Mountain Creek

Thank you for choosing this package!
Here are some hints on using its content, so you can start right through.

Content:

– **The Modules**
– **Ground Shader**
– **Water Shader**

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The Creek Modules

The package contains five creek modules, which can be arranged freely.
You can find them in the „Models" folder. (Assets/laxer assets/creek)
The source fbx models are inside the „FBX" folder.
There are also prefabs with mesh-colliders attached in the „with collision" folder.
You also can add the mesh collider manually. Select the ground mesh and add a mesh collider
from the inspector. (it should automatically use the correct mesh)

Hints:

–   edit the terrain first and try to place the creek parts as close to the surface as possible
–   Start building the creek from its end
–   when you are done, adjust the terrain height with the smallest brush to fit around the
      modules
–   you can create your own skyboxes, so that the water reflects your environment
–   you can repaint the ground meshes with a vertex painter plugin
–   looks great with my wooden bridge package (hehehe :)

The Ground Shader

The ground shader can controll up to five textures. It always shows the pixels of the texture with the greatest height. (the texture's alpha multiplied with the vertex color)

Layer 0 is shown, where the sum of all vertex colors is smaller than 1
(eg. vertex color = black, vertex alpha = 0)
Layer 1 is controlled by red
Layer 2 is controlled by green
Layer 3 is controlled by blue
Layer 4 is controlled by alpha

You can use a vertex painter plugin to modify the texturing of the meshes.
The „fade length" slider controlls the edge fading. I cant describe it, just play around with it.

LAXER
Unity Assets

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You can define the water color with the color field. It looks most realistic, when the color is set to black and a skybox of the environment is used.
The „max water velocity" slider controlls the velocity of the splash texture.
The „wave velocity" slider changes the speed of the wave maps.
Both values can be < 0 (absolutely useless and looks strange)

The water also uses vertex colors.
The alpha defines the opacity.
The red value controlls the strength of the splash texture.