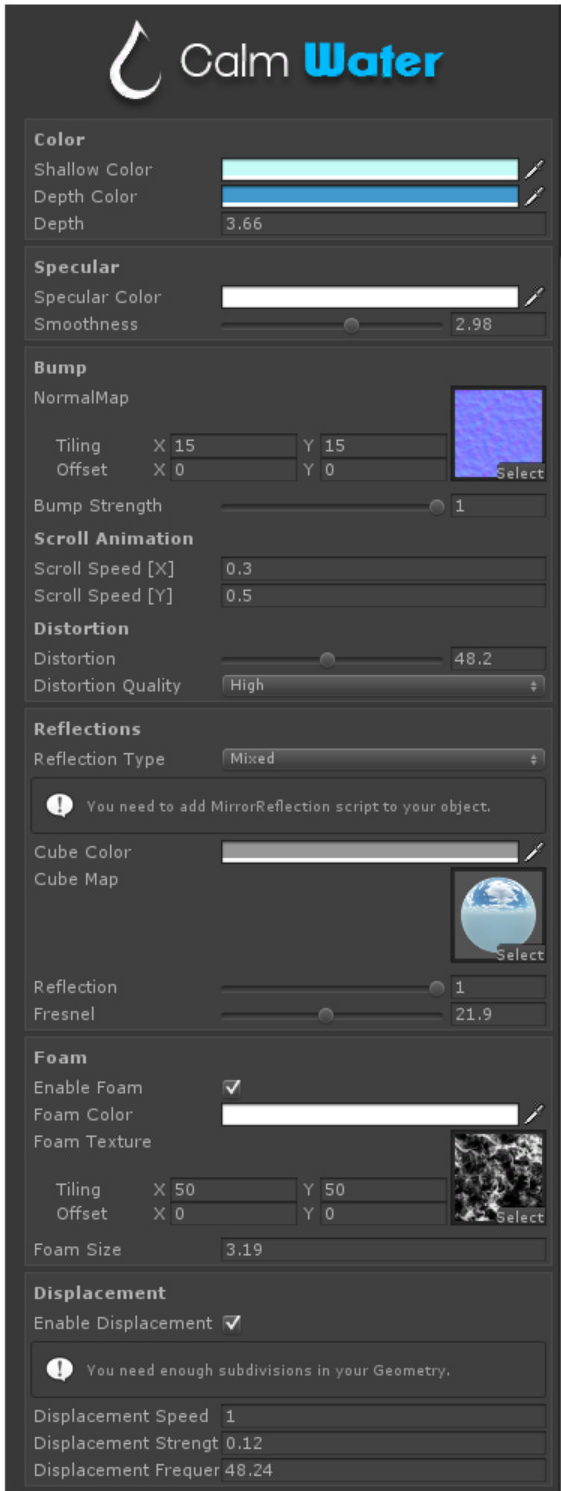




Setup

- Create a new material and assign the desired Calm Water Shader.
- Assign the material to your water geometry.

Properties



Color

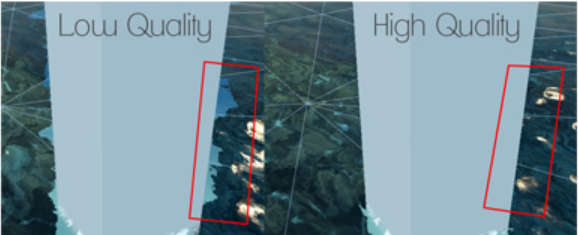
- Shallow Color:** The color that is over the depth value
- Depth Color:** The color that is below the depth value
- Depth:** The depth of the transition between Shallow and Depth Color

Specular

- Specular Color:** The color of the specular highlights
- Smoothness:** The shininess value of the specular highlights

Bump

- NormalMap:** The texture that creates the bump effect.
- Bump Strength:** The intensity of the bump effect.
- Scroll Speed [X,Y]:** The speed of the normalMap animation.
- Distortion:** The intensity of the refraction effect.
- Distortion Quality:** Low quality distortion will show objects in front of the water in the refraction while high quality will prevent this.



Reflections

- Reflection Type:**
 - CubeMap will use only a CubeMap
 - RealTime uses the mirror reflection script and creates real time reflections.
 - Mixed is a combination of the CubeMap and the real time reflections.
- CubeColor:** Tints the cubemap color
- CubeMap:** The cubemap texture used to create cubemap reflections
- Reflection:** Intensity of realtime reflection
- Fresnel:** Angle at which the reflection are visible.

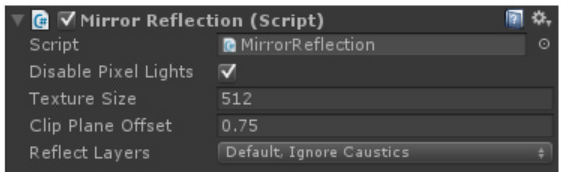
Foam

- Foam Color:** Tints the foam
- Foam Texture:** Texture used for the foam
- Foam Size:** Size of the dynamic foam border around the edges of objects

Displacement

- Displacement Speed:** Speed of the waves
- Displacement Amplitude:** Height of the waves
- Displacement Frequency:** The distance between waves

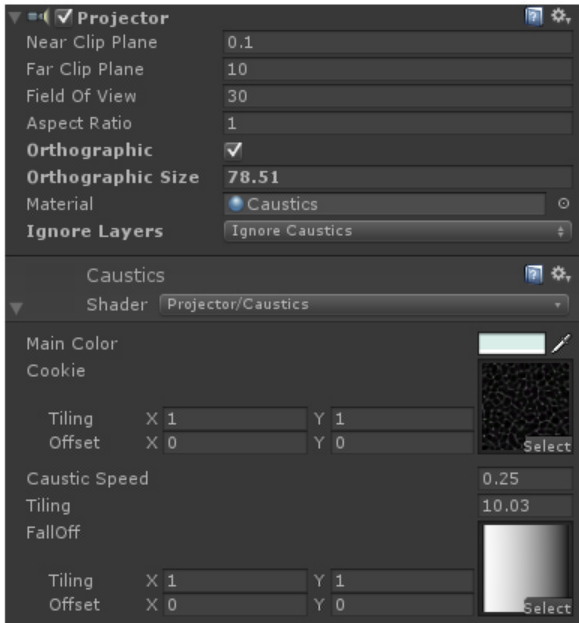
Mirror Reflection Script



- Based on this script: <http://wiki.unity3d.com/index.php/MirrorReflection3>
- In order to get real time reflections you will need to attach this script to your water geometry.

- Disable pixel lights:** Disable additional lights in the reflection in order to increase performances.
- Texture Size:** The resolution of the texture used to create the reflections.
- Clip Plane Offset:** Adjust this value to offset the position of the reflection and fit your need.
- Reflect Layers:** The layer that will be included in the reflection. The more objects you exclude from the reflection the best the performances will be.

Caustics projection



- You can fake caustics using unity's projector and an included custom shader.
- Please refer to this page to setup the projector options: <http://docs.unity3d.com/Manual/class-Projector.html>

Projector Shader

- Main Color:** Tints the caustic texture
- Cookie:** The caustic texture
- Caustic Speed:** Animation speed
- Tiling:** Amount caustic texture tiling
- Falloff:** Ramp texture that determines the fading of the caustic texture.