Crystal Clear Water Shader Graph

Ramez Al Tabbaa

Crystal Clear Shader Graph Properties:

This shader graph has the following properties exposed and can be adjusted easily from inspector:

- Distance: to control the water depth.
- Surface color: to control the shallow water color.
- Deep color: to control the color of the water that far from surface.
- Refraction speed: how face the refraction texture moving.
- Refraction scale: to control the x and y scale of refraction texture.
- Refraction texture: to select the normal map you want for refraction.
- Refraction strength.
- Hight Frequency: how frequent the wave happens.
- Wave speed: how fast is the wave.
- Wave amplitude: how high is the wave.
- Foam amount: the distance of foam from edges of intersecting game objects.
- Foam color.
- Foam Speed: how fast the foam moving.
- Foam scale.
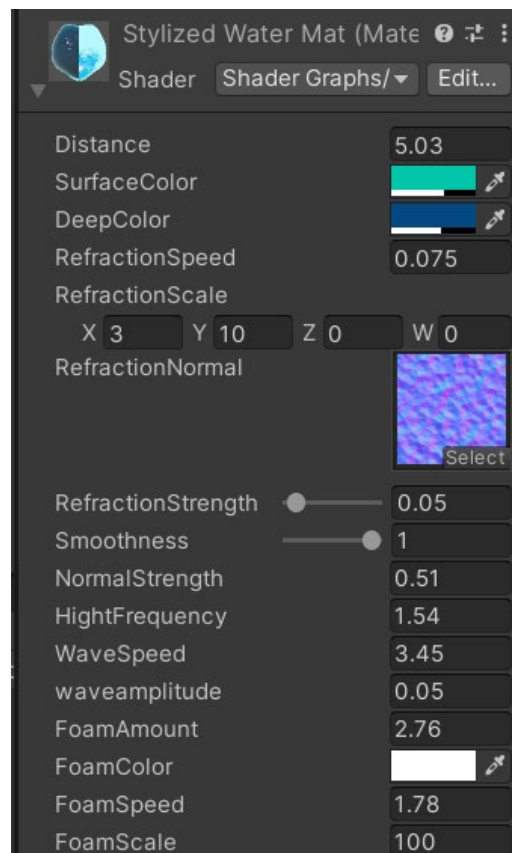
Screen shots:

Support:

If you needed any help don't hesitate to contact us on the following email:

binarylunar@gmail.com