

Welcome to Water Magic

Water Magic is driven by Water Textures and Materials that are layered with transparency to achieve depth in the look.

User can change materials on the different water layers to discover new styles

Slow down the speed of the moving material by the using the settings in the inspector window underneath "WaterMove" script

Each Water Style and WaterFall Style have Prefab groups to bring a specific preset style into your project by dragging and dropping the WaterSet or WaterFallSet prefabs into your scene.

For any further questions, please email us at GlowFoxGames@Gmail.com