DEFINITIVE *STYLIZED WATER*

VERSION 1.3 - June 2017

NEW IN 1.3

Opacity & Refraction options.
Shadow parameter removed due to incompatibility with Opacity options. If you really need te shadows parameter please mail me & will make a different version with this option.
Now it's easier to change the foam texture
It doesn't have to be a multi channel texture
Minor fixes

NEW IN 1.2
Mobile version.
Read FAQ for more information.

WORKING ON:
Object buoyancy.
More foam textures included.

Thank you for purchasing the **Definitive Stylized Water** from the Unity Asset Store.

This document will try to cover everything about this custom shader, altought you might have some extra questions not covered here. If that is the case you can always use the support mail.

msureda2@gmail.com

Please review this package on the Asset Store, it helps us all.

Frequently Asked Questions.

Q: Can I use this on my game and earn money with it?
A: Of course.

Q: Can I edit any of it?
A: Yup.

Q: My water looks all blue, no foam, no waves, just blue.
A: Foam and depth colors are procedurally generated using depth blends. Your water needs some context to work properly, add some environment to your scene or check out the example scene included.

Q: Was this made using ShaderForge?
A: Yes, although some minor changes were made in the shader code. If you have Shader Forge you can access the node view and edit from there.
If you need an exhaustive guide on the ShaderForge nodes for this shader, ask me about it on the support mail.

Q: Does it work on mobile?
A: Yes. There is a version made specifically for mobile devices, as you can imagine, this version does have several limitations. For this version to work properly, you must have your build settings set on mobile, and your game camera must be in FORWARD Rendering mode, with the "EnableCameraDepthInForward.cs" script attached to the camera.

Q: Why does the prefab/material look so big/small in my scene?
A: This was made in the default 1unit/1meter setup on Unity, but your scene may use a different scale. For this purpose, the shader has some "Scale" properties you can tweak until you match your scene scale.

This FAQ will be expanding as users send more questions.

Material Properties.

This is the Definitive Stylized Water custom material editor. You can always use the default material editor by clicking on "Use custom material editor". Don't be afraid to play and tweak these properties.

COLOR GRADIENT
This gradient defines the base color of your water.
From left to right are Shoreline, Mid, and Depth colors.
You can adjust the depth of each color using the sliders on the right.

FRESNEL
The fresnel color is relative to the angle between the surface of the water and the position of the camera. You can tweak it's intensity using the slider on the right.

LIGHT COLOR INTENSITY
Describes how much the water color will be affected by the light on your scene.

FOAM SCALE
Scale of the foam texture, you can set different scales for the main and the secondary foam.

FOAM INTENSITY
How far will the foam be visible depending on the closest edge.

WAVE AMPLITUDE
Distance between two consecutive waves.

WAVE DIRECTION
Number between 0 and 360. Defines the direction in which the waves move, wave speed must be greater that 0.

VERTEX OFFSET
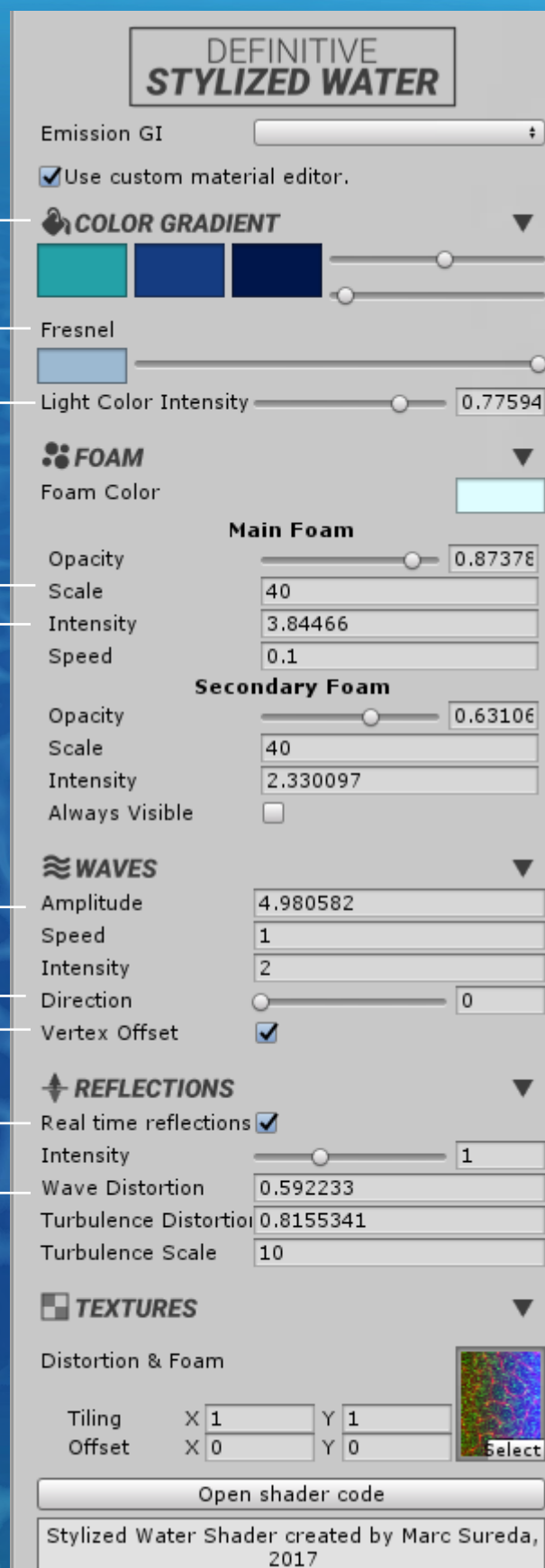Whether the shader should affect the geometry of the water mesh or not.

REAL TIME REFLECTIONS
In order to have real time reflections, your GameObject must have the "WaterReflection.cs" script attached.

WAVE DISTORTION
How much does the directional waves affect the real time reflection. Relative to the Wave Intensity.

DEFINITIVE STYLIZED WATER

Emission GI

☑ Use custom material editor.

🎨 COLOR GRADIENT ▼

Fresnel

Light Color Intensity _____ 0.77594

FOAM ▼
Foam Color

Main Foam
Opacity _____ 0.87378
Scale   40
Intensity   3.84466
Speed   0.1

Secondary Foam
Opacity _____ 0.63106
Scale   40
Intensity   2.330097
Always Visible   ☐

≋ WAVES ▼
Amplitude   4.980582
Speed   1
Intensity   2
Direction   0
Vertex Offset ☑

⚓ REFLECTIONS ▼
Real time reflections ☑
Intensity   1
Wave Distortion   0.592233
Turbulence Distortion 0.8155341
Turbulence Scale   10

🖽 TEXTURES ▼

Distortion & Foam

Tiling   X 1   Y 1
Offset   X 0   Y 0
Select

Open shader code

Stylized Water Shader created by Marc Sureda, 2017

☑ Water Reflection (Script)
Script   WaterReflection
Disable Pixel Lights ☑
Texture Size   1024
Clip Plane Offset   0.07
Reflect Layers   Everything

msureda2@gmail.com

by Marc Sureda

Known bugs.

All known bugs or glitches are being worked on. Please use the support mail adress to submit new bugs.

Weird glitching / doesn't work at all using orthographic cameras.

Ctrl-Z does not work with some properties in the Custom Material editor.
SHOULD WORK FINE USING THE DEFAULT MATERIAL EDITOR.

Water renders on top of other objects with transparency or custom shaders.
TWEAK THE RENDER QUEUE IN THE DEFAULT MATERIAL EDITOR.

Depth intensity slightly relative to camera angle.

Weird reflection when using custom mesh.
CHECK THE AXIS ROTATION WHEN YOU EXPORT YOUR MESH. Y-UP SHOULD WORK.