
Version History

1.2.1

- Shore line foam effect optimized
- Make shore line intensity editable
- Make reflection intensity editable
- Make wave move speed editable

1.2

- Shore line effect

1.1

- Mirror reflection for Unity Pro

Mobile Ocean & Water

Thank you for buying Mobile Ocean & Water !

If you have any questions/issues please contact me at kuangtoby8105@gmail.com . I will be glad to help you out.

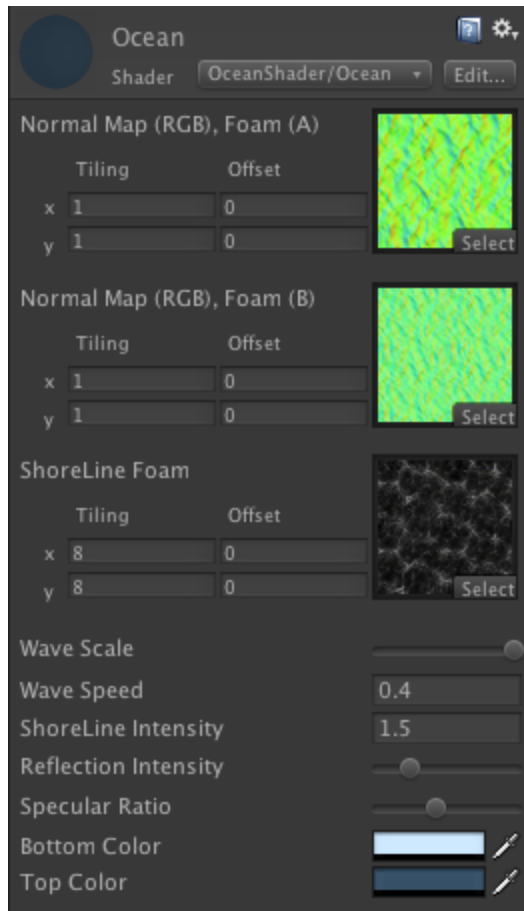
Also you can Discuss in forum :

<http://forum.unity3d.com/threads/204328-Mobile-Ocean-amp-Water?p=1382191>

Get latest version in asset store : <https://www.assetstore.unity3d.com/#/content/11384>

Mobile Ocean & Water is a water example for mobile devices , requires Unity 3.5.5 or higher , and runs on iPhone 4s or better devices. It contains a material, a mesh and a prefab that can be directly used in your scene.

1. Material: /MobileOcean/Materials/Ocean



Wave Scale: the wave scale

Wave Speed: the wave move speed

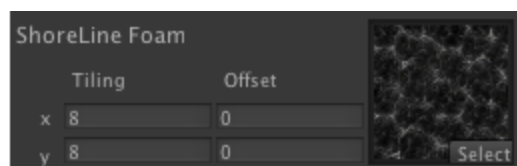
ShoreLine Intensity: intensity of shore line effect

Reflection Intensity: intensity of reflection

Specular Ratio: adjust the specular range

Bottom Color: do not change this color

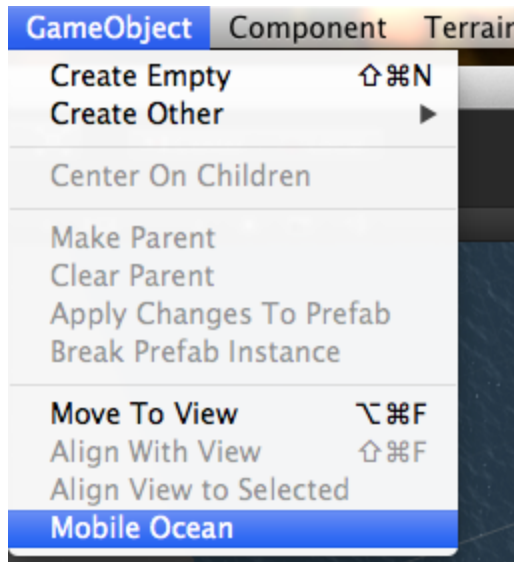
Top Color: set the color of water



You can set the tiling of *ShoreLine Foam*

2.Create Water

GameObject/Mobile Ocean

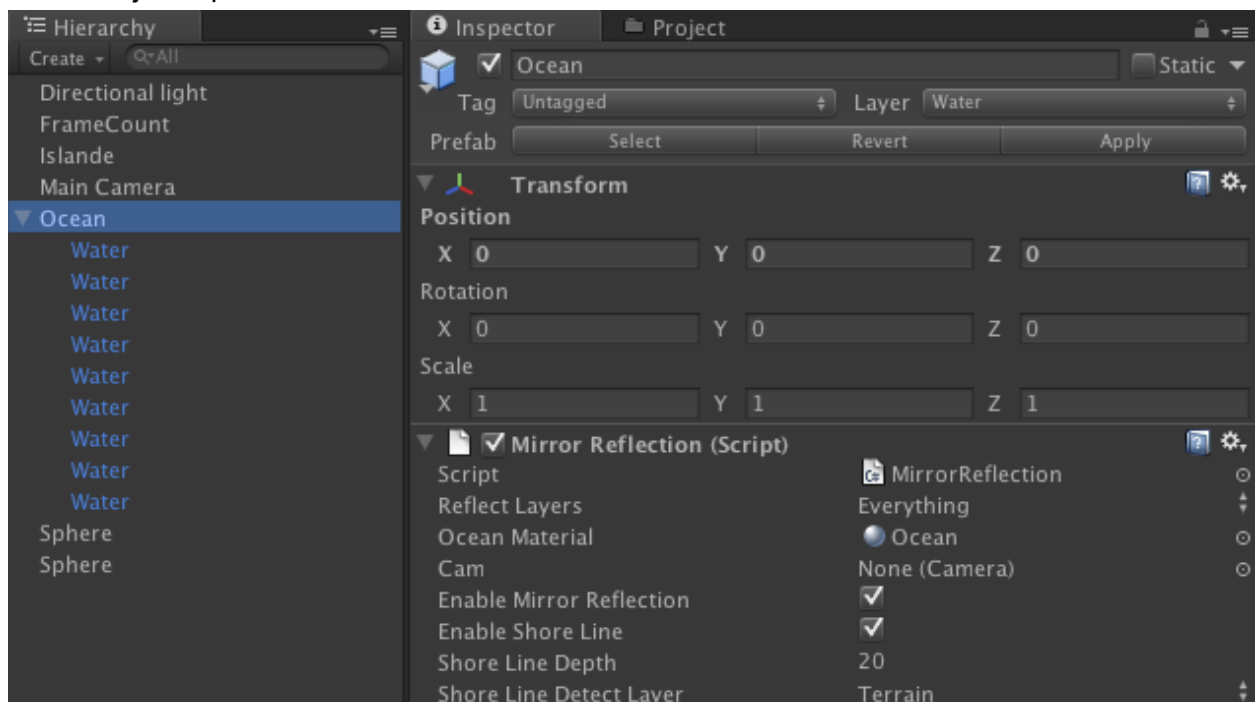


3.Mirror Reflection(For Unity pro)

Mirror reflection is for Unity Pro.

Notice: If you want to reflect skybox, you should use 6 textures cubemap skybox!

Ocean object's position should be Vector3.zero, MirrorReflection.cs should be attached to it.



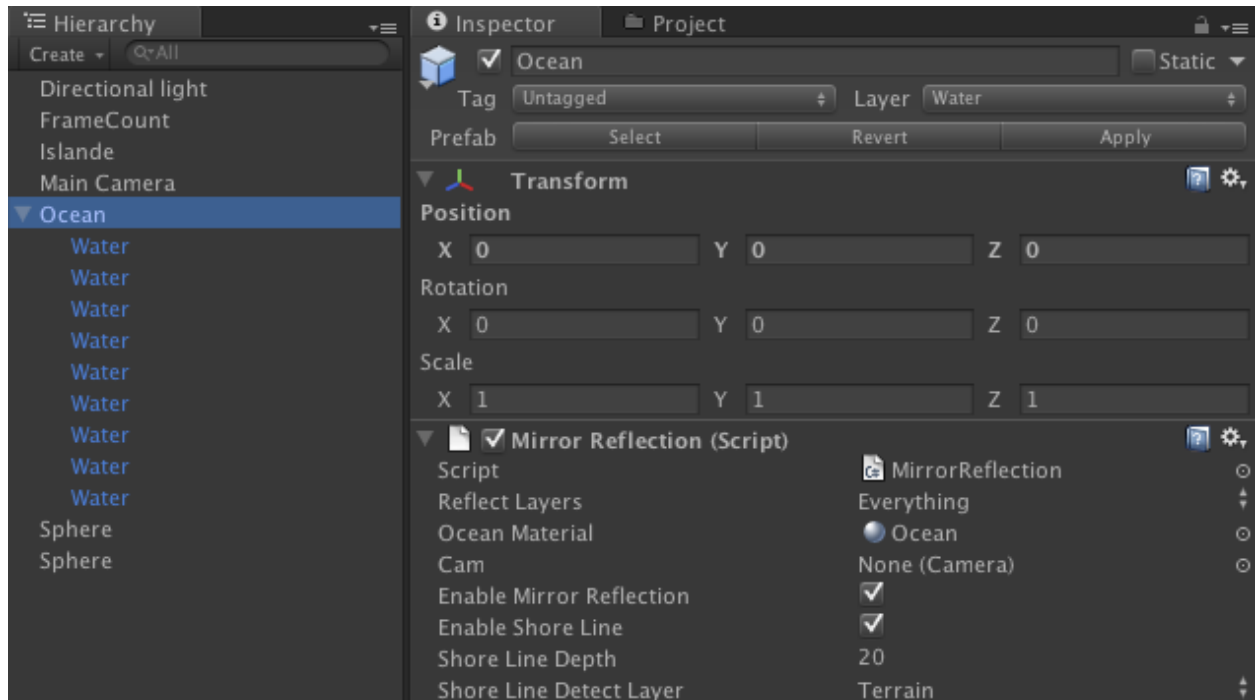
Reflect Layers : The chosen layers apply to mirror reflection

Cam : The camera to watch the water. Default is Main Camera(Need Main Camera in scene and its tag is "MainCamera")

Enable Mirror Reflection: Whether the mirror reflection is available

4. Shore Line

Shore line effect is created by setting vertice's color of water mesh. Your terrain gameobject should attach with mesh collider and extending into water. The shore line effect is created at the beginning of game, you cannot enable or disable it after game began.

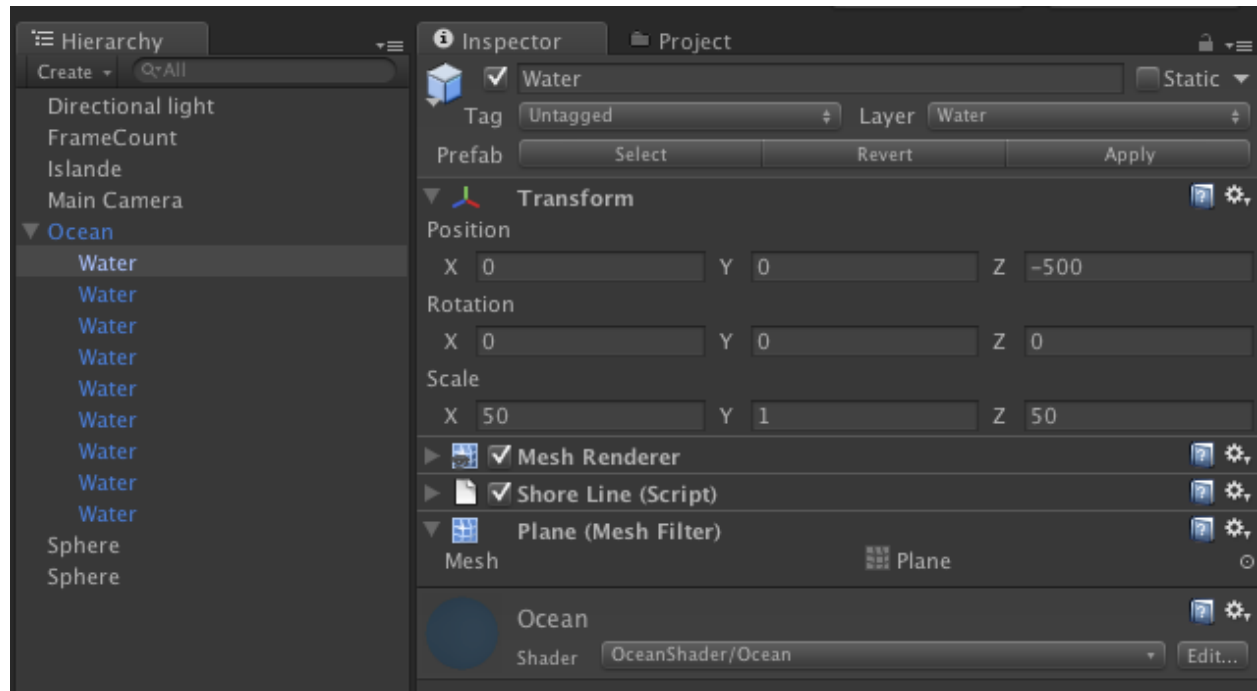


Enable Shore Line: Whether the shore line effect is available.

Shore Line Depth: If a region's vertical distance between water and terrain is less than this value, the shore line will be shown in region.

Shore Line Detect Layer: Terrain's layer.

ShoreLine.cs should be attached to every water mesh object.



NOTICE: Directional light is necessary. Water color will change with the light.