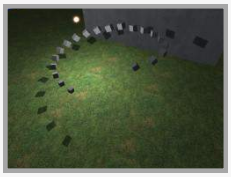
LOST POLYGON

Swift Shadows

Asset Store

Swift Shadows is a lightweight substitute for Blob Shadow Projector, heavily optimized for mobile devices. It works by a raycast to surface and drawing a transparent quad that hovers above it. Literally hundreds of shadows can be drawn on a mobile device with a single draw call. Ever needed shadows, but Blob Shadow Projector and built-in shadows were too slow? Then this is the plugin that'll come in handy.

Highlights:
Blazing fast. And I really mean it. All shadows in the scene can be drawn in a single draw call. Supports shadow texture atlases. Tons of customization options. Shadows match object transform. "Static" shadows that are calculated only once and produce no overhead in run-time. Ease of use, absolutely no scripting required. Shadow generator tool for creating nice looking shadows automatically. Works on any platform, does not requires Pro license to work. Heavily optimized for mobile.


SpriteSharp

Asset Store

SpriteSharp is an efficient solution for generating better meshes for sprites, helping reduce your 2D scene total polygon count, draw call amount, overdraw and CPU load.

While Unity itself is capable of doing this, the possibilities are limited, with no options to tweak, and sometimes meshes generated by Unity are so suboptimal you have to revert back to using Full Rect quads.

SpriteSharp extends built-in Unity sprite mesh generation with various tweakable options, allowing you to get the best performance out of your 2D game. It is especially useful when working on complex scenes and developing for mobile platforms, where overdraw is often a problem.

Android Bluetooth Multiplayer

Asset Store

Ever wanted to add Bluetooth multiplayer to your Android game? Then this is the one and only plugin you will ever need.

Android Bluetooth Multiplayer allows you to add Bluetooth multiplayer in a very simple way. It is fully compatible with Unity built-in networking. What this means is that you can easily reuse your networking code for Internet and local gaming with minimal changes, or use any of existing tutorials about Unity built-in networking.

Adding Bluetooth multiplayer to Android game wasn't possible before... *And now it's made easy!*

Dynamic Water System

Asset Store

Dynamic Water System is a custom interactive water physics system. It is designed for simulating small shallow water bodies such as pools, small waterfalls, ponds, fountains etc. Realistic look of water is achieved through wave simulation applied to a high-poly mesh. Also includes great voxel-based buoyancy system.

Features:
Interactive buoyant objects that cause ripples. Static obstruction objects. Highly customizable code for your own wave functions. Designed to work on mobile devices. Optimized for low-end hardware. Full documentation included. Documented demo examples.



{uIntelliSense}

Asset Store

uIntelliSense brings all the power of IntelliSense code hints to your Unity C# code.

Have you ever forgot the exact meaning of some method parameter, or stumbled upon a method you've never used before? Don't you think that searching through Scripting Reference is *way* too much work when all you really have to do is to hover over the code with your mouse?..

And this is exactly what *uIntelliSense* is about, providing useful hints for the Unity API - descriptions for types, variables, methods, method parameters etc.

Once you'll try it, you'll get used to it immediately. It is extremely helpful and time-saving, especially if you are a beginner who doesn't knows the Unity API very well.