WATER FLOAT SETUP GUIDE

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GETTING STARTED:

1. Add the 3d model game object you want the effect on into your scene.

2. Create an empty game object

3. Make your 3D model the child of this empty game object

4. **Add Component** to the empty game object. Add the *WaterFloat* script.

5. Play and that's it! Your object now has a water floating effect

6. Now it's all about tweaking those properties we have and understanding them more.

PROPERTIES:

-   **MovingDistances** - the vectors that will move the object on each axis back and forth again. Remember these vectors are added to your current object transform. It's always best to keep them all at a very bare minimum floats. For example: 0.02f could go higher or even less. Tweak and see what is best.

-   **Speed** - the speed the object will move along the **MovingDistances** property.

-   **WaveRotation** - the axis the object will rotate during the floating effect.

-   **WaveRotationSpeed** - the speed of the **WaveRotation**.

-   **AxisOffsetSpeed** - object will move - one way - in the given axes. Simulate a moving along a river. Where the object will float but also move along the given axes without coming back.