

Newer Sketch Actions

Please read the MerryToonMas-ReadMe.pdf first as it has information on how to load actions in Photoshop, etc.

These newer actions, in my opinion, produce a smoother result, but I left the original ones in the pack because more options are (almost) always better.

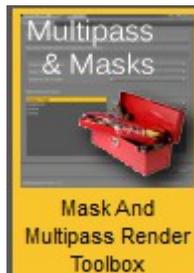
These actions pause at a few steps, asking for user input. I set those steps at where I think results are best but feel free to play with different inputs so you can customize the results.

DAZ Studio

Update: If you are using a distant light in your scene and you have DraagonStorm's "Mask and Multipass Toolbox", you can have that utility do both DS renders at once for you. (As of this writing, I'm using DAZ Studio 4.9.4.122 Public Build.)

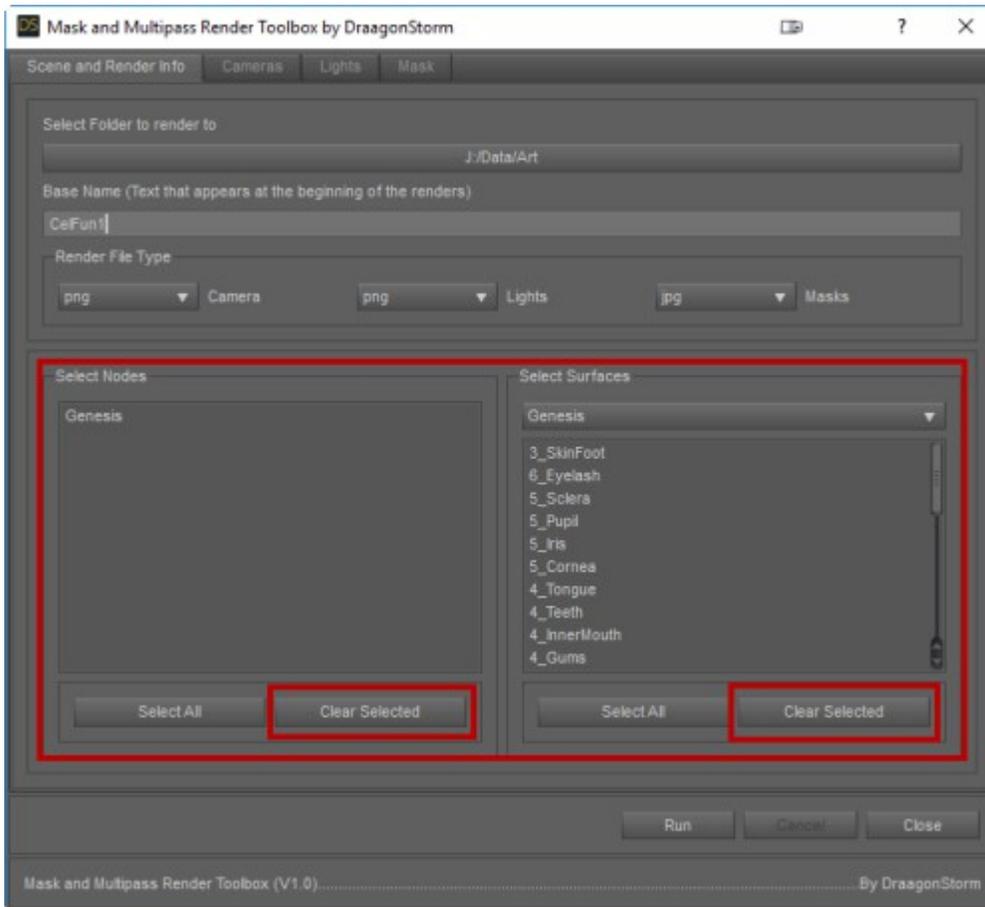
Set the Diffuse Strength*and* the Ambient Strength to 100% for all cel shaded items in your scene. (Yes, it will look washed out, to put it mildly.)

Double click on the Multipass icon to load the tool.

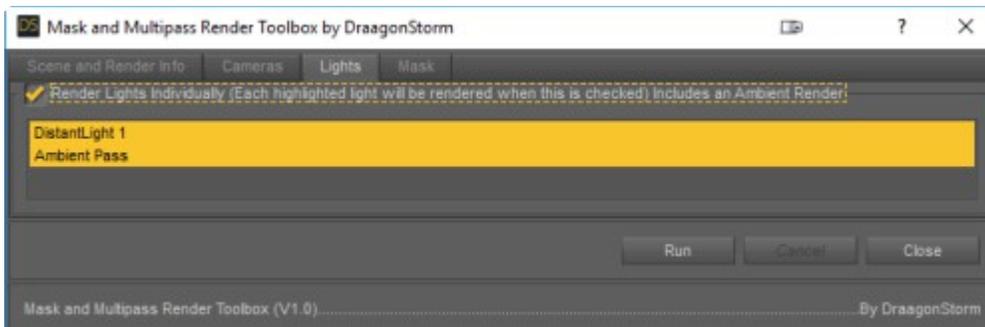


Set your folder and Base Name for the render.

Deselect all the figures and surfaces on the main screen.



Go to the Lights tab and check the “Render lights” option.



Click Run.

If you're using more than one light, you won't get the expected results because each light will be rendered individually. You can do things like composite them in PS - setting one layer to Multiple, for example - and play with your results. It's also useful if you're not sure how strong a main light you want to use. You can set multiple light strengths and see which one you like.

Newer PS Actions

Once you've run whichever action you prefer on your black and white image, make sure to copy over your colored image layer *below* the Shadow layer (a.k.a. just above the hidden Layer 0) so all of the outlines, shadows, etc., take effect.



Play around with the different layers – you may find you like the image better if you hide one or more layers, if you increase/decrease the opacity of some levels, etc. (Hiding the Shadow layers then moving the colored layer to the top and setting the layer style to Color can produce some nice results as well.)

If you don't like some of the shadows, you'll want to paint them out using white. Since there are two Shadow layers here, painting away shadows twice is a pain in the There is an easier way to do it:

- Hide the Shadow layer.
- Set the Shadow 2 layer to 100 opacity.
- Create a new layer just above Shadow 2 and call it White-Out.
- Paint away unneeded shadows using white on that layer.
- Once you're satisfied, create a copy of the White-Out layer.
- Merge one of the White-Out layers with Shadow 2.
- Set Shadow 2 back down to 15% opacity. (Make sure the layer is still set to Luminosity.)
- Move the other White-Out Layer just above the Shadow layer.
- Unhide the Shadow layer and set it to 100% opacity.
- Merge the White-Out Layer with the Shadow layer.
- Set the Shadow layer back down to 20%. (Make sure it is still set to Linear Burn.)

Ta Da!

(If you want to add more shadow, you can use the same steps above, just use black for the areas where you want more shadow.)

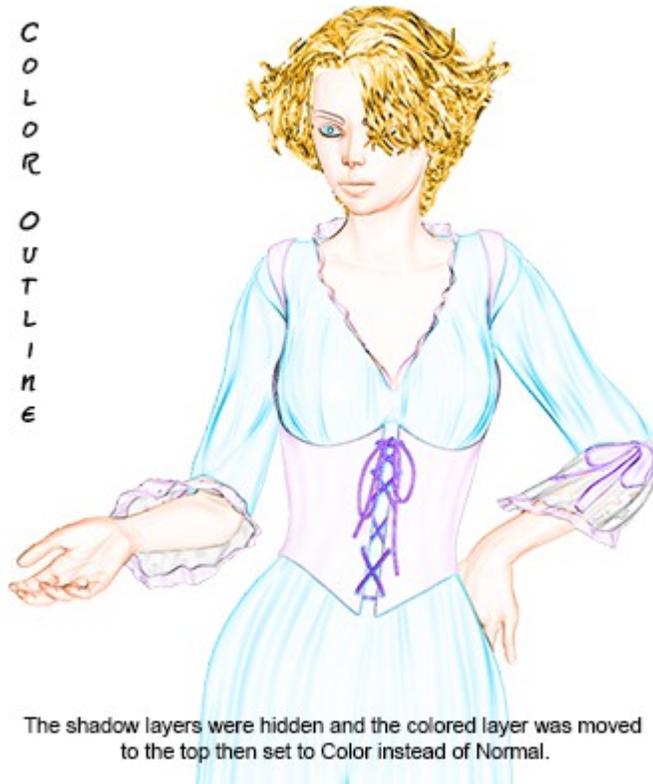
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The shadow layers were hidden and the colored layer was moved to the top then set to Color instead of Normal.

Have fun!