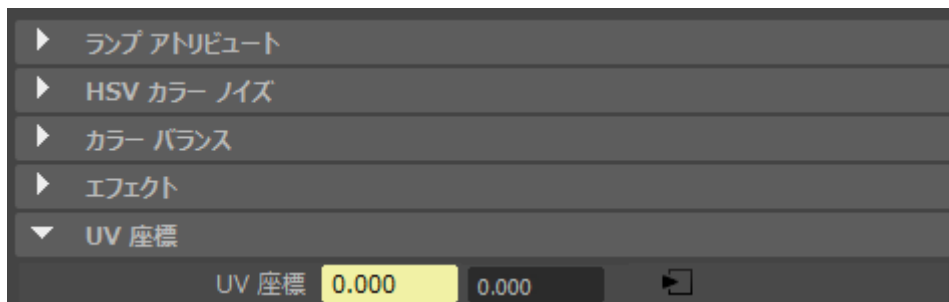


✔ `standard_surface utility shade_mode flat`

- `color_correct standard_surface emission_color emission 1 base specular_weight 0 color_correct input`

Facing Ratio

- 2D `facing_ratio UV U (Ramp Type U)`



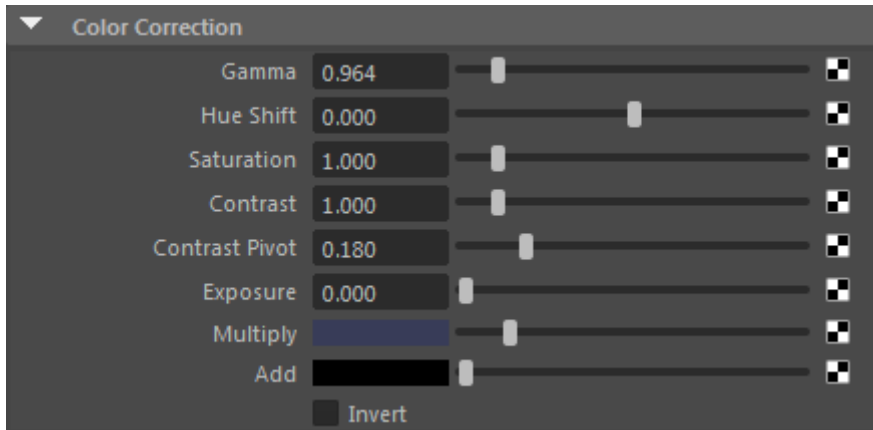
uCoord

✔ **Utility**

`utility (shade_mode nodoteye) color nodoteye`

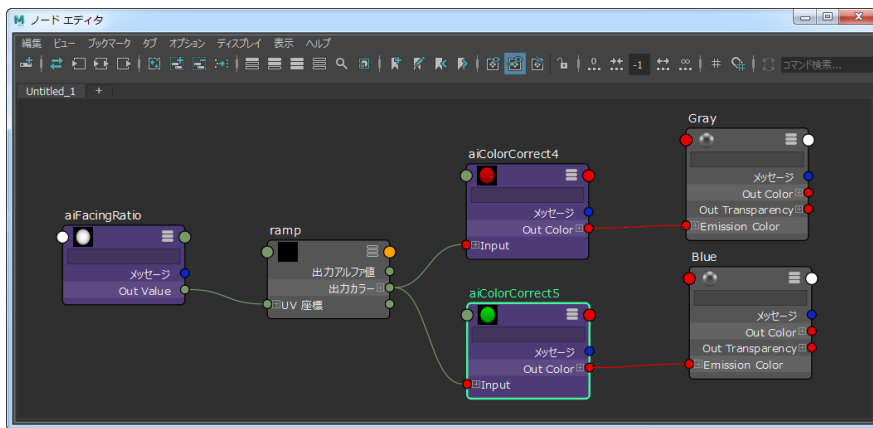
Color Correct

- `color_correct`
- `multiply ()`



color_correct multiply

•



facing_ratio

facing_ratio bias gain

Bias



0.25



0.5

Gain



.1



0.5 ()

✓ *range*



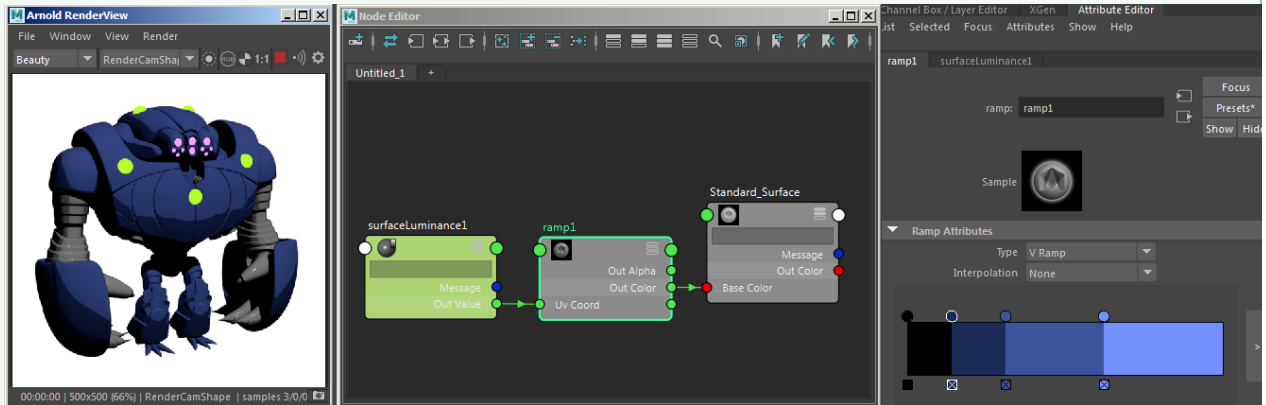
emission_color range

Hyperspace Madness



✔ Surface Luminance

Surface Luminance *standard_surface base_color* V



V Surface Luminance