

VRMC_materials_mtoon

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https://github.com/vrm-c/vrm-specification/tree/master/specification/VRMC_materials_mtoon-1.0

- VRMC_materials_mtoon

GLTF MATERIAL

```
{
  "materials": [
    {
      "name": "MyUnlitMaterial",
      "pbrMetallicRoughness": {
        "baseColorFactor": [ 0.5, 0.8, 0.0, 1.0 ]
        // texture
      },
      // emission

      "extensions": {
        "VRMC_materials_mtoon": { //
          "specVersion": "1.0",
          // ...
        }
      }
    }
  ]
}
```

TODO