Stylized Water Shader

QUICKSTART GUIDE

1 THANK YOU FOR PURCHASING THE STYLIZED WATER SHADER!

Note: This PDF is a quickstart guide, the full documentation can be found at:

http://staggart.xyz/unity/stylized-water-shader/documentation/

Please consider rating the package through your download list or leave a review at the store page once you're familiar with it.

Rate   Review

Feedback and suggestions can be made in the forum thread:

http://forum.unity3d.com/threads/stylized-water-shader-desktop-mobile.430118/

2 GETTING STARTED

- Drag one of the prefabs found under *Assets/StylizedWaterShader/Prefabs* into your scene.
- Add the "*EnableDepthBuffer*" script to your main camera, this ensures that the depth and intersection effects work in Forward Rendering.
- Use the *StylizedWater* script component to start modifying it to your liking.

Alternatively:

- Create and assign a material to your water mesh and assign a shader found under */StylizedWater*.
- Add the *StylizedWater* script component.
- Add the "*EnableDepthBuffer*" script to your main camera.

Note: It is advised to create your own materials, so your settings are not accidentally overridden when updating the package.

If you're uncertain what a parameter is for, click the help icon to toggle descriptions for that section
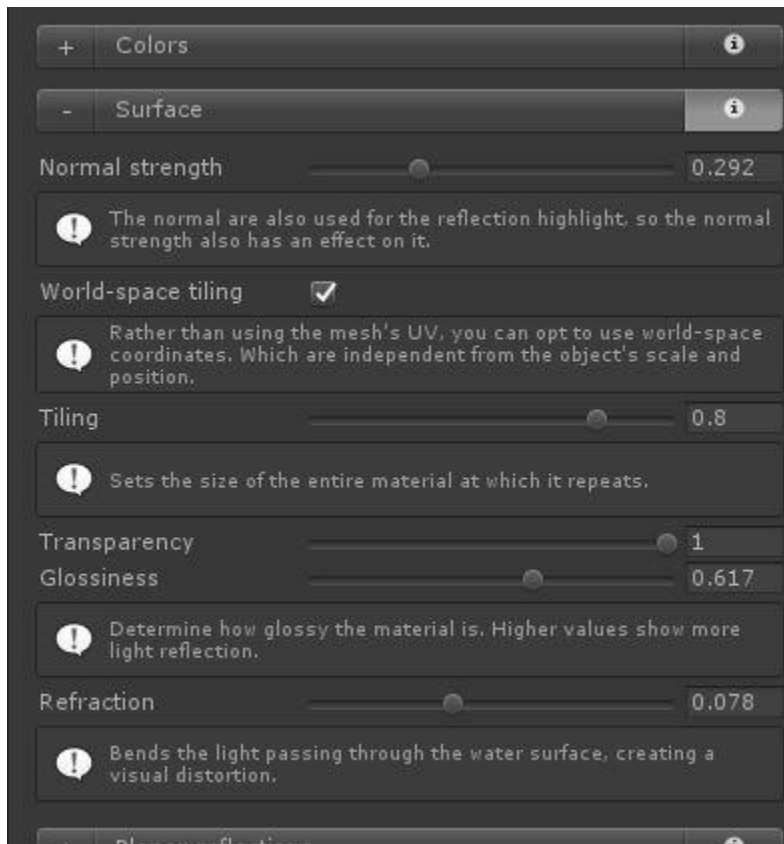
3 SUPPORT

Should you run into any issues or have questions/feedback, please do not hesitate to reach out! I will do my best to respond as soon as I can.

Unity forums thread: http://forum.unity3d.com/threads/stylized-water-shader-desktop-mobile.430118/

E-mail: contact@staggart.xyz

Twitter: @JonnyIO