

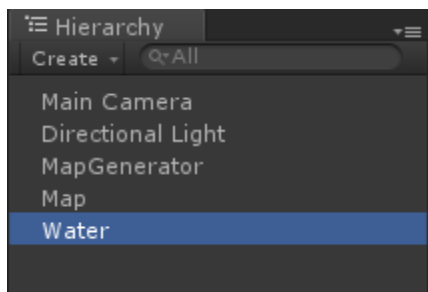
Procedural Low Poly Water with Unity Mesh

Hello!

Thanks for downloading my procedural low poly water, your help is much appreciated!

The low poly water as the name suggests has been done by modifying vertices of a procedural mesh, so we can control the triangle count, height and various other features of the mesh.

Upon purchasing this tool when you would be given a scene with a hierarchy view like this

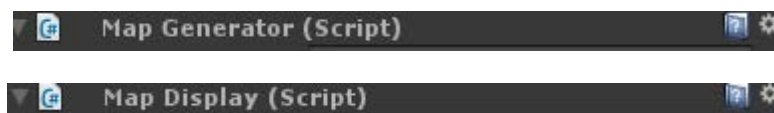


MapGenerator → Creates the map and the mesh for the water.

Map → The map, heightInfo map of the water will be assigned as texture to be viewed.

Water → This object holds the mesh which the above mentioned MapGenerator will be modifying.

The **MapGenerator** contains the scripts



and

The **Map Display** script has features like



Texture Renderer → Reference for the MeshRenderer of the TextureMap.

MeshFilter → Reference of the water mesh filter that has to be modified.

MeshRenderer→ Reference of the water mesh renderer that has to be modified.

The **Map Generator** script has features like

DrawMode→ select modes to display the water texture, water mesh or water noise texture.

Map Size→The size of the water base.

Scale→ Scale of the water waves.

Octaves→ Detail of the noise in the water.

Persistence, Lacunarity → Number of waves per unit area.

Offset Seed→ Randomise the heightmap

Level of Detail → Number of triangles per unit area.

Mesh Height→ Height of the waves.

Offset (X, Y) → Change this value over time for wave effects.

AutoUpdate→ change the water mesh as you change feature Boolean.

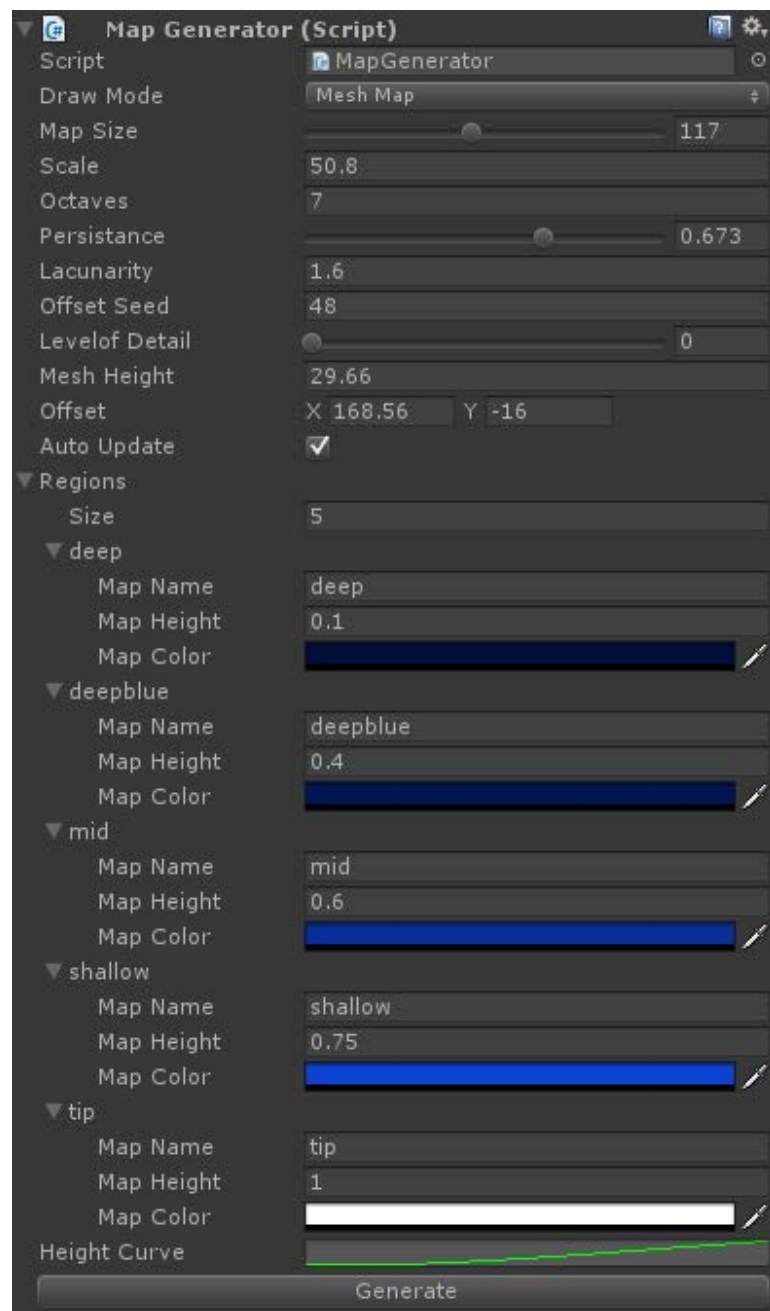
Regions→ Regions of water.

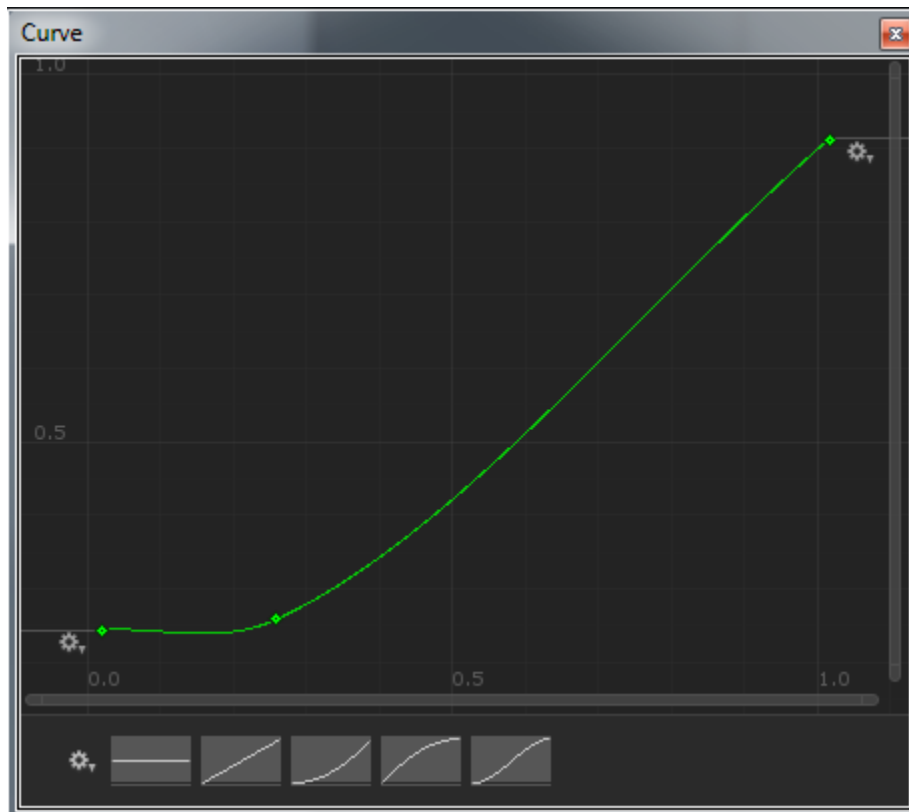
Size→Number of regions.

MapName→ Name of the region.

MapHeight→ the height of this particular region of water. (Values between $0 < x \leq 1$)

MapColor→ Color of that particular region.





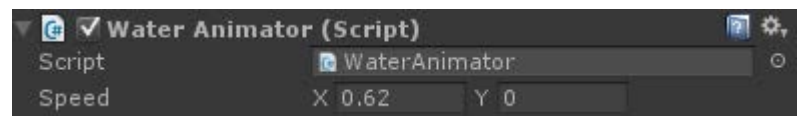
This can be used to fine tune your waves.

Eg: If you want the final two regions in your regions list to be really taller then get the lowest height of the two regions add a key at that point on the curve and just drag the part of the curve to the right of the key.

The above curve has been modified such that all the regions with the height less than 0.25 will have uniform height of 0.05 while the rest of the regions have a height with linear increase.

The water animator is just an example of how to make the water flow effect.

Speed → The speed of the waves in both x and y direction.



Warning: This asset contains unity editor scripts. To build the game without editor just call the GenerateMap() function in MapGenerator Script each time you change the offset of the MapGenerator Script.

For more details you can mail me at sarveshsvaran@gmail.com.