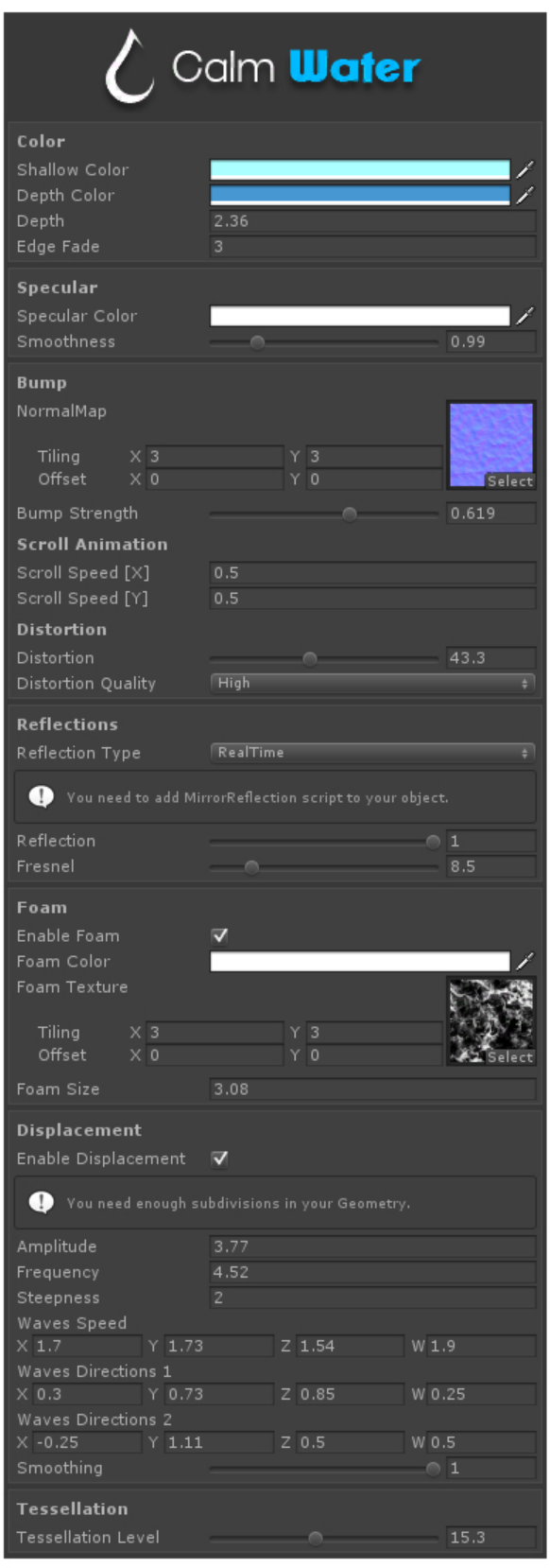
Setup

- Create a new material and assign the desired Calm Water Shader.
- Assign the material to your water geometry.
- For best results with displacement your mesh needs to be scaled to [1,1,1] or scaled by import settings.
- You can create a water plane the size and resolution you want by using the provided script by going to unity's toolbar: Tools - Create Water Plane ...

More information on this script is available here: http://wiki.unity3d.com/index.php?title=CreatePlane

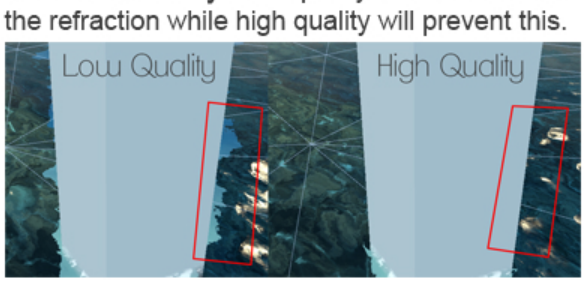
Properties



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
Edge Fade: The transparancy range of the shore line.

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.

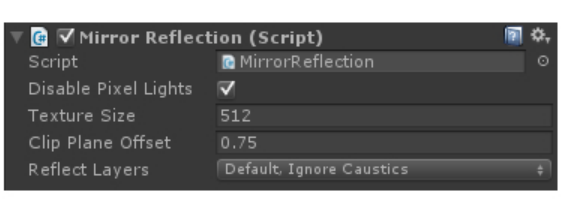
CubeColor: Tints the cubemap color
CubeMap: The cubemap texture used to create cubemap reflections
Reflection: Intensity of realtime reflection
Fresnel: Angle at which the reflection are visible.

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
Amplitude: Height of the waves
Frequency: The distance between waves
Steepness: The steepness of the waves
Waves Speed: Speed of the waves [XYZW]
Waves Directions 1 - 2: [XZ] Waves Tiling [YW] Angle
Smoothing: Normals recalculation according to the displacement. 1 Smoothing is equal to full recalculation and 0 equals to no recalculation. [Better on DX11 atm]

Tessellation: [DX11] Level of subdivision (edge lenght based)

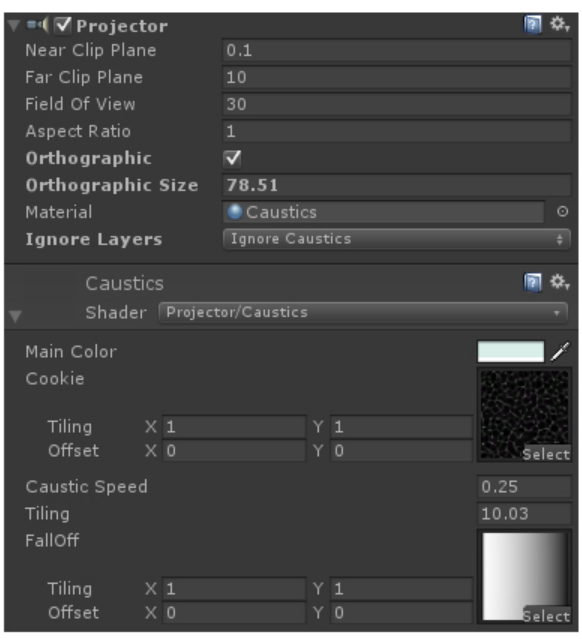
Mirror Reflection Script



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.

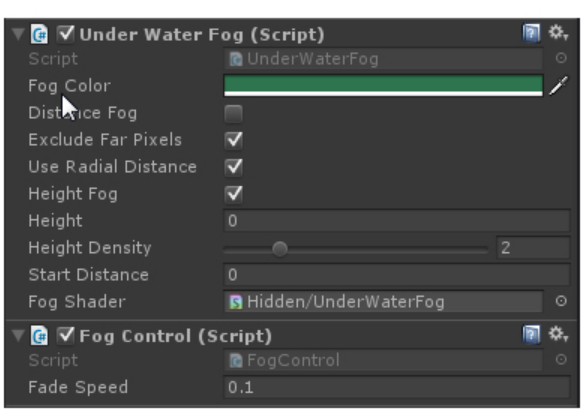
Caustics projection



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.

Underwater Fog



This post effect is basically unity's global fog with some tweaks. You can refer to their documentation here:
http://docs.unity3d.com/Manual/script-GlobalFog.html

Fog Control script
I also provide a control script that will turn the fog on when the camera is under the water and off when it is over the water.

The Fade Speed property is used to determine how fast the transition will happen.