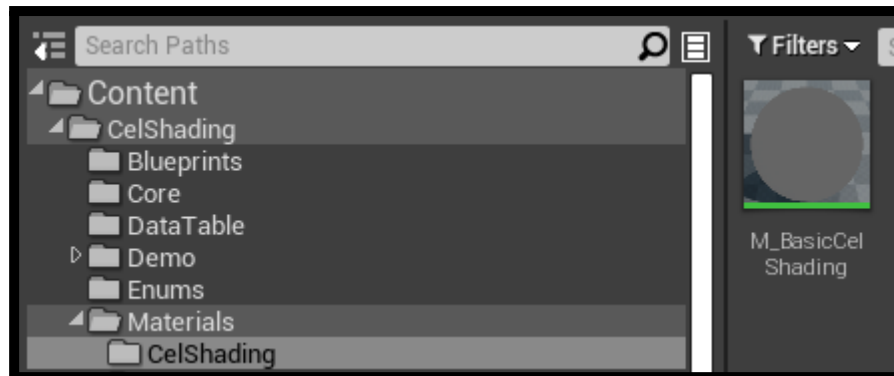


# Cel Shading Character Selector

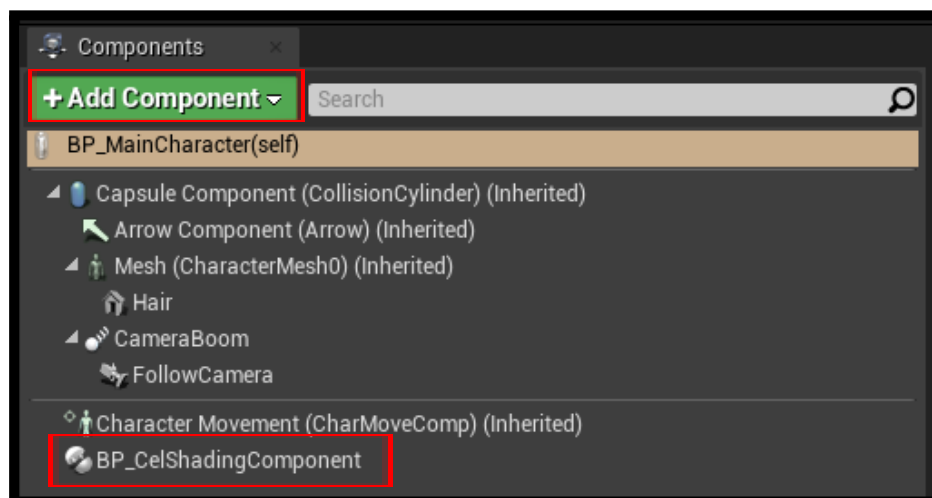
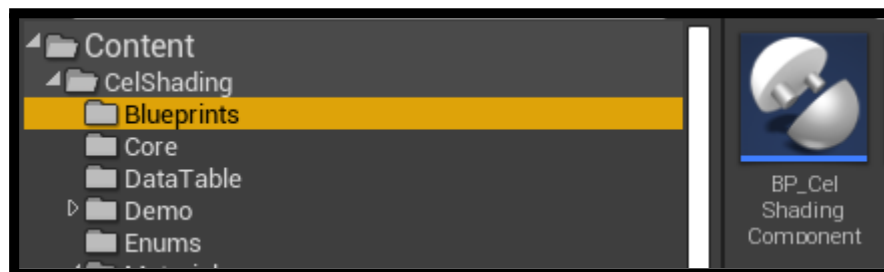
## How to use Cel Shading:

First you have to create instances of the "M\_BasicCelShading" just right click on the Material and "Create material instance"

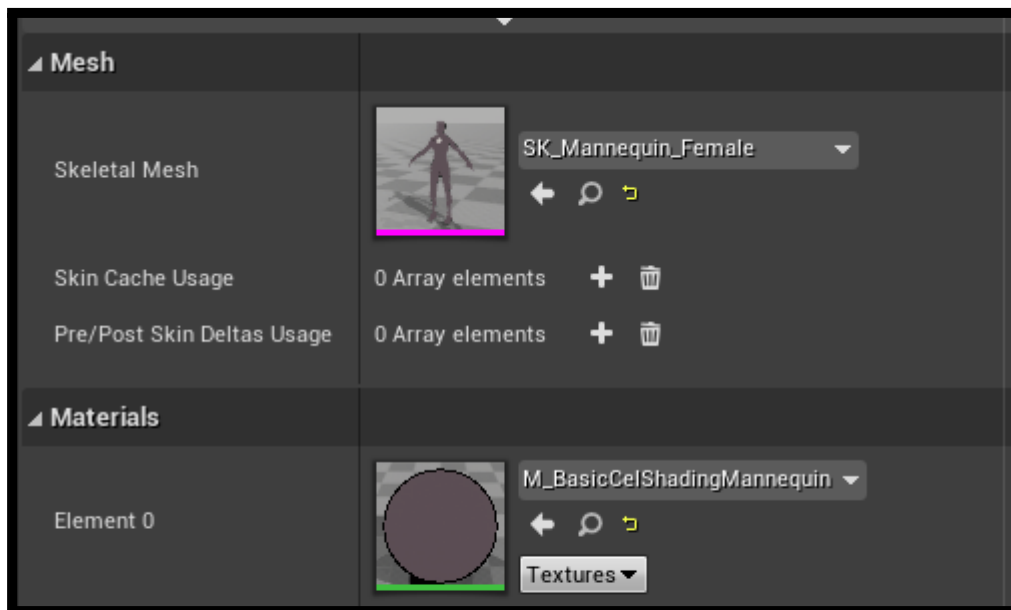
You can also duplicate the material and modify it for having a second version of the shader.



Inside any blueprint add "BP\_CelShadingComponent"

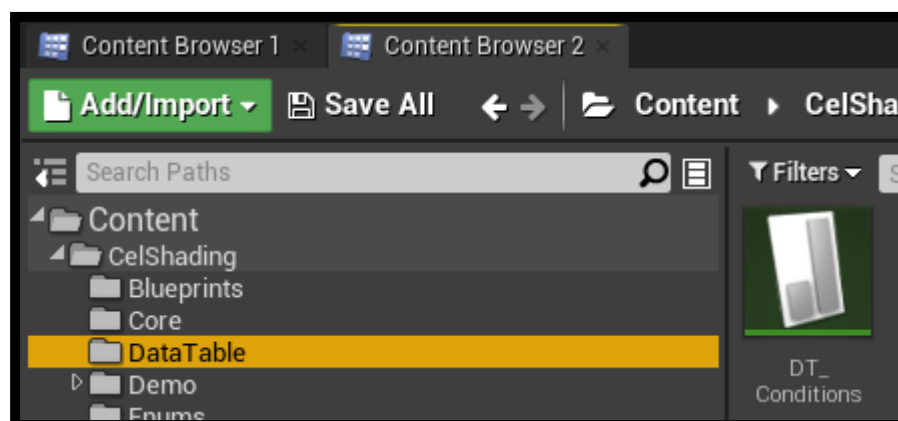


Each "Skeletal Mesh" and "Static Mesh" needs material instances of the "M\_BasicCelShading"



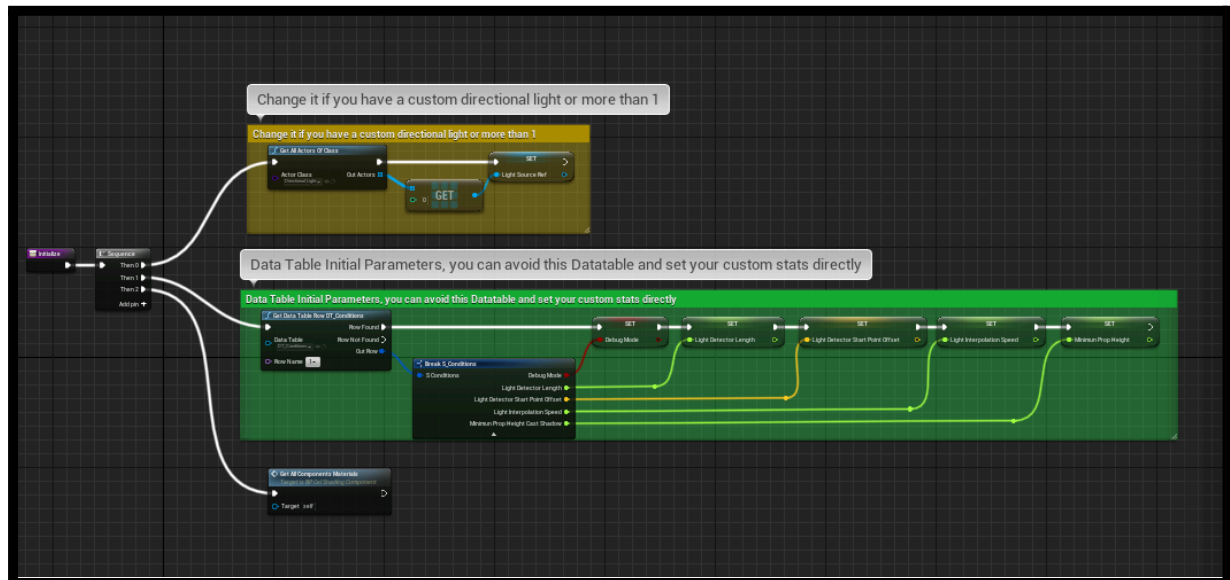
### **DataTable:**

You can modify initial parameters by "DT\_Conditions"



## Modify Datatable:

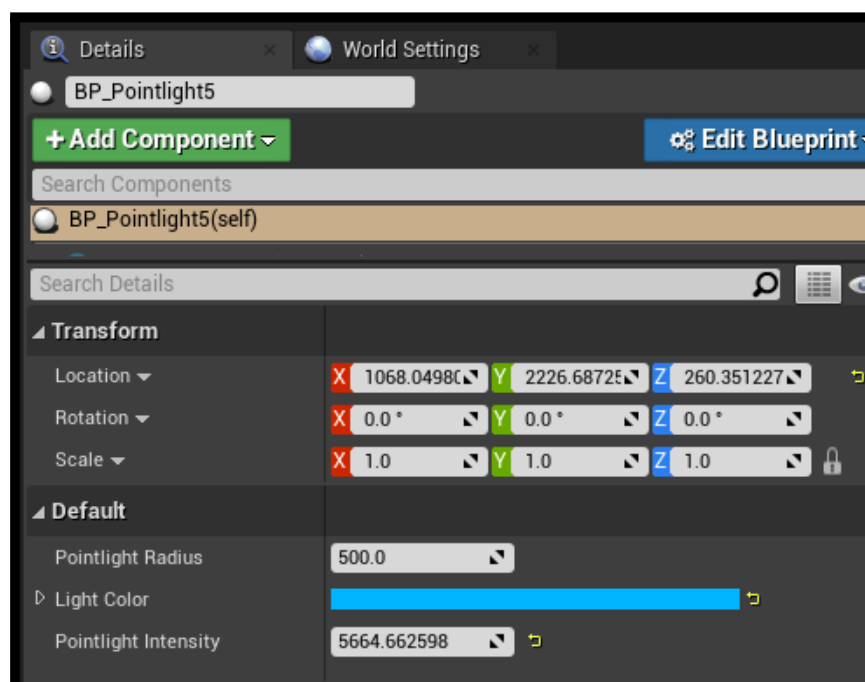
If you don't want to use this Datatable you can modify it inside "BP\_CelShadingComponent"



Remove the connection and set manually the parameters of the variables.

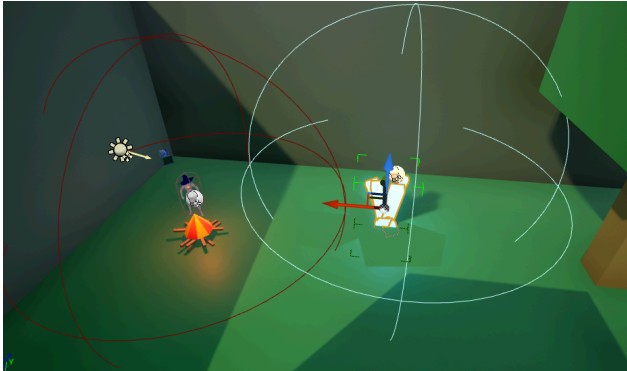
## How to use Pointlights:

Just drag and drop the "BP\_Pointlight" into your scene and modify their exposed parameters (Pointlight Radius, Light Color, PointLight Intensity)

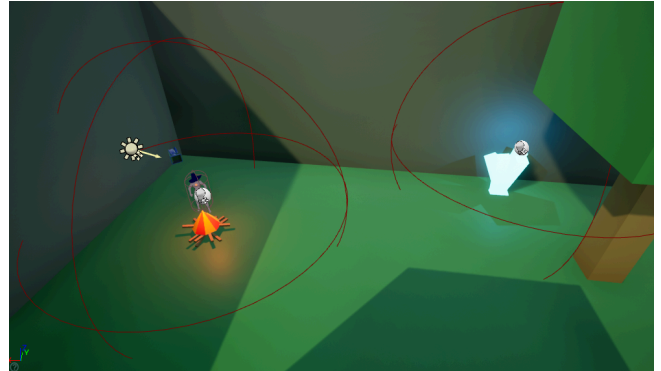


In this version the shader recognizes 1 “BP\_Pointlight” per time. That means that you **CAN’T** overlap many “BP\_Pointlight” radius, you have to space each one.

**INCORRECT**

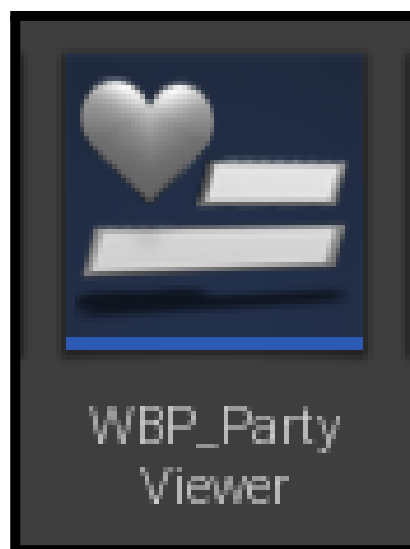


**CORRECT**

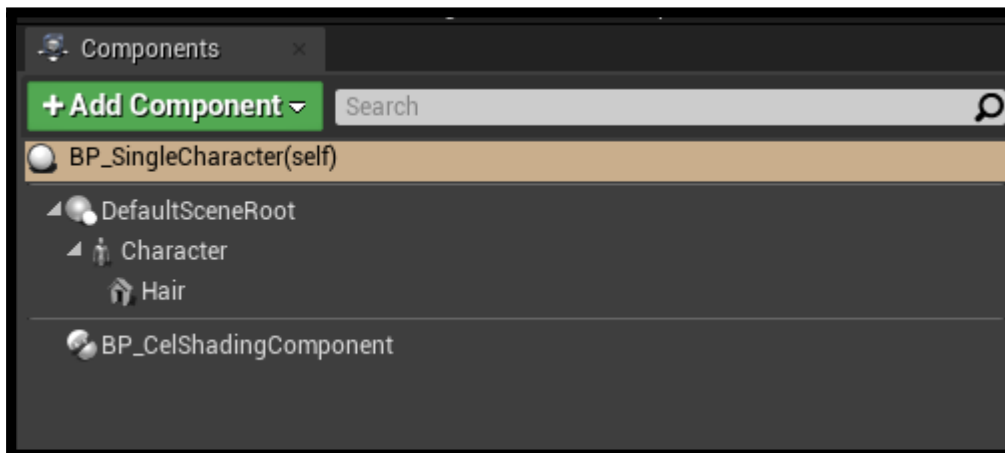


### How to use Character Selector:

Create the widget “WBP\_PartyViewer” and use it with an Input. The project example uses “TAB” to Create and Destroy the widget.



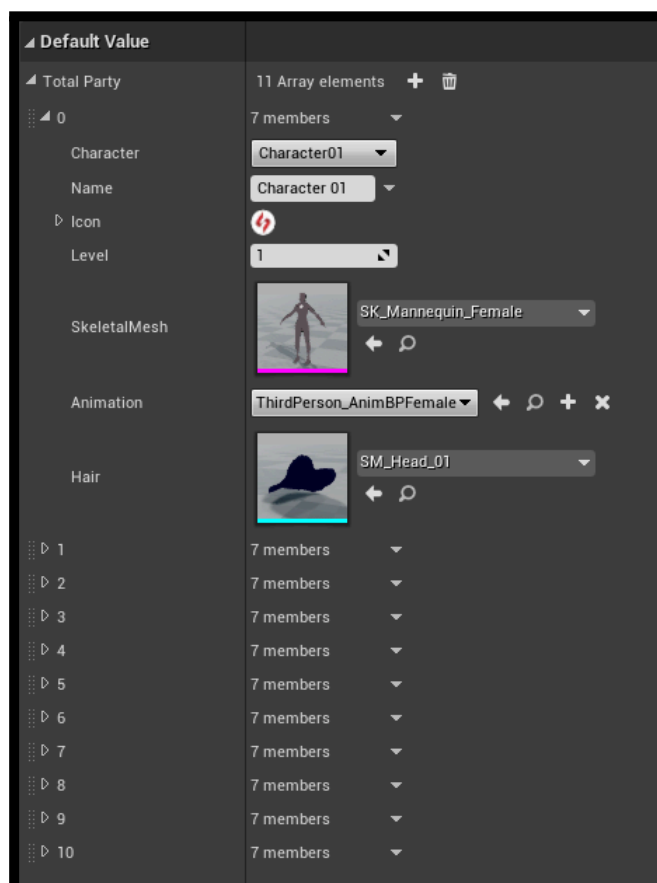
To modify each member of the “Party” you have to modify the “BP\_SingleCharacter”  
Add all “Skeletal Meshes” and “Static Meshes as you need”



### How to use the Character Selector:

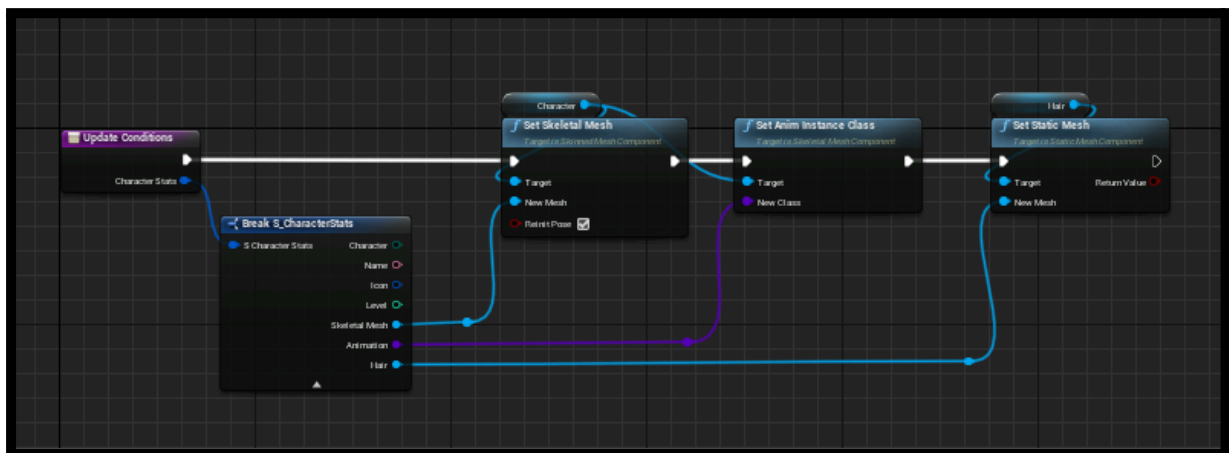
In this project example I decided to create the reference of the party inside “BP\_GameInstance” that allows you to get the reference wherever you want. You can change this if you want and get the reference from another Blueprint

Each party member has an structure of the info of the character



You can add more parameters as skeletal meshes, descriptions, static meshes, etc.

Inside “BP\_SingleCharacter” you can set and modifies the previous values of the structure



Inside “WBP\_SelectCharacter” you can modify the same as the previous

