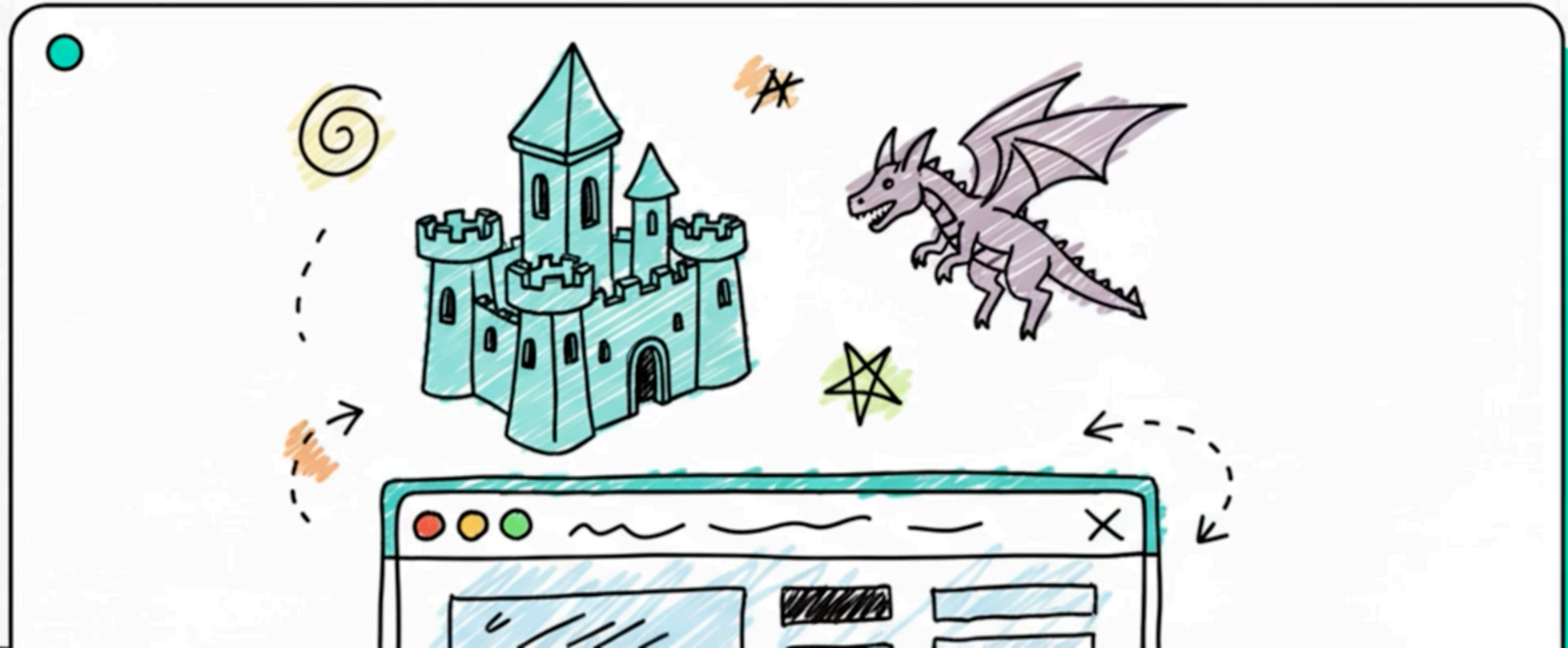
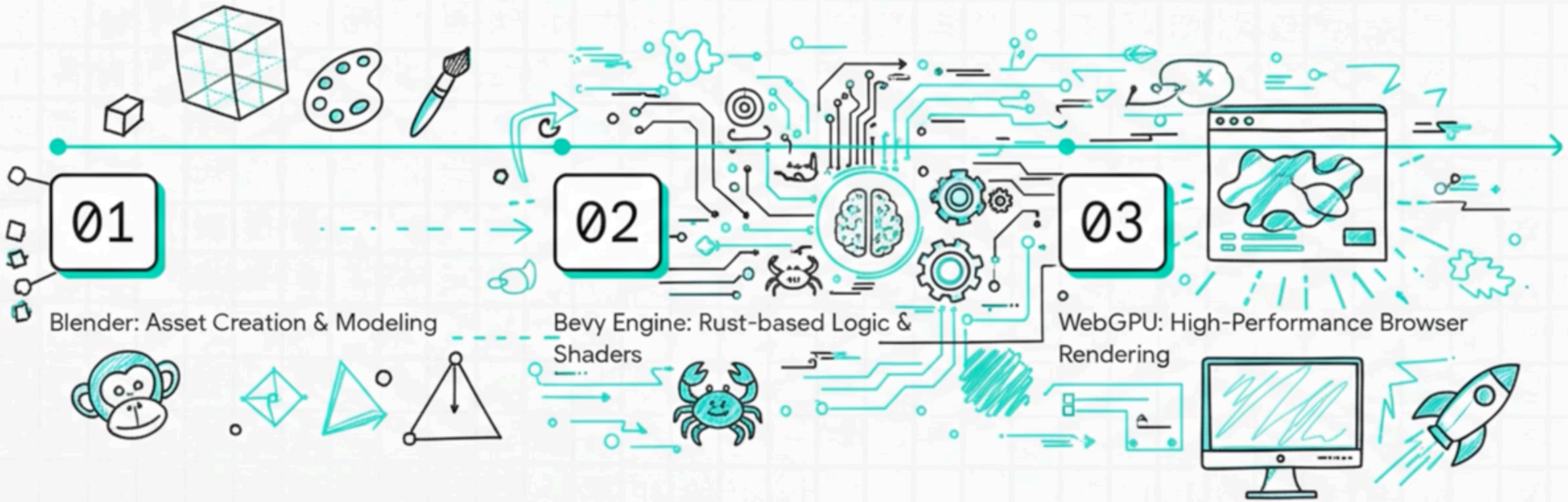
Stylized 3D Outline Shader



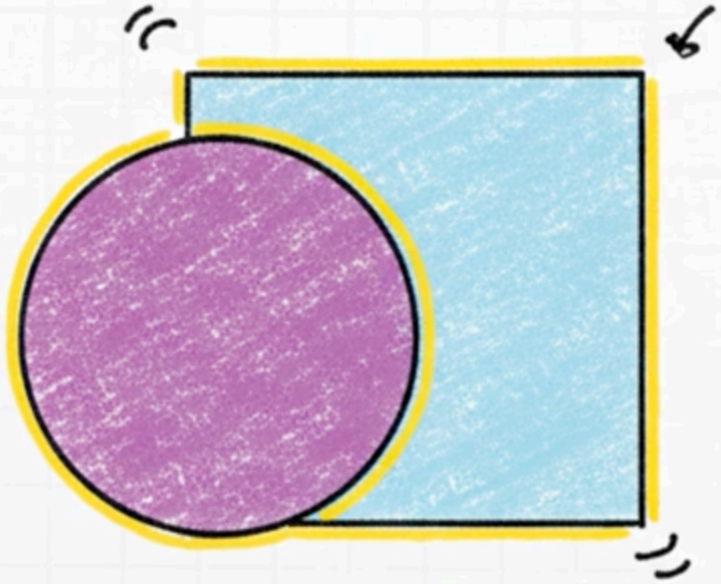
21
42

The Tech Pipeline

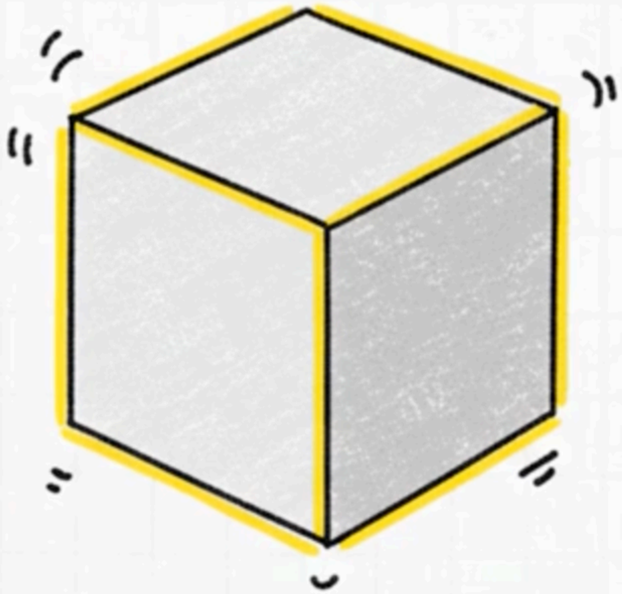


Triple-Pass Edge Detection

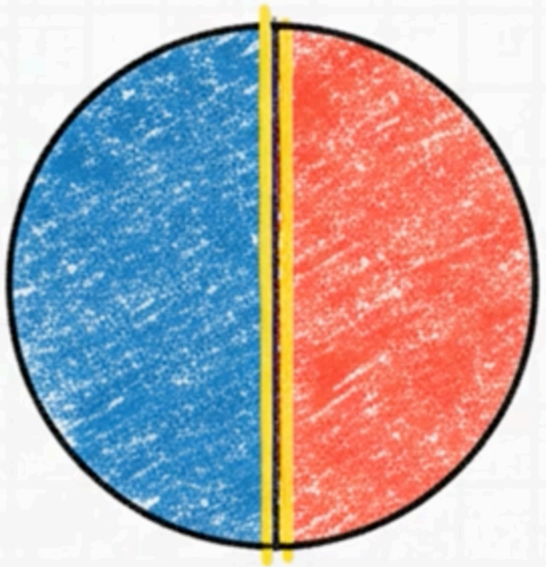
Depth



Normal

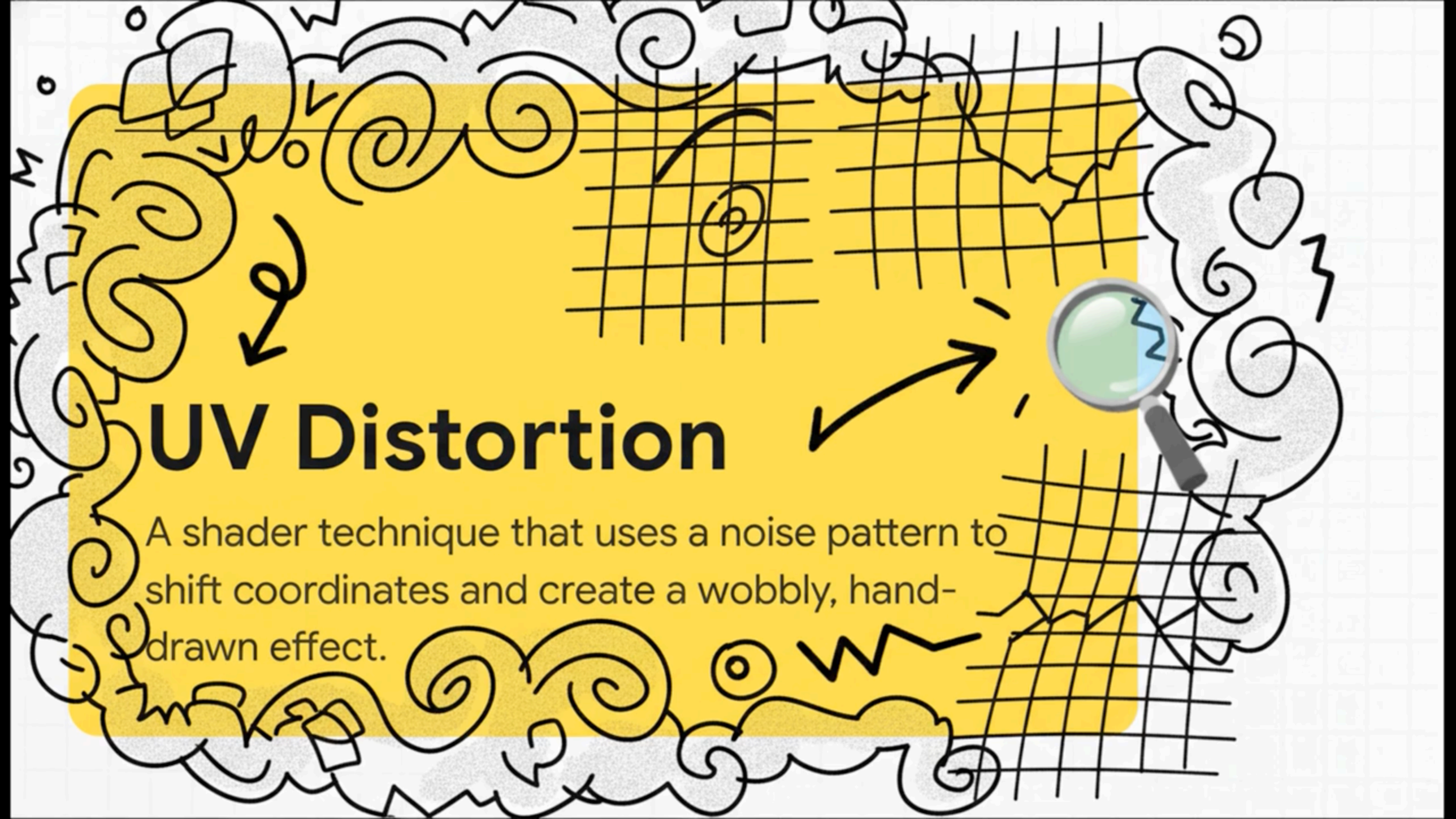


Color



UV Distortion

A shader technique that uses a noise pattern to shift coordinates and create a wobbly, hand-drawn effect.



Stage	State	Description
Original State	`in.uv`	Smooth coordinates, perfectly straight lines.
Noise Interference	`noise.xy`	A random value from a noise map.
Distortion Result	`New uv`	Original coordinate is shifted by the noise.

Technical Foundation

Engine

Bevy Engine

Rust-based game engine powering the rendering pipeline.

Libraries

bevy_edge_detection

Implementation by AllenPocketGamer.

bevy_wind_waker

Implementation by Janhohenheim

Standing on Shoulders

- This project adapts theories from Michael Neely's **"25 Ways to Stylize a Project"** presentation at Unreal Fest 2025,