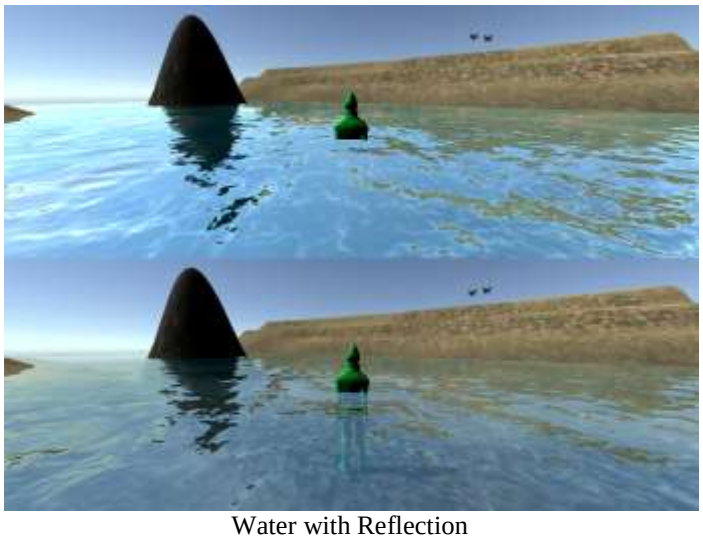
Scrolling, Mirror and Water

1. Introduction

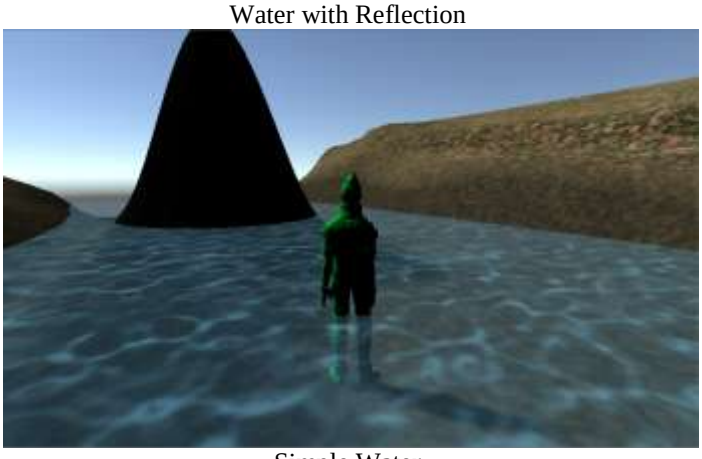
This package will allow you to easily create the following effects:

- Scrolls texture on traectory:
  - line
  - a circle
  - Lissajous figure

- Water:
  - Simple
  - With static cubemap
  - With reflection

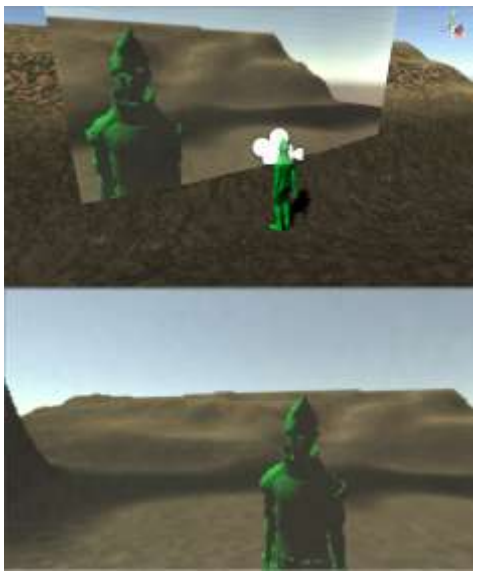


Water with Reflection



Simple Water

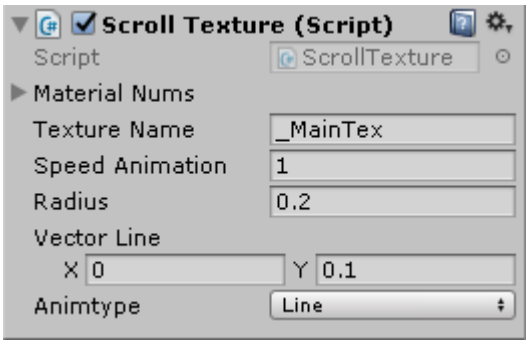
- Mirror
  /* or other surface with reflection



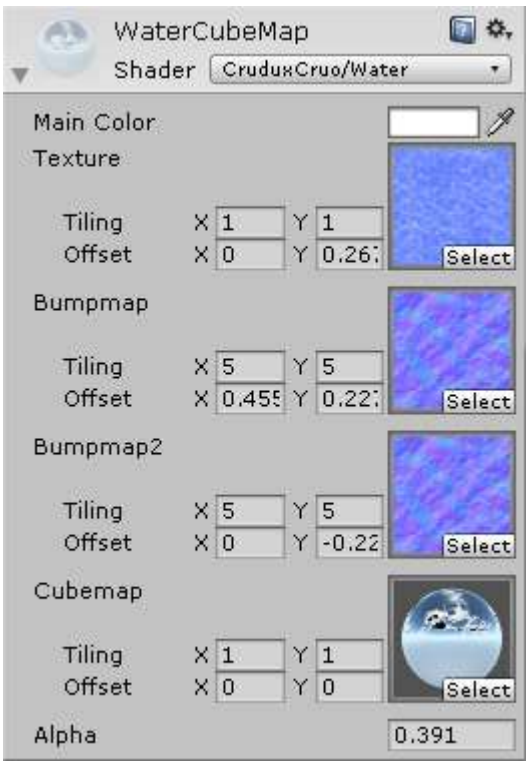
Mirror

2. Getting started

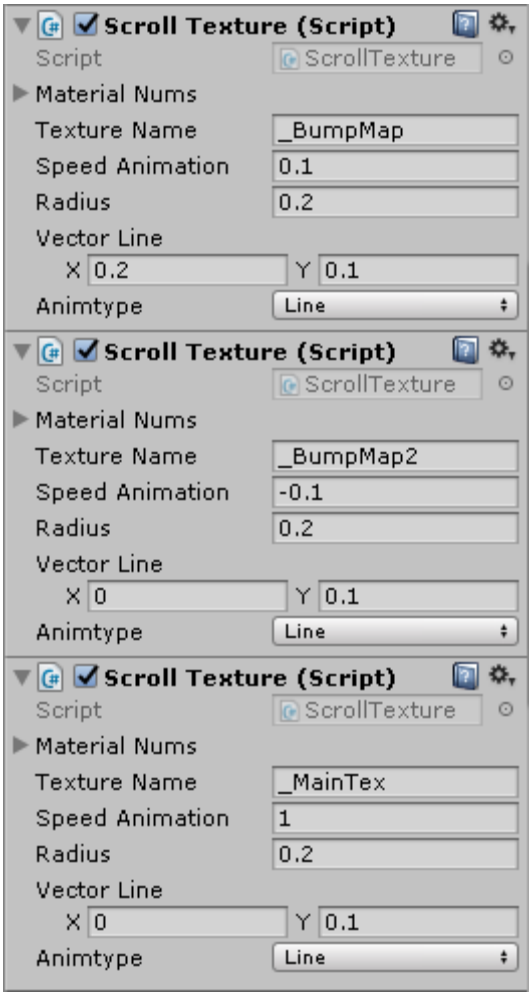
- Scrolling Texture
  Place «ScrollTexture.cs» script on the object with the moving material. Specify the type of movement in row "AnimType". Specify the radius if you select «circle» or «Lissajous». Enter X and Y in the "Vector Line", if you select Line. You also need to specify the speed of the animation and texture name (default "_MainTex"). If object contain materials, specify their numbers in the array Material Nums. If one material, then nothing needs to be changed.



- Water
  - Simple water is done by analogy with the preceding paragraph.
  - Water with cubemap. Use material with shader «Crudux Cruo/Water». Set the main texture, transparency (alpha), cubemap and one or two bumpmap.



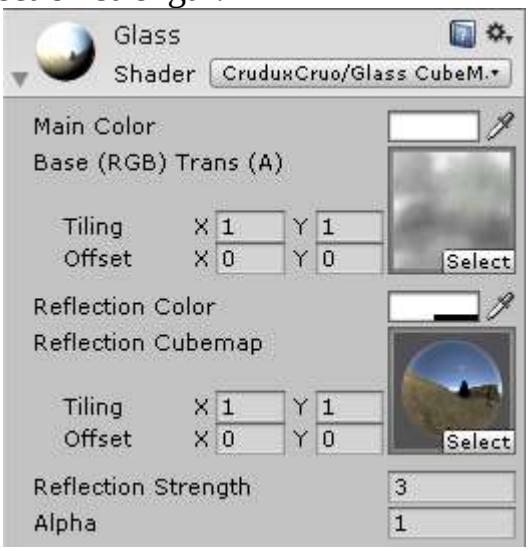
To specify the movement and the effect of glare using script «Scroll Texture.cs». To create a glare effect bumpmaps must move in opposite directions.



- Water with reflection. Repeat steps in the previous paragraph. Place «CubeMapCreator.cs» script on the object with water material. Specify CubeMap to render.

Remember, render to cubemap produced from the position of the main camera (Tag «MainCamera»). You can edit the script to suit your tasks.

- Mirror
  - Use material with shader «Crudux Cruo/Glass CubeMap». Set the main texture, main color, reflection color, transparency (alpha), cubemap and reflection strength.



Place «CubeMapCreator.cs» script on the object with mirror material. Specify CubeMap to render. Render to cubemap produced from the position of the main camera and it is wrong for mirror. You must choose which axis is frozen relative to the mirror.