

What it does?

This component has 2 scripts Which are MakeSomNoise and WaterPlaneGen. WaterPlaneGen script is used to create a plane and then MakeSomNoise script is used to manipulate the vertices on the plane. This will create low poly water.

What you need?

You will have to create an empty object and call it low poly water, add both of the scripts to the object. After that add a Mesh Filter and a Mesh Renderer to the object. Adjust the values on both scripts the way you want. But I recommend you have the power at 1, Scale at 1 and Time Scale at 0.5 in the MakeSomeNoise script. Create a water material by creating a material, set it to transparent and change the albedo colour to blue colour.

What limitations do you have?

The limitation of this package is that you have to have a Mesh Filter and a Mesh Renderer on the object, otherwise it won't work. You won't be able to use a mesh collider on this object.