**WaveShaderPack Documentation**

To use this package you have two options:

1 - Use the prefab from the imported folder and customize your wave from the inspector

2 - Make a new material and attach the included Shader script. Then, make an empty GameObject and attach the GenerateMesh script, this will generate two required components: MeshRenderer and MeshFilter. Then attach your new shader material.

From there you can customise your wave using the inspector values.