jolix / **Low-Poly-Water**   👁 Watch ▾

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jolix edited this page 10 days ago · 23 revisions

Welcome to the wiki and thank you for purchasing Low Poly Water!

Please consider rating the package in your asset downloads or leave a review on the asset page. This will help the growth of this asset.

For feedback and support: contact @lejolix or jolixmail@gmail.com
For feature requests: Google Form
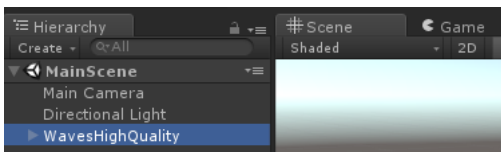Latest online documentation: https://github.com/jolix/Low-Poly-Water/wiki

Getting Started

1. Drag one of the water prefabs (inside the Prefab folder) to the scene.



2. Select the prefab object in the scene.

3. Adjust the properties to your liking using the inspector window.

Performance Tips

The Low Poly Water asset is optimized for performance. All wave and ripple calculations are performed on the GPU. The CPU-load is negligible. However, some high quality features could still be too heavy for very low-end hardware. If performance is an issue, **Flat** or **VertexLit Shading** is recommended. Furthermore, if waves are not required, turning them off is the way to go. **LowQuality** waves are a lot faster than **HighQuality** ones. Lastly, disabling the **Shore Blend** feature can boost performance as well.

Property Documentation
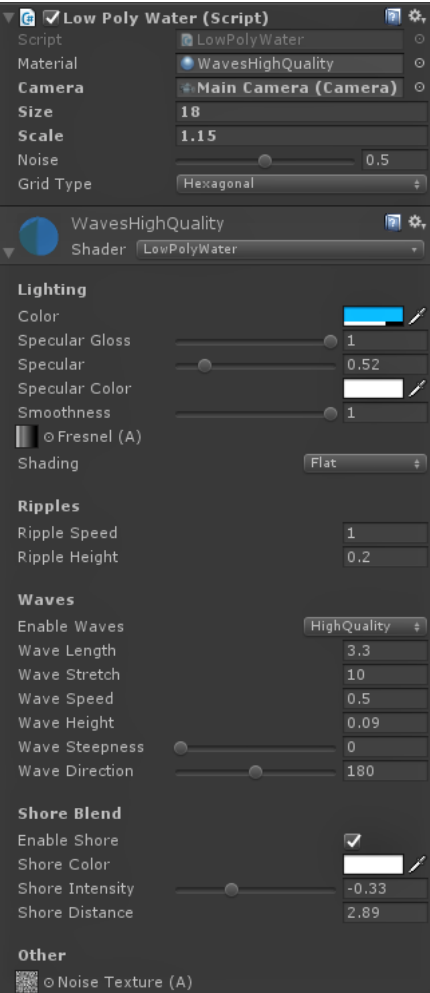
LowPolyWater.cs Script

Property	Description
Material	A low poly water material of choice.
Camera	The main camera. This is used to grab the depth texture if Shore Blend is enabled.
Size	The size of the water plane.
Scale	Change this property to get bigger or smaller triangles.
Noise	Offset the vertices with random noise.
Grid Type	**Hexagonal:** Generates an hexagonal water plane. **Square:** Generates a square water plane.

Lighting

Property	Description
Color	The color of the water.
Specular Gloss	Specular lighting gloss intensity.
Specular	Specular lighting power.
Specular Color	Specular lighting color.
Smoothness	The smoothness of the water surface.
Fresnel (A)	An 8-bit alpha texture approximating a fresnel lens. A default texture is provided in the Textures subfolder.
Shading	**Flat:** Pixels inside a triangle have always the same color. Lighting is calculated in the vertex shader. **VertexLit:** Lighting is calculated in the vertex shader. **PixelLit:** Lighting is calculated in the fragment shader. Slowest option.

Ripples

Property	Description
Ripple Speed	The speed of the water ripples.
Ripple Height	The amplitude of the water ripples.

Waves

Property	Description
Enable Waves	**Off:** Disable waves. **LowQuality:** These waves are calculated using the Noise Texture. This option is faster than HighQuality, but the texture sampling can cause flickering/jittering of the lighting. **HighQuality:** Based on Trochoidal or Gerstner waves. Slowest Option.
Wave Length	The length of the waves.
Wave Stretch	Higher values stretch out the waves in the perpendicular travel direction.
Wave Speed	The travel velocity of the waves.
Wave Height	The amplitude of the waves.

Property	Description
Wave Steepness	The steepness of the waves.
Wave Direction	The travel direction of the waves.

Shore Blend

Property	Description
Enable Shore	Toggles the shore blend feature. Toggle off for best performance.
Shore Color	The color of the shore blend.
Shore Intensity	The intensity of the blending/fading into the shore.
Shore Distance	The distance from the edge intersection to start blending with the shore.

Other

Property	Description
Noise Texture (A)	A single-channel (8-bit alpha) texture with random numbers between 0 and 255.

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