Merry ToonMas!

This is a set of DS 3Delight shaders and PS actions which combine to create cel shaded effects. Special thanks to mCasual for his public domain scripts that helped me figure out how to create some of the scripts in this pack.

Let's get the usage rights out of the way:

- Don't sell these.
- Don't sell any add-ons to these.
- Don't include these as part of a commercial set.
- Don't use these in an illegal manner.
- Feel free to redistribute in a non-commercial manner so long as I get credit for them.
- Feel free to add on to the set. Take credit for the parts you did.
- Have fun.

Disclaimers:

- The shaders work in DS 4.0+. They should work in DS 3.0+. I have no idea if they work in 2.0. They're in plain text .dsa format so you can open them in any text editor and mess with the settings.
- The PS actions should work in PS 7.0 and up.
- The PS actions may work in Photoshop elements. No guarantees.
- My DS set up may look a bit different from yours but everything in the DS portion of the tutorial is in the base DS program.
- I've done my best to make sure everything here runs as expected. I'm not responsible for any weird results, including, but not limited to, scene crashes, file corruption, or the rise of sentient, homicidal machines.

Okay, now for the fun.

Short version

1. Set up the scene. Use as few lights as possible. (My example doesn't use any.)
2. Apply the shaders. Everything will look flat.
3. To better see what you're doing if you need to tweak your scene, use the “Scene-BW On” button so everything turns black & white.
4. Render/Save twice – once with the “Scene-BW On” in use, and once with “Scene-Color On” in use. (Rendering at least twice the desired final size and saving in .png format is advised.)
5. In PS, run the desired 1_ action on the BW image, then move it over to the Color image. If desired run a 2_ action afterward on the Color image. (The 2_ actions require both the Outline and Shading layers to be moved over.)

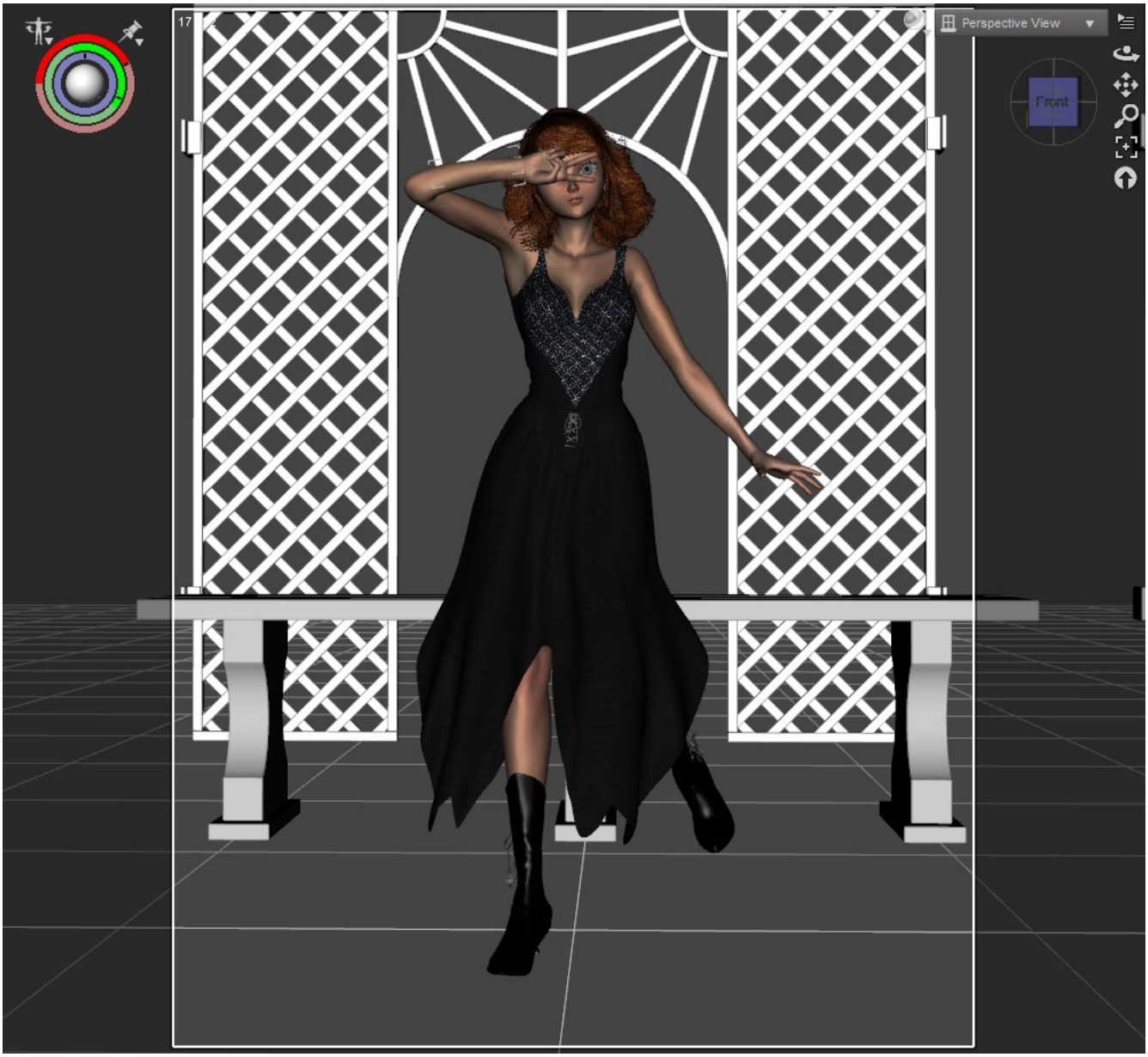
Note: While you can use these shaders on only parts of your scene, if you do so, then toggling between the “Scene-BW On” and “Scene-Color On” settings may results in errors. This is because shaders can use all sorts of names for their settings and my scripts can't account for it all. It shouldn't crash DS.

(Shouldn't does NOT mean won't, unfortunately.)

Long Version

In Daz Studio

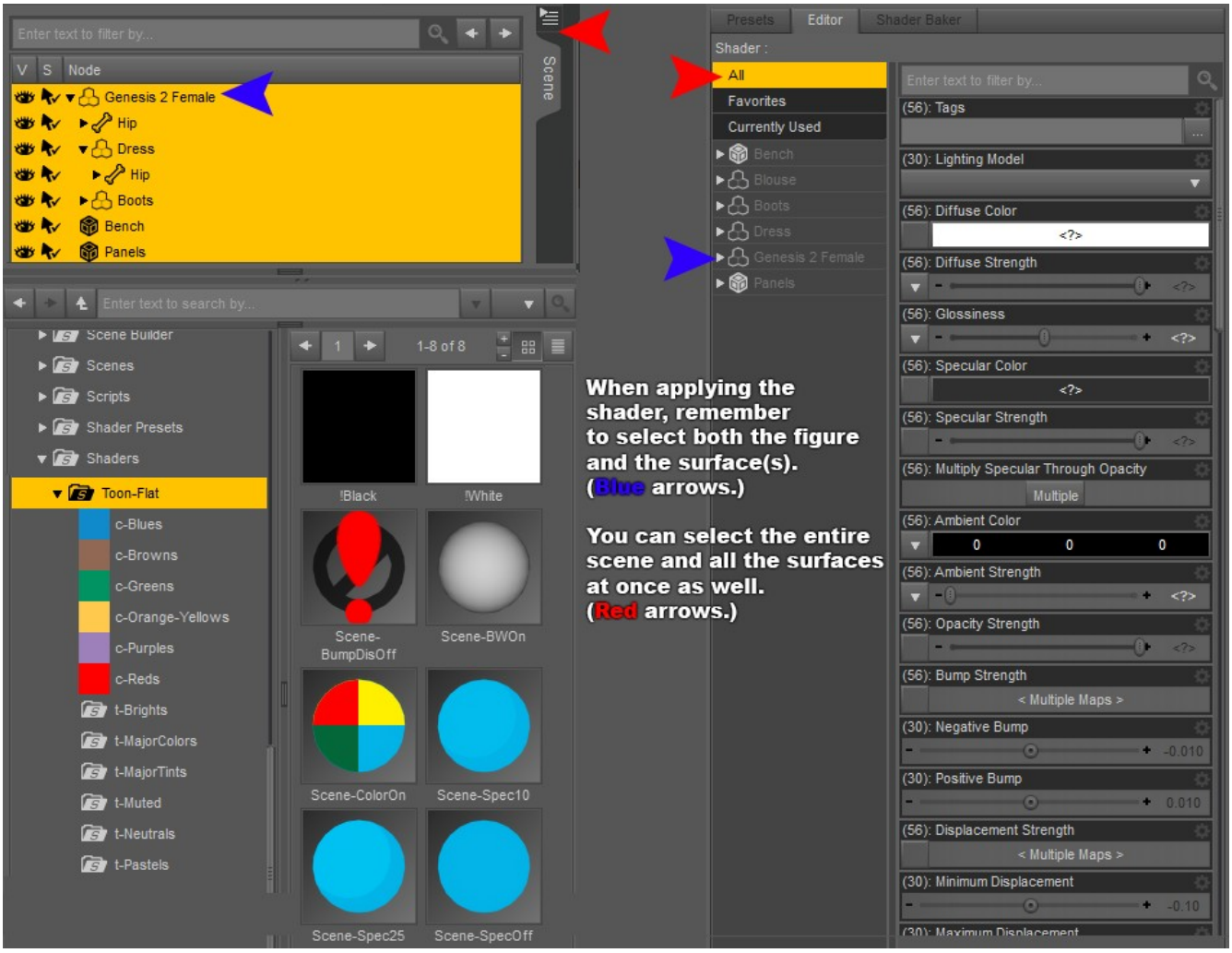
Start your scene.



Apply the shaders.

If you want just a BW image, you can select the entire scene and all of the surfaces (red arrows) then apply the White shader inside the Toon-Flat folder.

If you want to use color, apply the colors to the desired surface(s). Remember to also select the figure or prop in the Scene tab as well.



The shaders remove all maps **except** transparency maps. If you want to have a design on a surface, attach the map to the Ambient Color setting. (Set the Ambient to white.)

Note: even if you only want to use the shaders on parts of the scene, I'd recommend applying the "Scene-BumpDisOff" script. It removes sets all of the Bump and Displacement Maps to 0. Bumps and Displacement maps can make scenes look noisy when outline actions are applied.

Save your scene before using the "Scene-BumpDisOff" script.

Because Bump and Displacement Maps can be set to all sorts of values, there isn't an "Scene-BumpDisOn" script. If you change your mind and click Undo immediately, everything should go back to the way it was. If you wait a while then change your mind, you're probably out of luck unless you saved your scene before applying the script.

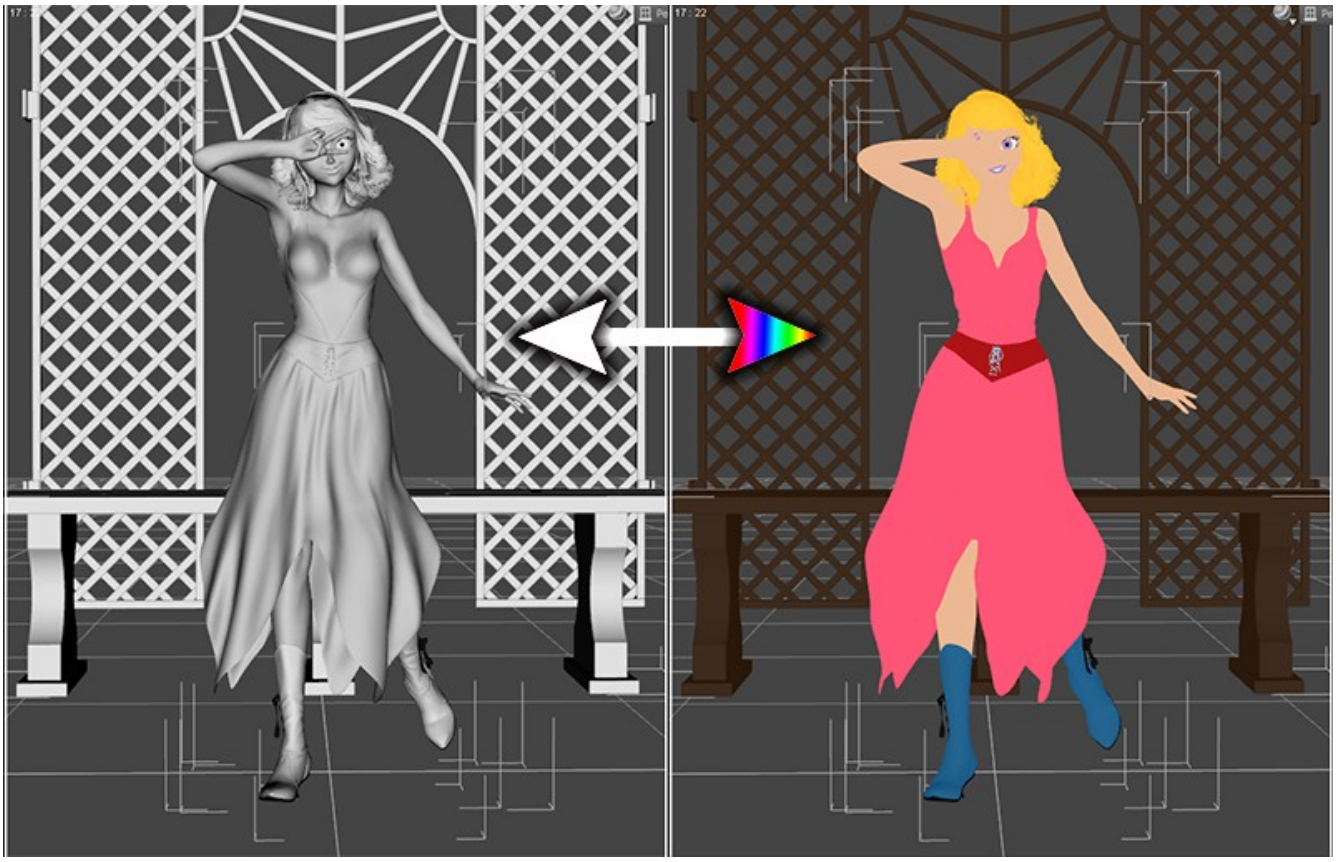
When you apply a shader, the surface will turn a flat color. Once you've applied the color(s) you want, the scene can be difficult to work with. Use the “Scene-BW On” toggle to turn everything to Black and White 3D so you can tweak your scene more easily and “Scene-Color On” to check your color settings.

These two scripts affect the entire scene. You do not need to select the scene and surfaces to use them.

Again, if only part of your scene uses these shaders, you may get errors when toggling between the two. This is because other shaders likely use different names for their settings and DS may get confused.

This shouldn't crash DS.

Shouldn't.



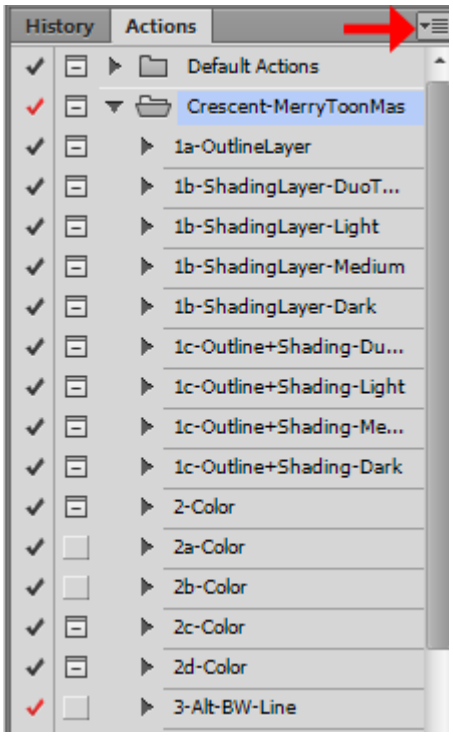
When you're ready, save both the BW and color renders of the scene. (If you just want a Black and White, scene, you only need the BW one.)

Because you're using simple colors and little-to-no lighting, the scene should render quickly, even if you render to a large size.

Time for Photoshop.

Photoshop

Load the actions.



Open up both the BW and Color renders.

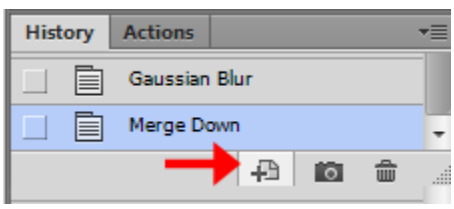
Run which ever action you'd like on the BW render. The actions beginning with "1" are meant for the BW render. #3 can be used as an alternative for an outline as well. (You could run action 3 then 1b, for example, to get an outline and a shading layer.) These actions produce Outline and Shading layers.

Depending on which action(s) you use, you'll either have an Outline layer, a Shading layer, or both. Move the layer(s) to the Color render.

Notes:

- You can try several actions on the BW render, but make sure to hide all the layers each time except the original, bottom layer otherwise there could be conflicts and weird results.
- If you hold down the Shift key as you move the layer(s) from the BW render to the Color render, they'll line up exactly with the Color render when you let let go of the mouse button.

You can play with the blending effect of the layer(s), or, if you have both the Outline and Shading layers, you can run an action starting with "2" and it will modify them. If you want to try several different Color actions, you may need to use the "Make New Document from Current State" button after running an action to save it then go back to the base Color document, revert, and move the Outline and Shading layers over again. (Not all of the color actions play nicely together.)



A few actions will prompt you to play with a slider to control line width or saturization. The defaults should work well, but feel free to experiment. (One action asks you which layer to use. The layer is already added in. Just hit Okay.)

The biggest reason I use this method is that I can control the shading easily by modifying the Shading layer. I can quickly paint out shadows that don't look good – too much on the face, for example – by using white, and I can add more shadow - such as adding more folds to clothing - by using black.

Note: Some actions set the Shading layer partially transparent. Just set the opacity back to 100, paint away, then change the opacity to whatever looks good.

Don't have Photoshop?

Most paint programs have a tracing effect of some sort.

- A common method for Outlining:
  - Duplicate the BW render twice.
  - Set the uppermost layer to Color Dodge.
  - Invert the layer.
  - Apply a Gaussian blur to get the desired line thickness.
  - Merge the upper 2 layers.
  - Set the layer to Multiple or Color Burn.
  - Move it over to the Color render.
- For the Shading layer:
  - Duplicate the BW layer.
    - If you want a soft shading effect, the base BW render may work for you.
    - For a sharper delineations, effects like Posterization or Photocopy may work.
  - Move it over to the Color render.
  - Set that layer to Multiply or Color Burn.
  - Play with the opacity.

Tip – always make a copy of your base layer before experimenting.