QUICK TOON OUTLINE

Add A Toon Outline To A Mesh In Seconds

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Table of Contents

Contents

Introduction

The Quick Toon Outline addon is focused on adding an outline for the meshes you selected using a Solidify modifier.
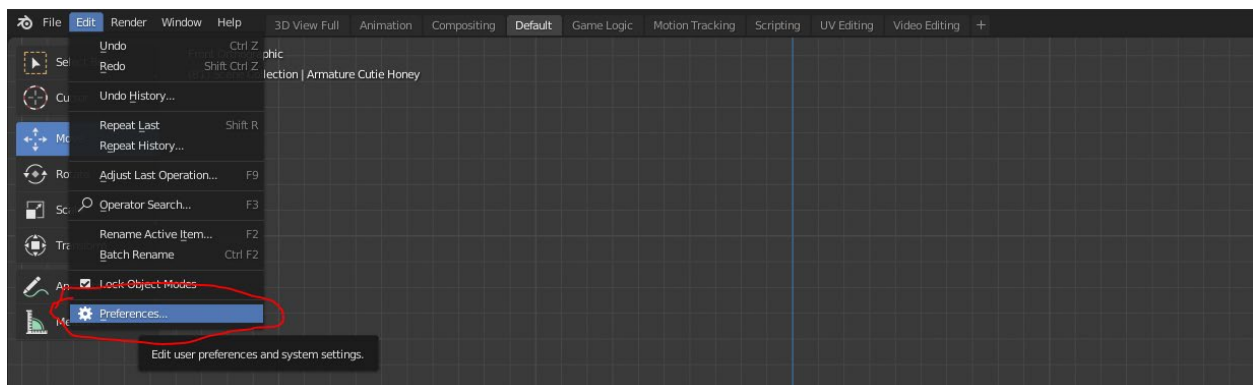
Features:

- The ability to add an outline to your selected meshes in a manner of seconds.

Limitations:

- You will need to refine what parts of the mesh should be outlined, and what shouldn't be via weight painting
- It applies a black line to the mesh. If you want to change the color, you will need to change the color using the Material tab
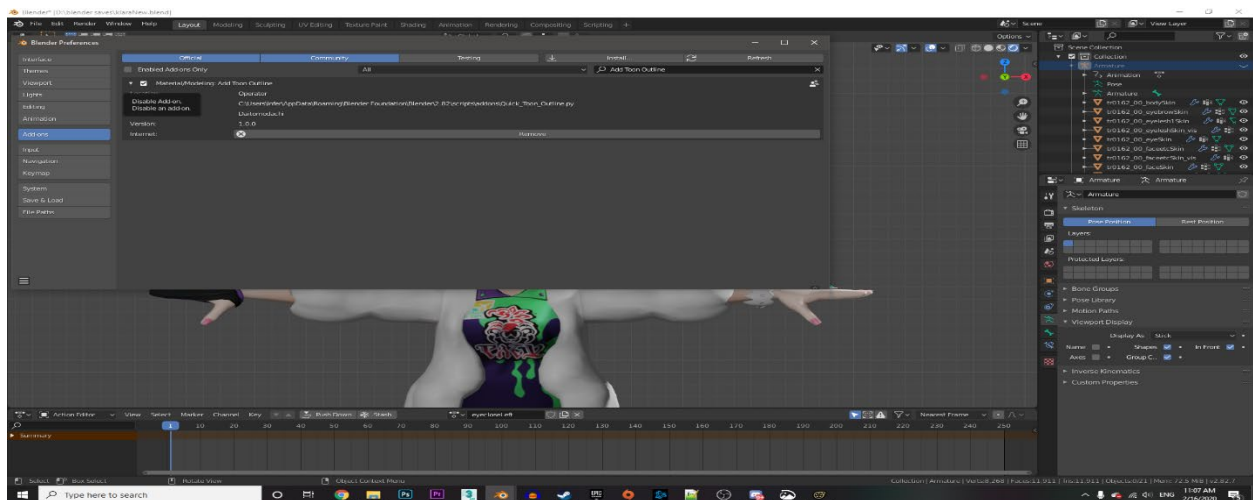- Intended for Blender 2.8x and up. No plan for a 2.79 version.

Installation

After downloading and extracting the addon's zip file, open Blender and navigate to **Edit->Preferences**
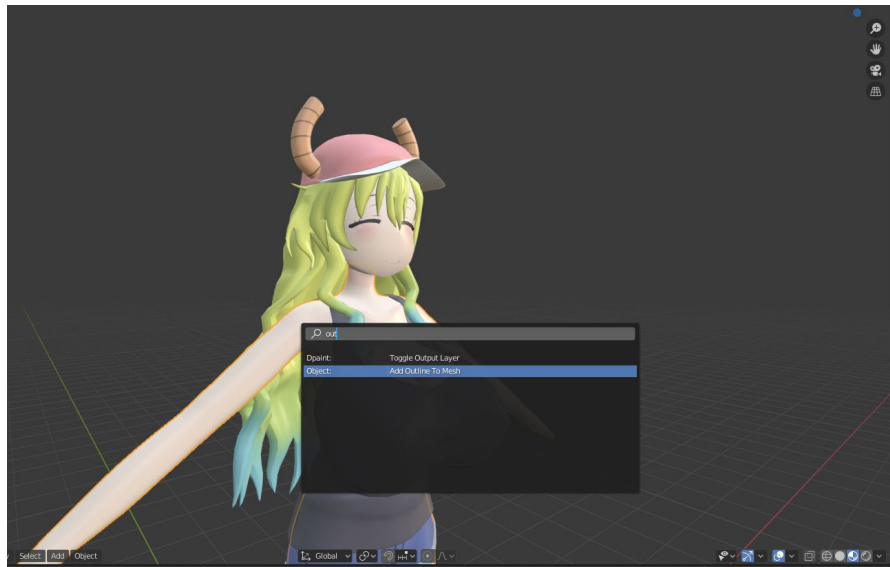

Then navigate to **Addons->Install**

Find the "Quick Outline.py" file and select it. Activate it by clicking on the check mark.
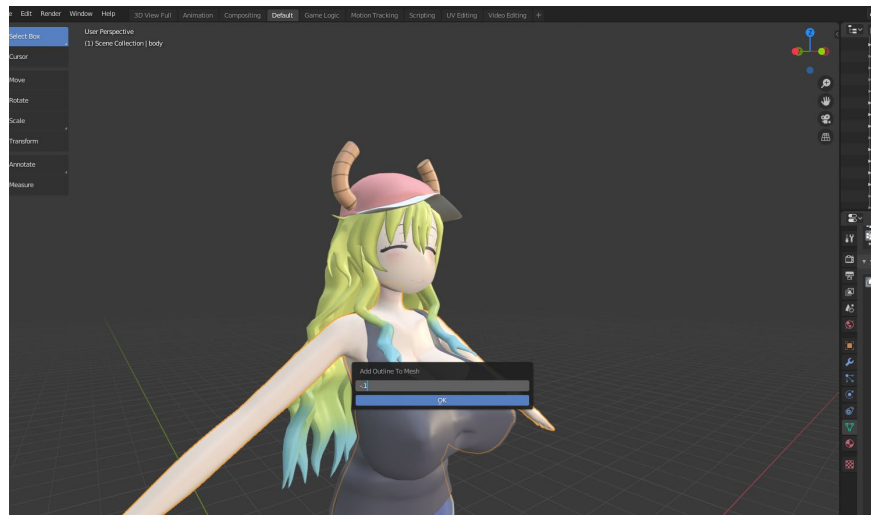
If it doesn't show up immediately, use the addon's search feature to look for the addon.
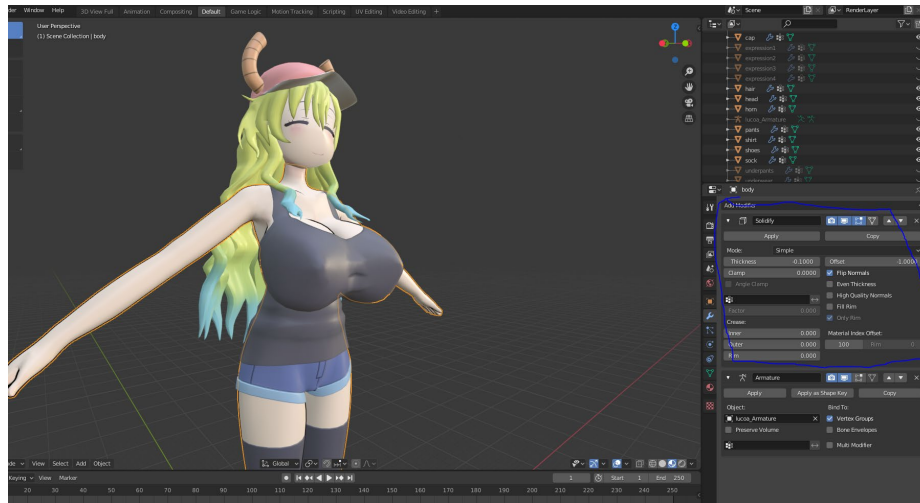
Using The Addon

Before using the addon, make sure your object(s) has/have materials already applied. If they don't, then the addon will make the object(s) completely black. Go to Object mode and select the desired mesh(es) you wish to have an outline. Afterwards hit F3 and look for Quick Toon Addon.

Once you select the operator, set the width to your desired thickness. Keep in mind that while you can input any value you want, your desired thickness should not exceed a value of 1/-1 on average unless your mesh is huge.

Hit OK and you're done! Any changes you want to do with the outline, you'll have to edit the Solidify modifier tab.
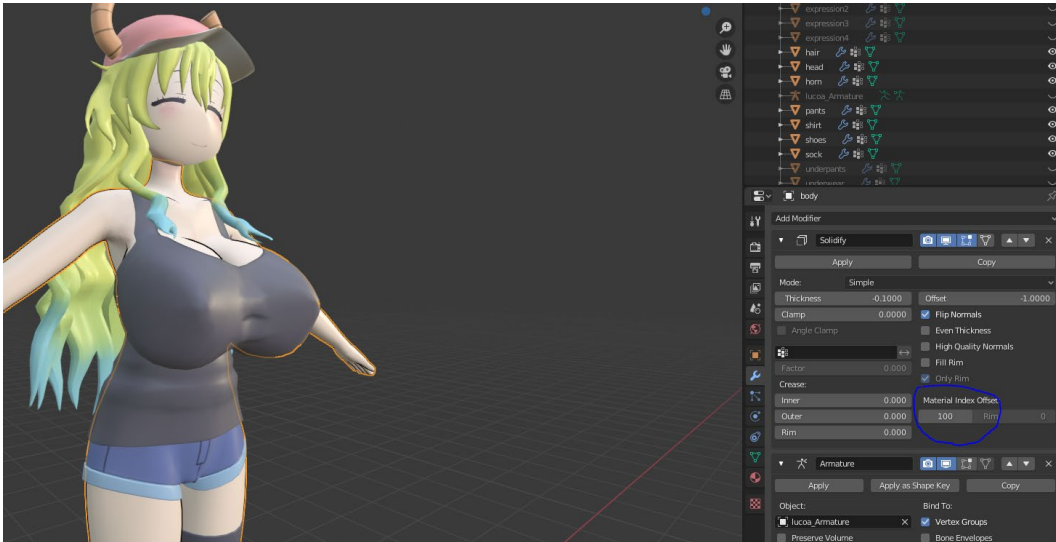
Special Notes

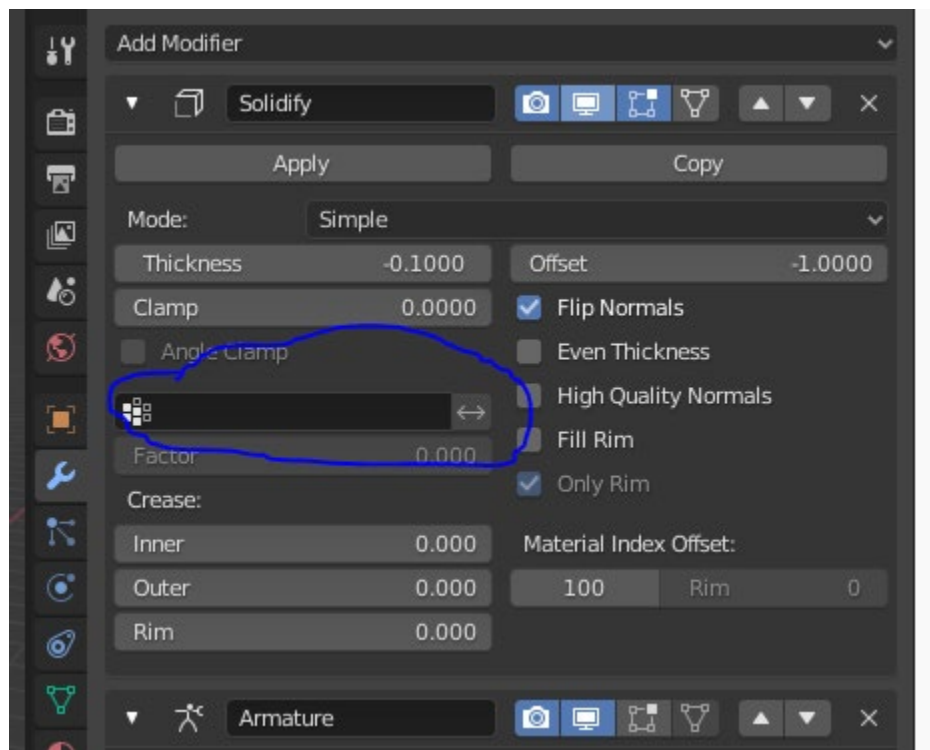Even though the addon is simple to use, there are some caveats to it.

- To change the color of the outline, you'll need to go into the object's material and change the color of the outline material from there.

- If your object has more than 100 materials, you will need to change the Material Index of the Solidify modifier. Otherwise, the outline material might use the material at the 100th slot.

- The addon adds the outline to ALL PARTS of the mesh. If there's an area that you don't want to have it, then you'll need to…
  - Create a vertex group that stores all the vertices you don't want to have an outline
  - Select the vertices/edges/faces that you don't want to have an outline and add it to that ground
  - Use that vertex group for the solidify modifier.
  - Hit invert

You can email me at Daitomodachichannel@gmail.com with any other issues you're experiencing with the addon.

With that said, thank you for reading and I hope you have a wonderful day or night!