PerfectIce version 1.1

Requires Unity 5.4.0 or higher.

Supported DirectX9, DirectX11, OpenGL 2.0 and OpenGL 3.0.

For other platforms need recompiled this shader used "Shader Forge"

Switching between versions of DirectX is via File->Build settings, then select "PC, Mac & Linux Standalone" and click the "Player Settings..." where it is necessary to check or uncheck "Use Direct3D 11"

The settings of the Shader:

Color - the color of the ice surface (default is black).

Shininess - the radius of the glare (off).

The Reflect Color - color radiance (selected color bluish tint).

MainTex - Texture with alpha channel, where in the settings of the texture exhibited "Alpha from grayscale" and "Alpha is Transparency".

Normal map - normal map the ice surface, the tiling at X = 0.1, Y = 0.2.

Cube - cubemap for reflection.

RefStrength - reflection intensity.

LightStrength - intensity.

FrenelPower - reflection intensity in a Fresnel.

TexAlphaAdd - transparency of the ice surface.
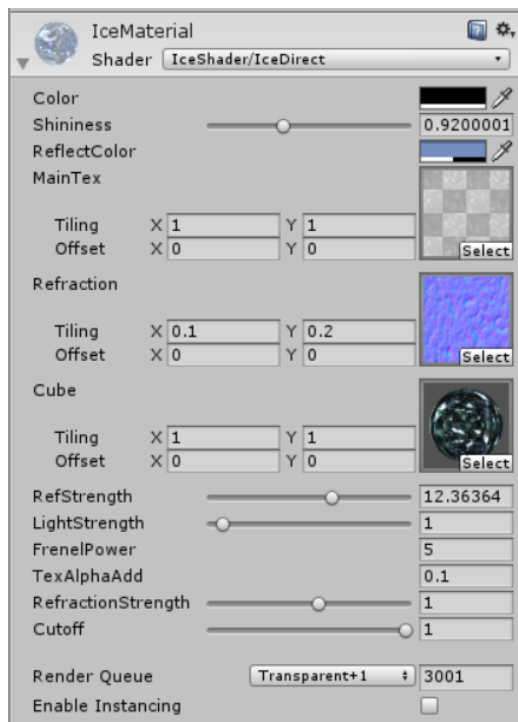
Refraction strength - power of refraction

Cutoff - the power freeze/defrost

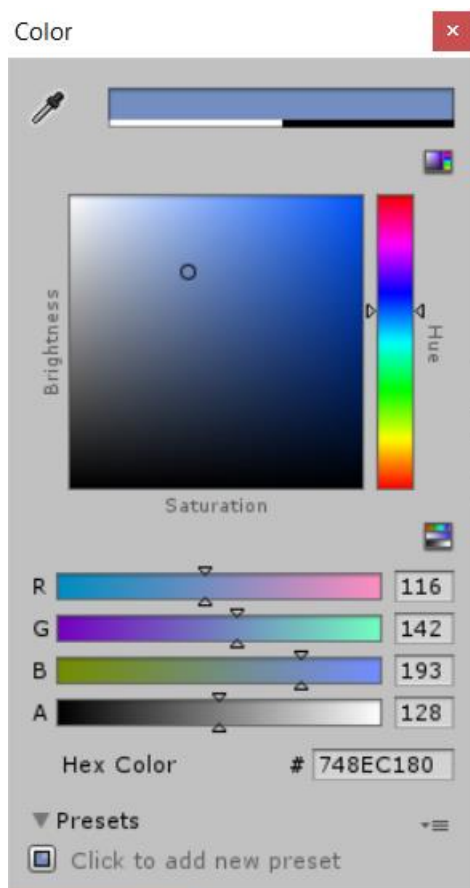Render Queue Transparent+1 3001 (always)!

Developer Sergey Yurov
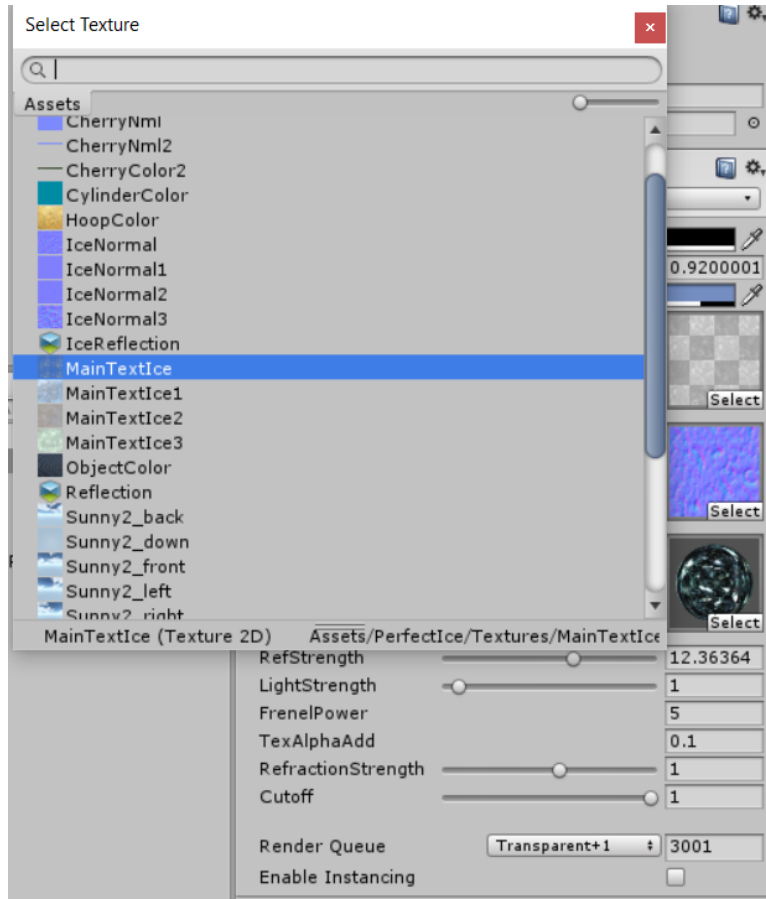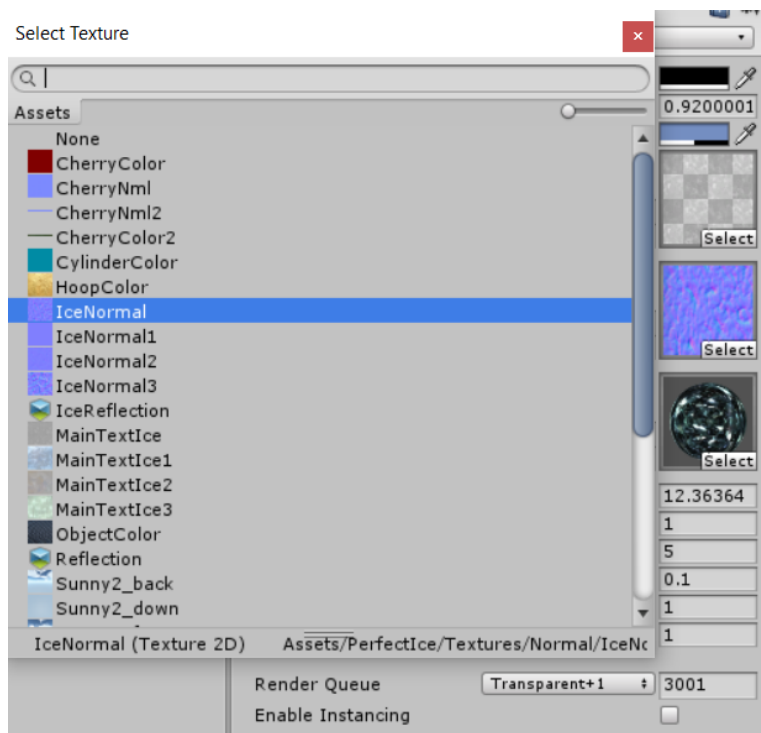
Shader Settings:

1. Main settings
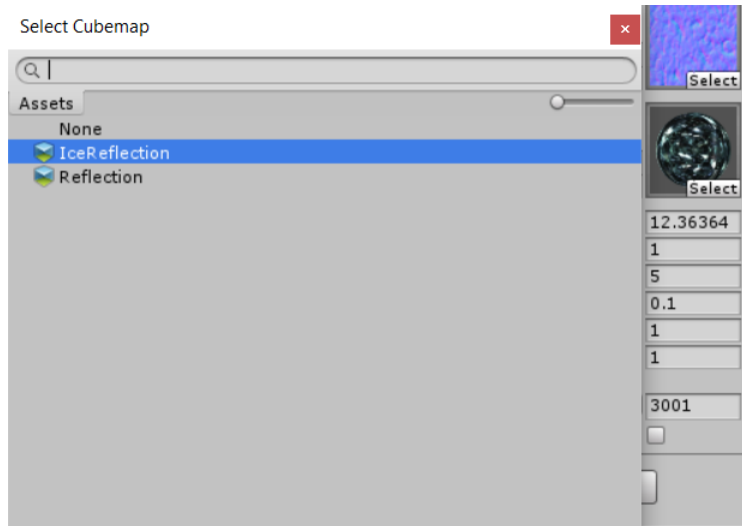

2. Reflect color

3. MainTex->MainTexIce

4. Refraction->IceNormal (Tiling(X=0.1;Y=0.2))

5. Cube->IceReflection

6. Cylinder settings