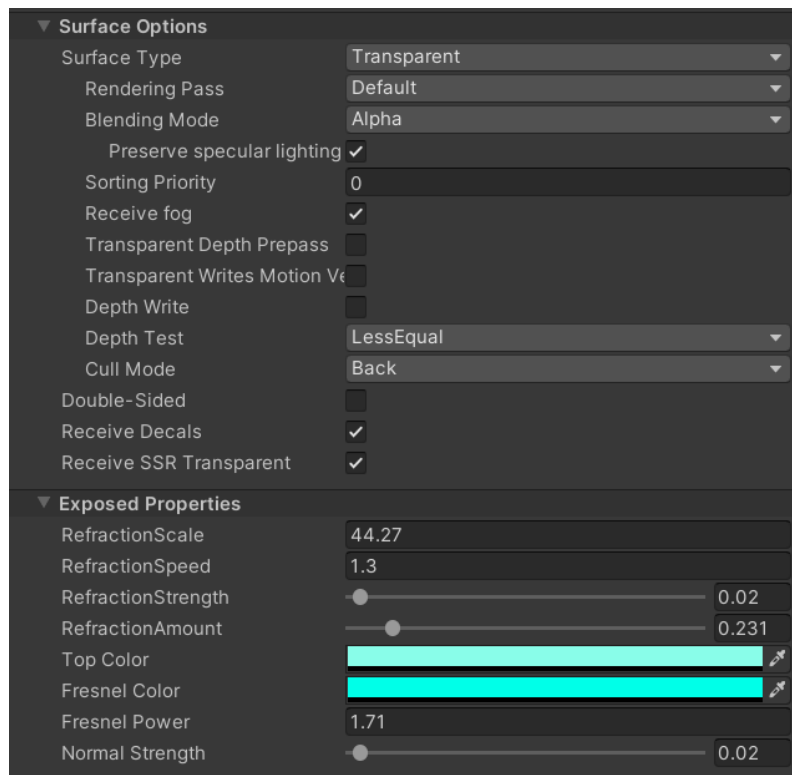


Interacted Water Shader

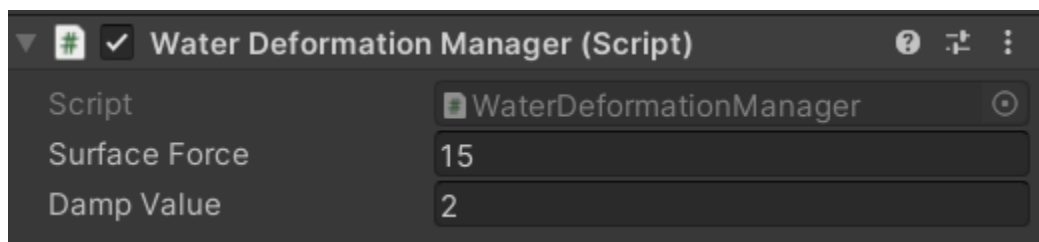
Shader Graph Properties:



1. Refraction Scale: refraction multiplier to generate the noise that passed to scene color buffer for refraction effect.
2. Refraction Speed: waves speed from refracted water surface perspective.
3. Refraction Strength: normal map strength for the generated refraction noise.
4. Refraction Amount: the blended refraction value with the transparent material.
5. Top Color: color from close view of the water.
6. Fresnel Color: color from afar view of the water.
7. Fresnel Power: far view color influence.
8. Normal Strength: influence of normal map surface of the water.

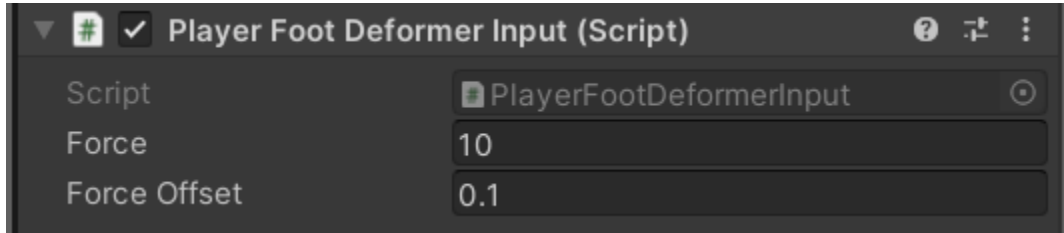
Interaction with water shader:

It used two scripts to interact and deform water shader as the following for the water surface:



1. Surface Force: influence value on how much the surface of water will be affected by the object touching.
2. Damp Value: smoothing value over time after object touched water surface.

As for the player it should be attached the following script:



1. Force: value of the applied force on the surface by the object.
2. Force Offset: multiplied value with **Raycast** normal vector to control the depth of the applied force and passing it to the main deform water script.