

# CoolMobileWater v1.03

## Version 1.03

- . Add “InWaterObject.shader” and “InWaterObject\_Transparent.shader”.
- . “DemoScene” is updated.

## Version 1.02

- .New Feature : dynamic reflection.
- . “DemoScene” is updated.

## Version 1.01:

- . Fixed a bug: Refraction strength is different on different devices .
- . “DemoScene” is updated.

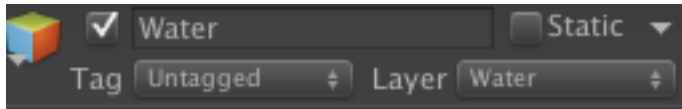
## Version 1.0

- .First release.

## About Reflection

Make sure water plane is only rendered by “MainCamera”(check “MainCamera” Culling Mask).

Water plane layer setting:



## About Camera

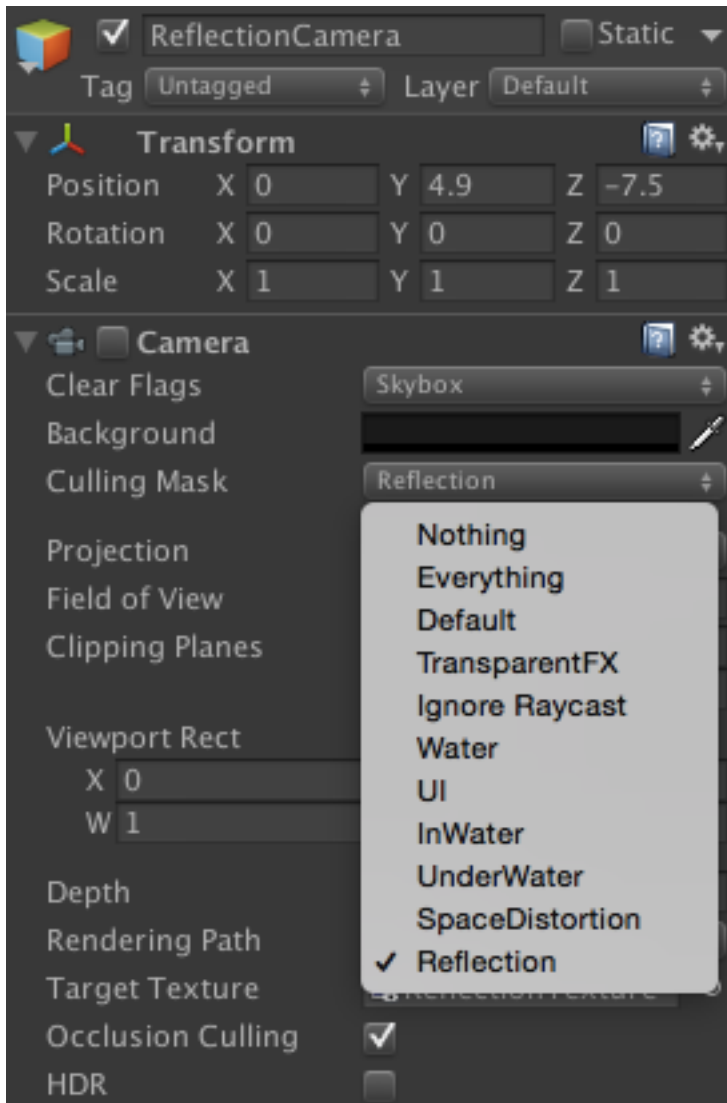
“Reflection Camera” should render as little as possible. It is recommended to add a layer “reflection” to those objects who will produce reflection.

There are two other cameras: “Main Camera” and “Refraction Camera”. They should have exactly the same settings(position , rotation, field of view ...).

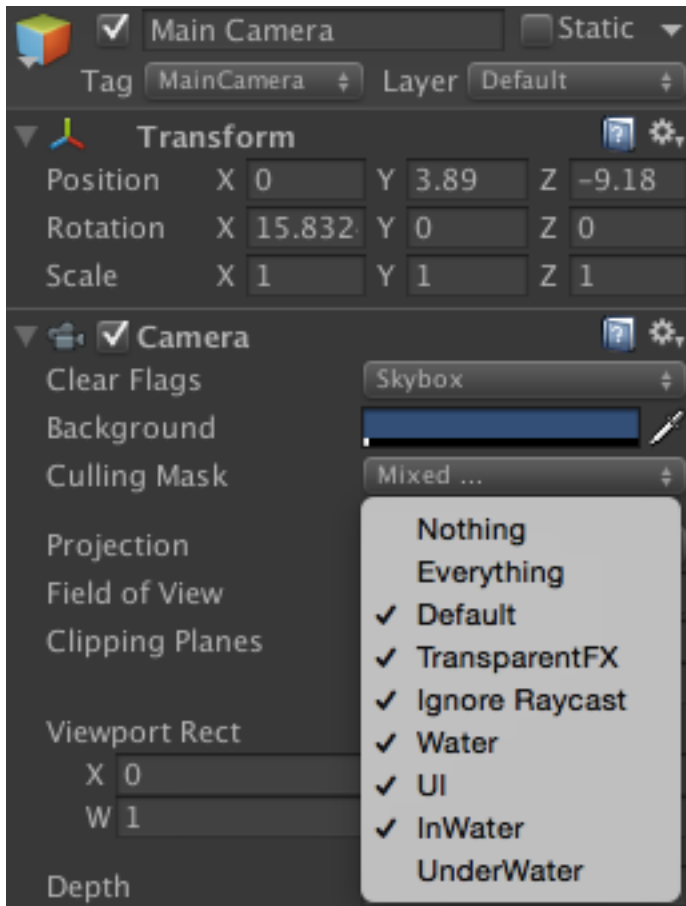
To have higher performance, it is recommended to have two different layers , “InWater” and “UnderWater”. Objects that are fully under water should have layer

“UnderWater” and will be only rendered by “Refraction Camera”. Objects that are partly in the water should have layer “InWater” which are rendered by both “Main Camera” and “Refraction Camera”.

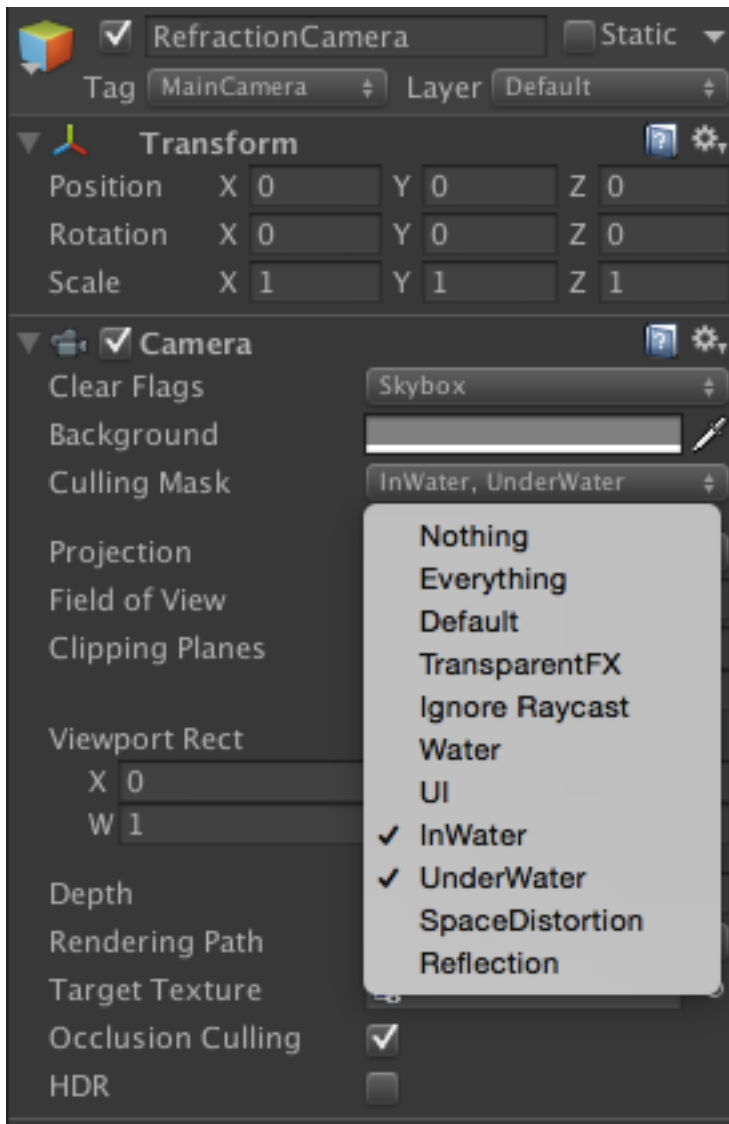
Camera Culling Mask:



“Reflection Camera”



“MainCamera”



“Refraction Camera”

ShowWaterInEditor.cs

Water effect can not be showed in some unity3d versions in editor. Add this script to “Main Camera” If it happens.

Water.shader

Implement water refraction and fake water reflection.

InWaterObject.shader

Unlit\_InWaterObject.shader

Simulate depth color on objects that are in water.

If you have any question, please contact me via the following:

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