

GAME SLAVE

Interactive Stylized Water/ PBR & Unlit/ /Material

gameslave.dev

This package includes four types of materials: two for the waterfall and two for the river. The only difference between them is that one version of each (waterfall and river) uses a PBR shader, while the other uses an Unlit shader.

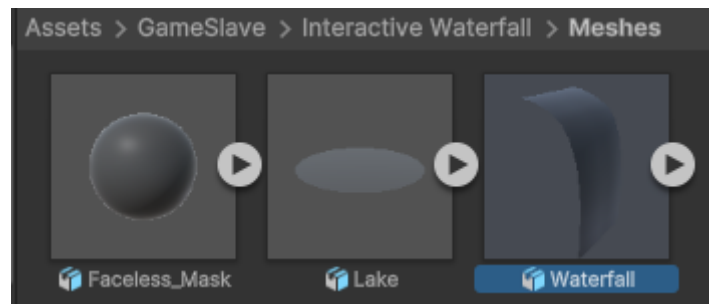
The PBR materials allow full interaction with scene lighting, including dynamic lighting and shadow casting/receiving. You can also connect standard PBR texture maps (normal map, metallic, smoothness, etc.) and adjust their values.

The Unlit versions behave the same way in terms of functionality, but they do not interact with scene lighting. They maintain their original colors regardless of lighting conditions, and they do not support PBR maps. You can choose the shader type that fits your project best — or even mix both types.

Why is there a separate material for the river and the waterfall?

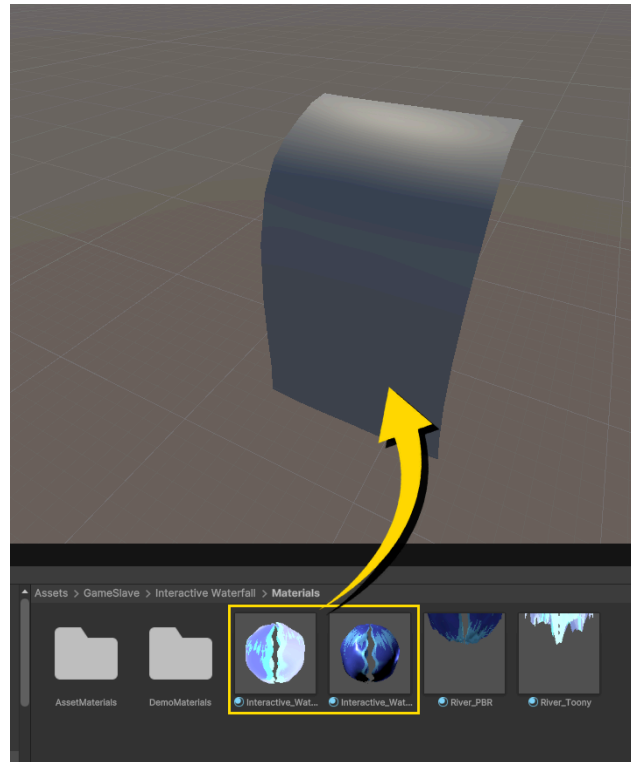
- Because the waterfall and river behave differently. Only the waterfall supports interactive effects. To prevent conflicts, the river material has no interactive features.
- The river material includes custom settings specifically designed to simulate river-like behavior, distinguishing it from the waterfall setup.

SET UP

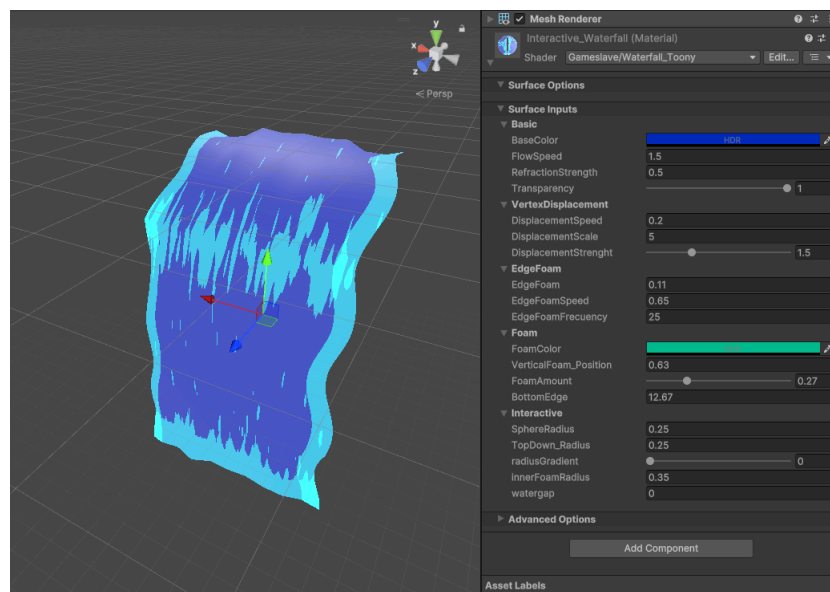


Inside the project, you'll find a sample waterfall mesh that you can use to learn how to set up the materials. Just drag it into your scene.

Once you've added the waterfall mesh to the scene, go to the "Materials" folder. There, you'll find four materials: Waterfall and River versions in both PBR and Unlit. Choose one of the Waterfall materials and apply it to the mesh by dragging it onto it.

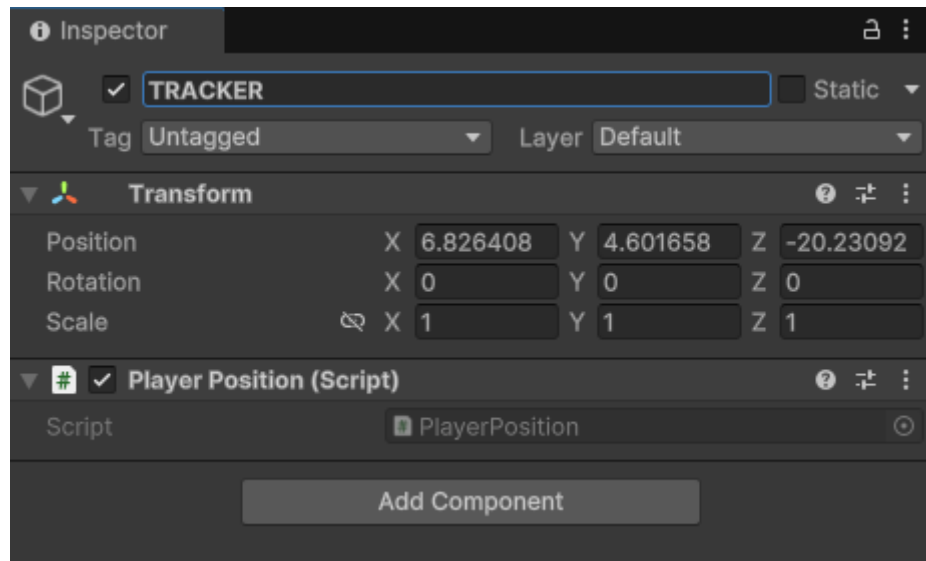


Once you've applied the material to the mesh, you'll be able to see the waterfall in the scene. In the Inspector, you'll find all the parameters you need to customize the look and feel of your waterfall. These parameters are organized into different categories to make navigation easier.



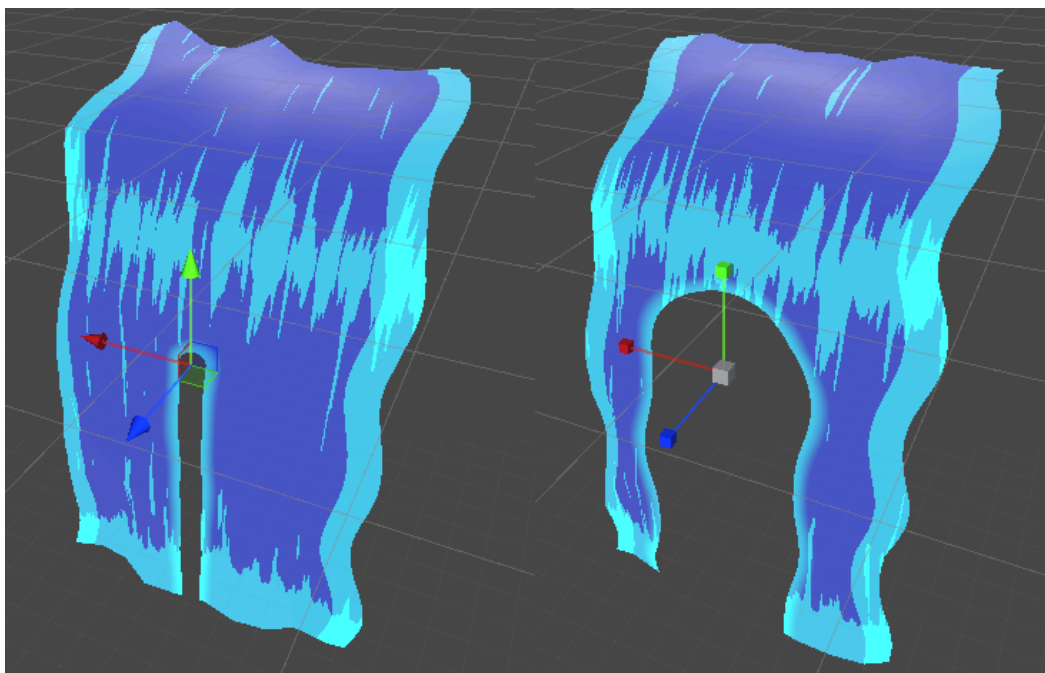
There is a "interactive" section, try to not touch this section yet, now we're going to set up the interactive object.

To add an interactive object, simply create an empty object in the scene and attach the “PlayerPosition” script, which you can find in the folders included in this package. Just like this:

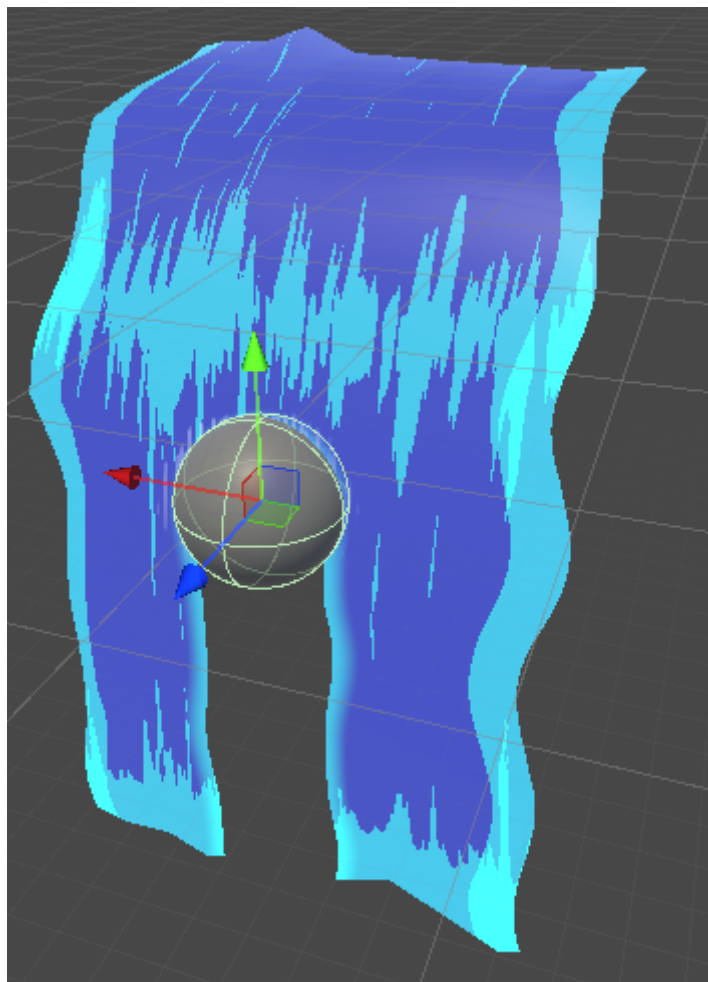
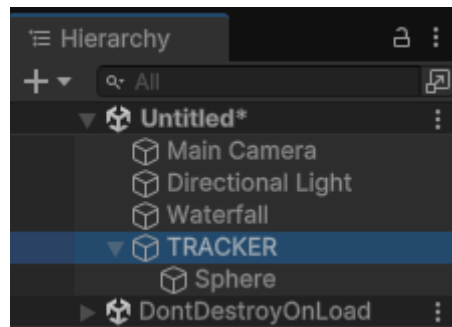


NOTE: The object that has the “PlayerPosition” script is the one that will interact with the waterfall — not the 3D models or any other objects.

If you run your project now and move the tracker object (the empty object with the PlayerPosition script) near the waterfall, you’ll notice the interaction is already working (even if there’s no visible model). You can even scale the tracker object, and the mask on the waterfall will adjust accordingly.



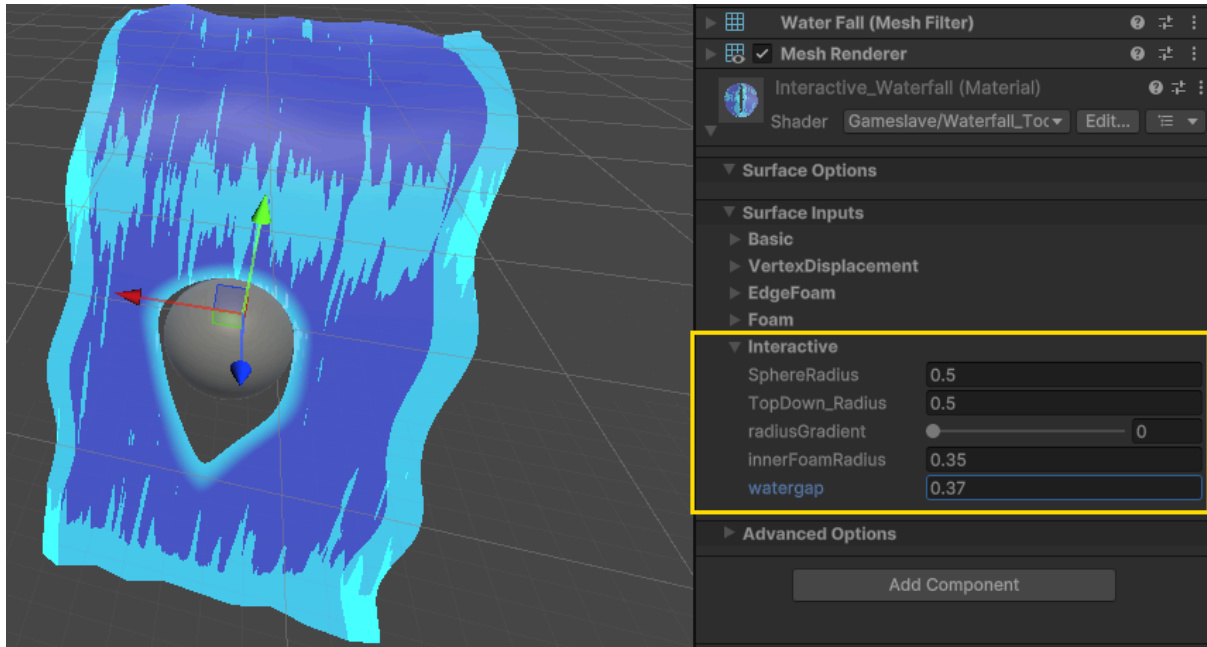
Now everything is working! You can add objects inside the 'Tracker' object to create the illusion that models are interrupting the flow of the water.
For example, create a sphere inside the Tracker and adjust its scale — just like this:



Keep in mind that currently this shader only supports rounded masks, so no matter what kind of object you use, the mask will always appear rounded.

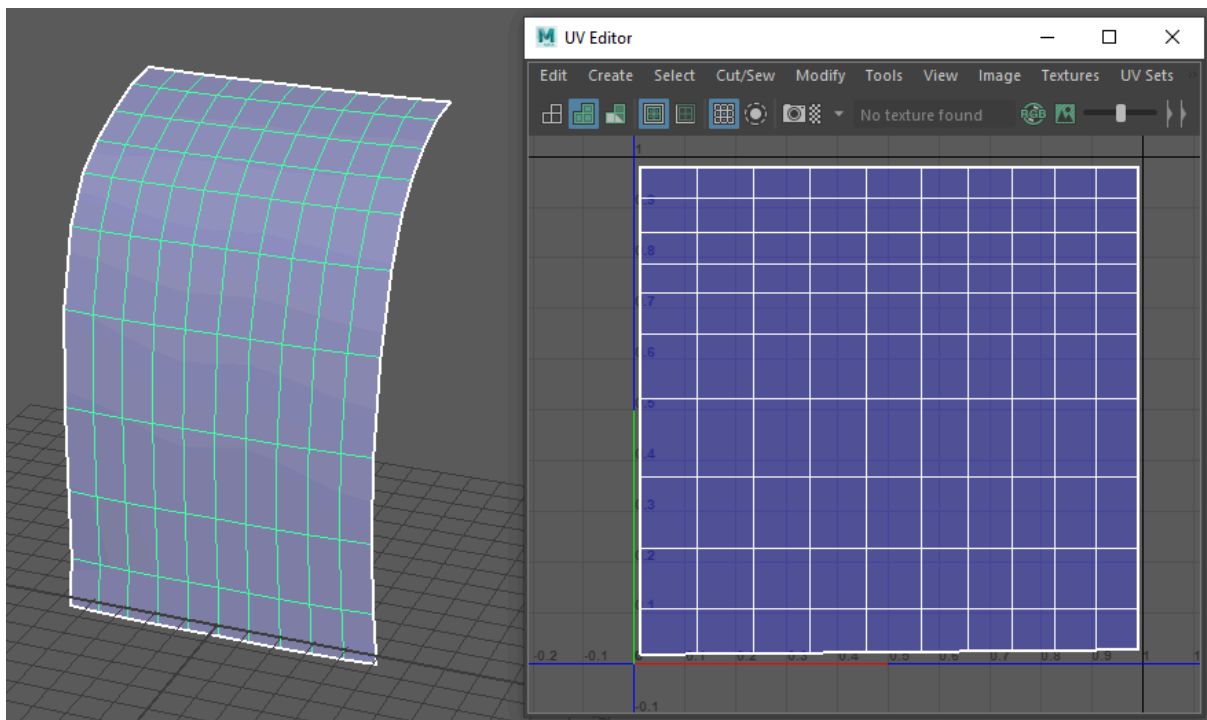
FINISHING

Once you're done with the setup, you can adjust the interaction parameters in the "Interactive" category of your material. You can modify the size, water gap, foam gradient, and radius to fine-tune the effect.



The process is exactly the same whether you're using the PBR or Unlit version of the waterfall material.

If you want to create your own waterfall mesh for your project, keep in mind that regardless of the mesh's silhouette, the UV map must be a properly unwrapped square layout to display the material correctly. It should look something like this:



THE RIVER

If you want to create a river, simply use the river materials provided in the package folders. If you're creating your own river meshes, make sure to unwrap the UV maps the same way as for the waterfall.

SAMPLES

Inside the “Prefabs” folder, you’ll find preconfigured waterfall setups (both PBR and Unlit) that you can use as references before building your own.

There are also two sample scenes:

InteractiveWaterFall

MaterialDemoScene

MaterialDemoScene: This scene showcases the basic shader behavior for the interaction masks, in case you'd like to study how the effect is achieved within Shader Graph.

You can also check out the sample videos on the Asset Store for visual references — including a quick setup tutorial for the interactive object.

NOTE:

Keep in mind that the final result will depend on the post-processing configuration of your project. You just need to adjust it to fit your project's needs.

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https://www.youtube.com/@_gameslave