

Octane Edge Tools – UI Documentation

Set Octane Options

- **Set Octane Options**
Automatically sets the render engine to Octane and configures general settings recommended for Octane rendering.
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Toon Edges

- **Set Up Toon Edges**
Applies the toon edge tracing system to the selected objects using Geometry Nodes and preconfigured Octane materials.
 - **Remove Toon Edges**
Removes the toon edge setup from selected mesh objects.
 - **Assign AOV/Compositing**
Assigns the AOV node group and Octane compositor setup required for toon rendering.
 - **Add Toon Light**
Adds a Toon Directional Light, a specific Octane light type that works with the Toon Material.
 - **Asset File**
Path to the `.blend` asset file that contains the required materials, Geometry Nodes, and node trees.
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Edge Creation Options

- **Shading Mode**
Defines shading type for selected objects (`Auto Smooth`, `Smooth` or `Flat`).
- **Preserve Custom Normals**
Keeps custom normals intact when applying the toon edge system.

- **Preserve EdgeThickness**
Prevents overwriting the existing **EdgeThickness** vertex group if present.
 - **EdgeThickness Weight**
Value assigned to the **EdgeThickness** vertex group for selected meshes (default: 0.5).
 - **Set Outline Thickness on Selected**
Applies the current "Outline Thickness" value to the selected objects.
 - **Outline Thickness**
Local outline width value, editable before applying it to objects.
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Global Thickness Controls

- **Outline Thickness**
Master control for the mesh-based edge width used in Geometry Nodes.
 - **Edge Thickness**
Master control for the outline width used in the shader.
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Toon & Edge Suffix Manager

- **Collection**
Blender collection to which the suffix operation will be applied.
 - **Suffix**
Suffix to append or remove from object names (e.g., **_CharA**).
 - **Skip if Suffix Exists**
Skips objects that already have the specified suffix in their name.
 - **Apply or Remove Suffix**
Applies or removes the chosen suffix to all objects in the selected collection.
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Octane Edge Tools

- **EdgeThickness Value**
Sets the vertex group weight to be used when creating or modifying edge-related vertex groups (default: `0.5`).
- **Add/Modify EdgeThickness**
Adds a vertex group named `EdgeThickness` (or updates it if it already exists) using the value specified above.
- **Add Traced_Edges_01 / _02 / _03**
Adds secondary edge-traced vertex groups (`Traced_Edges_01`, `_02`, `_03`) using the current `EdgeThickness Value`. Useful for layering or blending multiple edge passes.
- **Add All Edge Groups**
Creates all edge-related vertex groups (`EdgeThickness`, `Traced_Edges_01`, `Traced_Edges_02`, `Traced_Edges_03`) in a single click.

Edge Shader Tools (Material Slot Menu)

These options appear in the context menu of a material slot (right-click on a slot in the **Material Properties** panel).

- **Copy Active Material to All Slots (_Toon)**
Copies the active material to all material slots of selected objects and appends a `_Toon` suffix to the material name. This ensures consistent toon shading and prevents overwriting original materials.
- **Set Global Tolerance (_Toon)**
Sets a global edge detection tolerance value for the selected material. This affects how outlines are rendered across all objects using the same toon material.
- **Set Local Tolerance (_Toon)**
Sets a local edge detection tolerance value for the currently active object using this material. Useful for fine-tuning outlines on a per-object basis.

 *These options always appear in the menu, but only affect materials that include a compatible Toon Edge Shader setup.*

Technical Notes

- The system relies on Geometry Nodes and vertex groups to generate mesh-based outlines.
- All required assets must be present in the specified `.blend` file:
 - Material: `"Edge Material"`
 - Geometry Node Object: `"GeoNodeTemplate"`
 - Node Group: `"GeoEdgesTemplate"`
 - AOV Node Tree: `"Octane_Toon_AOVs"`
 - Compositor Node Tree: `"Octane Toon Compositor"`