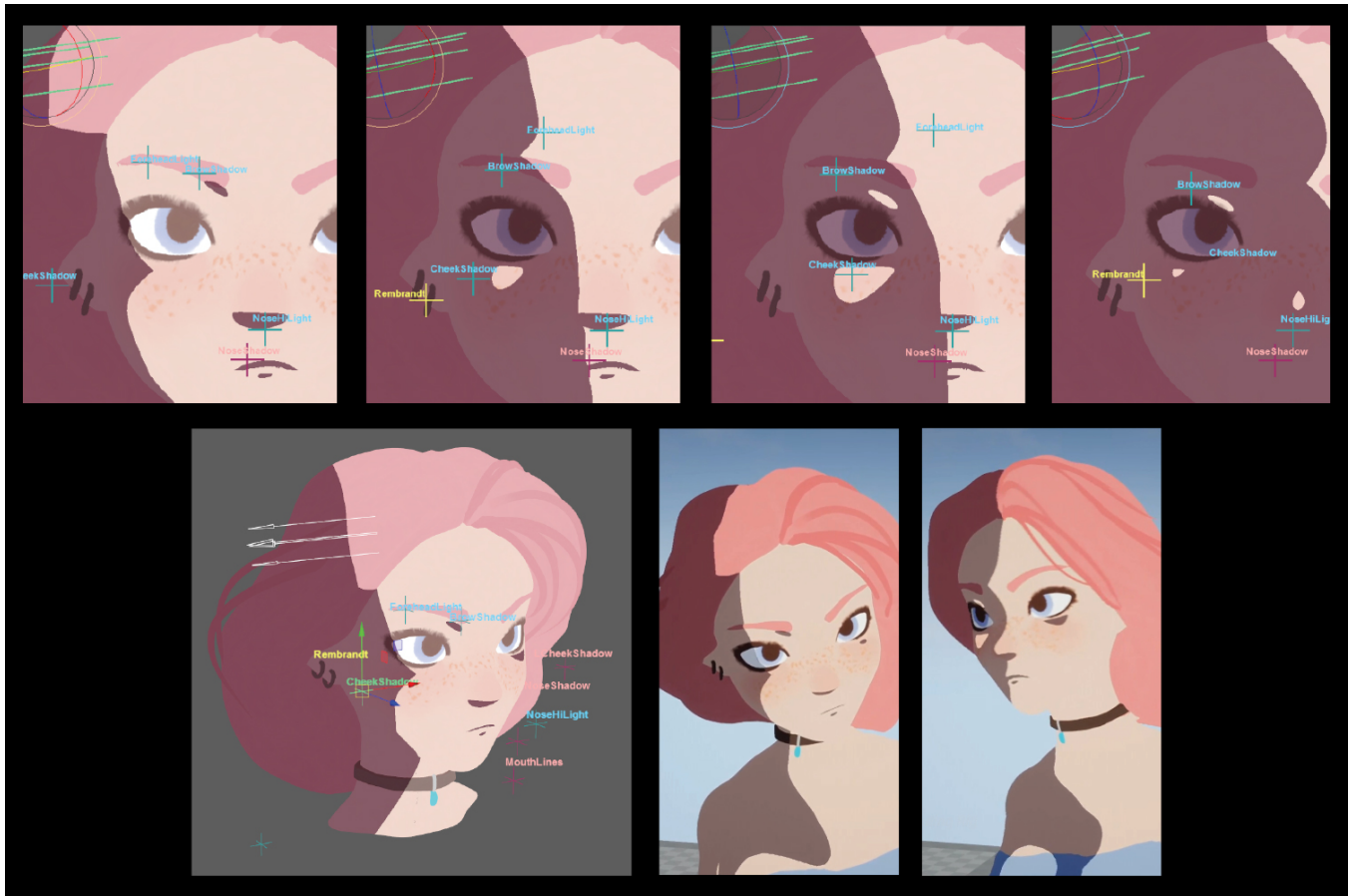


Shading Rig: Dynamic Art-Directable Stylised Shading for 3D Characters

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ABSTRACT

Shading Rig is a new framework letting artists animate how cartoon light and shade fall on their character. This shadow animation is “played back” in real time, dynamically correctingtoon shading when lighting changes. Now games can support dynamic lighting and characters, while preserving the appeal of its original artwork.

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