



Hello

Thank you for purchase my asset.I write this water shader for my own game. My main goal is performance and good looking sea!!! You can simply drag my water in your scene and adjust parameters.

Performance is tested on low end Tablet device (Lenovo A3500) and give me really good performance compare to unity diffuse shader!!!

Mobile Water Sea shader : 27 fps

Unity Diffuse Shader : 29 fps

For more details and tutorials, refer to my video tutorials on youtube:

[https://www.youtube.com/watch?v=\\_PI7UVGegx4&feature=youtu.be](https://www.youtube.com/watch?v=_PI7UVGegx4&feature=youtu.be)

<https://www.youtube.com/watch?v=fDHLW2OtkOo>

Cheers

Ali Zanjiran