**VISUAL EFFECTS & SHADER ASSET PACK BY RENDER ISLAND**

This is a collection of VFX & Shader Graph assets including 30 varieties of visual effects & shaders developed using unity visual effect graph & shader graph. This asset pack is fully compatible with the Universal Render Pipeline (URP) & High Definition Render Pipeline (HDRP) . This pack includes most unique and customizable visual effects such as fire, fireball, butterfly effect, electric wave, magic orb & customizable shaders like dissolve effect, water, sea, glass refraction which is a useful asset for your projects.

1. BonFire

The Bonfire visual effect consists of 3 different VFX graphs which are the fire effect, smoke effect, and fire particle effect. Those effects are contained as separate graphs in the RI_BonfireVFX asset.

The following customizable properties can be identified within the asset.
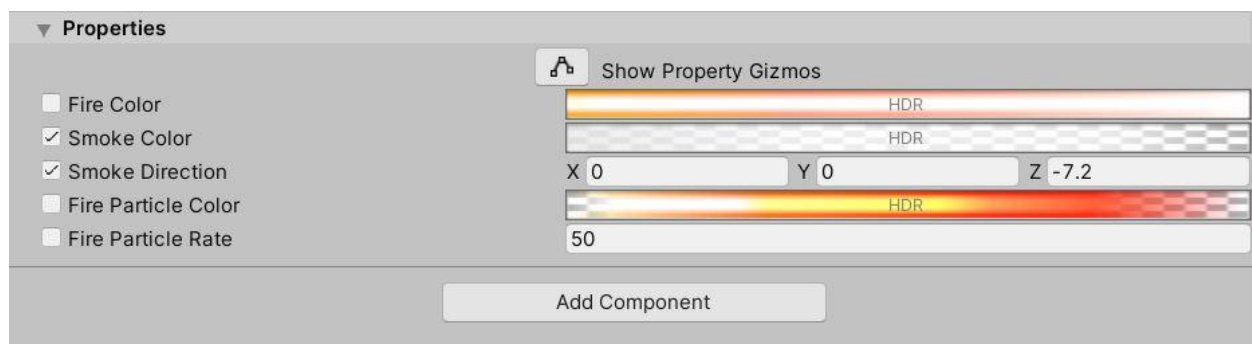

Properties:
- Fire Color - The color of the flame can be changed in the form of gradient colors. The color intensity of the flame can also be increased when choosing a color. The flame color intensity of the entire scene can be also adjusted using the post-processing profile.
- Smoke Color - The color of the smoke can be changed with this property.
- Smoke Direction - Also known as wind direction. Smoke flow direction can be changed with this property. (Note that, default smoke flow direction is considered through the y-axis).
- Fire Particle Color - The color of fire particles can be changed with this property.
- Fire Particle Rate - The fire particle spawning rate can be changed with this property.

2.   Bubble

Bubble asset developed using unity shader graph. For the floating bubble effect we used a particle system because vertex displacement & normal vectors have not supported the vfx graph in URP yet. But HDRP projects we can use this shader by using Lit quad output. Bubble shader contains the following customizable properties.
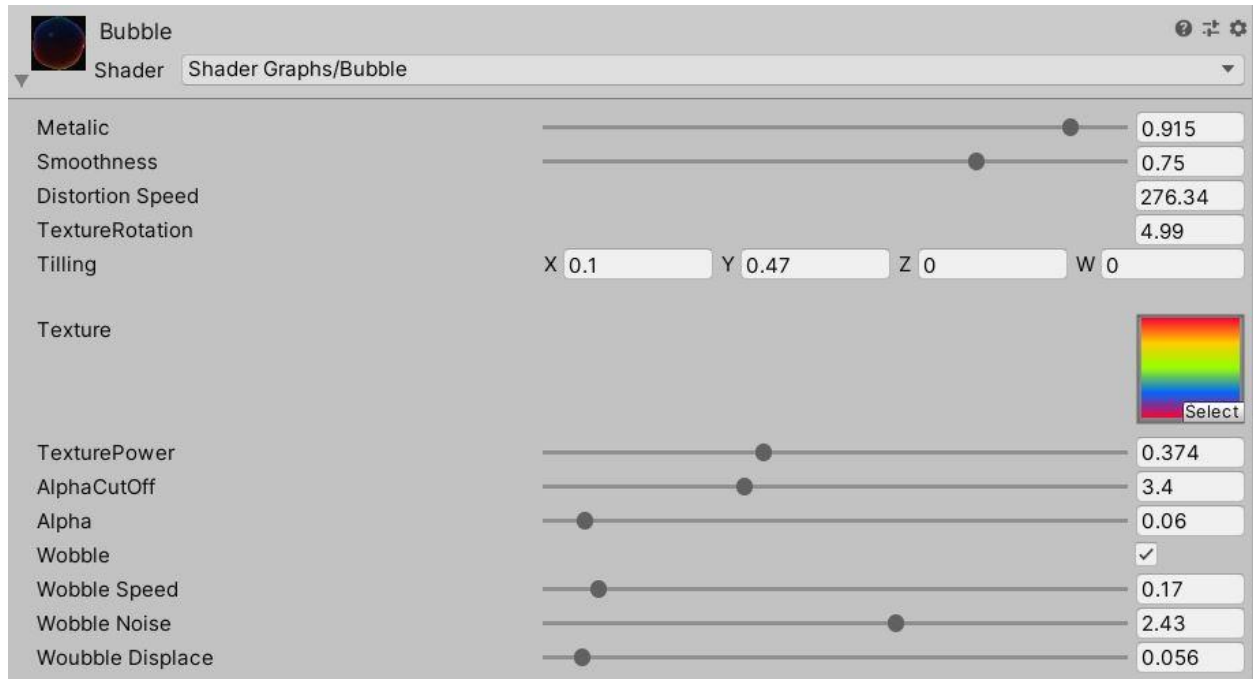
- Metallic - The metalness of the bubbles can be changed with this property.
- Smoothness - The smoothness of the bubbles can be changed with this property. As the smoothness value is increased, the roughness will be reduced and smoothness will be increased.
- Distortion speed - The speed of the bubble distortion/ turbulence can be changed with this property. As the speed is increased, distortion speed will be increased.
- Texture rotation - The texture that has been applied to the bubble can be rotated with this property change.
- Texture - The rainbow-colored bubble texture used in the asset can be changed with this property.
- Texture power - The magnitude of the rainbow-colored bubble texture can be changed using this property variation.
- Alpha CutOff - The texture will be blended subtly with the edges as the Alpha cutoff value is decreased. The texture will be shaded with sharp edges as the Alpha cutoff value is increased.
- Alpha - The transparency of the texture can be changed with this property. The transparency is increased as the value is increased.

- Wobble - Can select the checkbox to add the wobbly/shaky effect to the bubbles and deselect to remove the effect.
- Wobble Speed -This property allows changing the speed of the wobbly effect/ wobble noise of the bubbles. The speed of the shaky/wobbly effect of the bubbles will be increased as the value is increased.
- Wobble Noise - The intensity/magnitude of the wobbly effect of the bubbles can be changed with this property.
- Wobble Displace - The bubbles will reshape and deviate from their original shapes as this property value is increased.

3.   Butterfly

The Butterfly VFX consists of a single VFX graph. Flipbook shader animation is used to animate a single butterfly. It has the following customizable properties.


- Butterfly spawn rate - This property determines the number of Butterflies which will emit per second.
- Motion speed- The speed at which the butterflies rotate around the stage can be changed with this property. Rotation/motion speed can be increased with the value.
- Turbulence - The irregular motion speed of the butterflies can be controlled with this property. Butterflies will move rapidly within a short amount of time when the turbulence property value is increased.
- Spread - Overall radius/space in which the butterflies are outspread. When the spread value is increased, the overall radius/space will be increased.

- Life Time - The elapsed time between butterfly emission to disappearance can be changed with this property.
- Rotation axis - The axis which determines the center of rotation, can be changed with this property.
- Butterfly Color - The color of the butterflies can be changed with this property.
- Flying speed - The wing motion speed of the butterflies can be changed with this property.
- Transform - This property determines the emission angle/position & scale of the butterflies.

4.   Dissolve

The Dissolve effect consists of a single VFX and a single shader graph which are respectively known as the Impact VFX and the RI_Dissolve. For impact VFX used point cache of the human body mesh.

 Given below are the customizable properties of the Impact VFX.
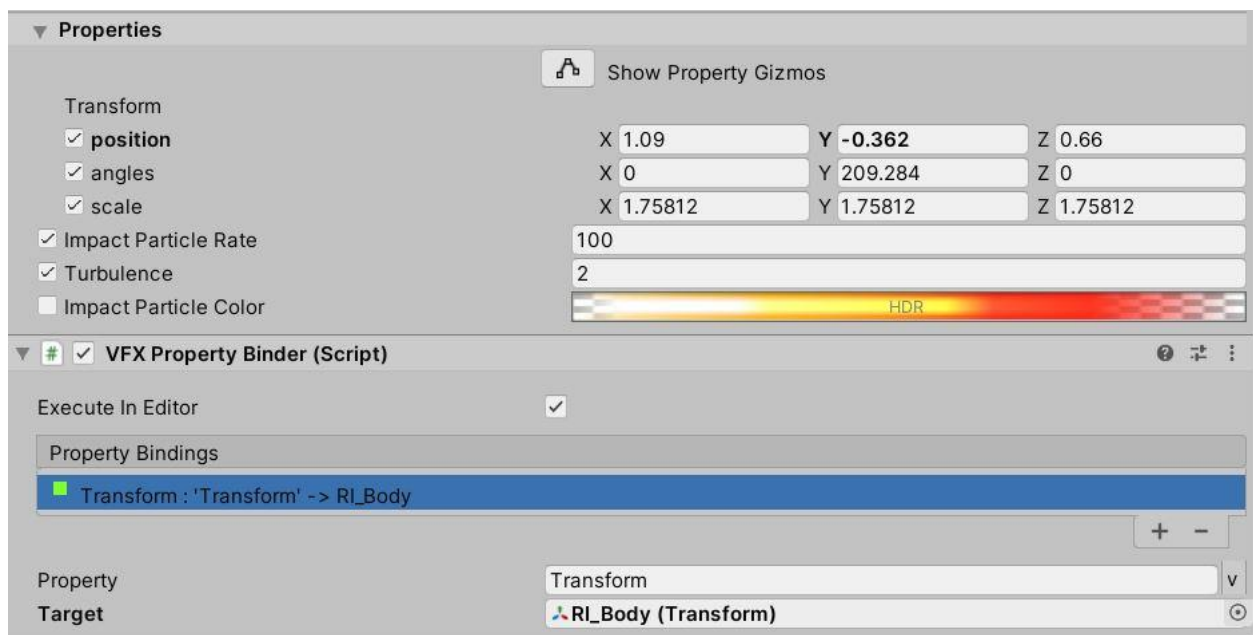
- Transform - Emit positions, angles, and scales of the appearing impact particles can be changed with this property.

- Turbulence - The irregular motion speed of the impact particles can be controlled with this property. Impact particles will move rapidly within a short amount of time when the turbulence property value is increased.
- Impact Particle Color - The color of the impact particles can be changed with this property.
- Impact Particle Rate - The number of impact particles emitted per second can be changed with this property.

(Note : VFX Property Binder component allows you to merge body object to your VFX which whenever body moves or scale, VFX follows the RI_Body asset)

Given below are the customizable properties of the RI_Dissolve shader graph.
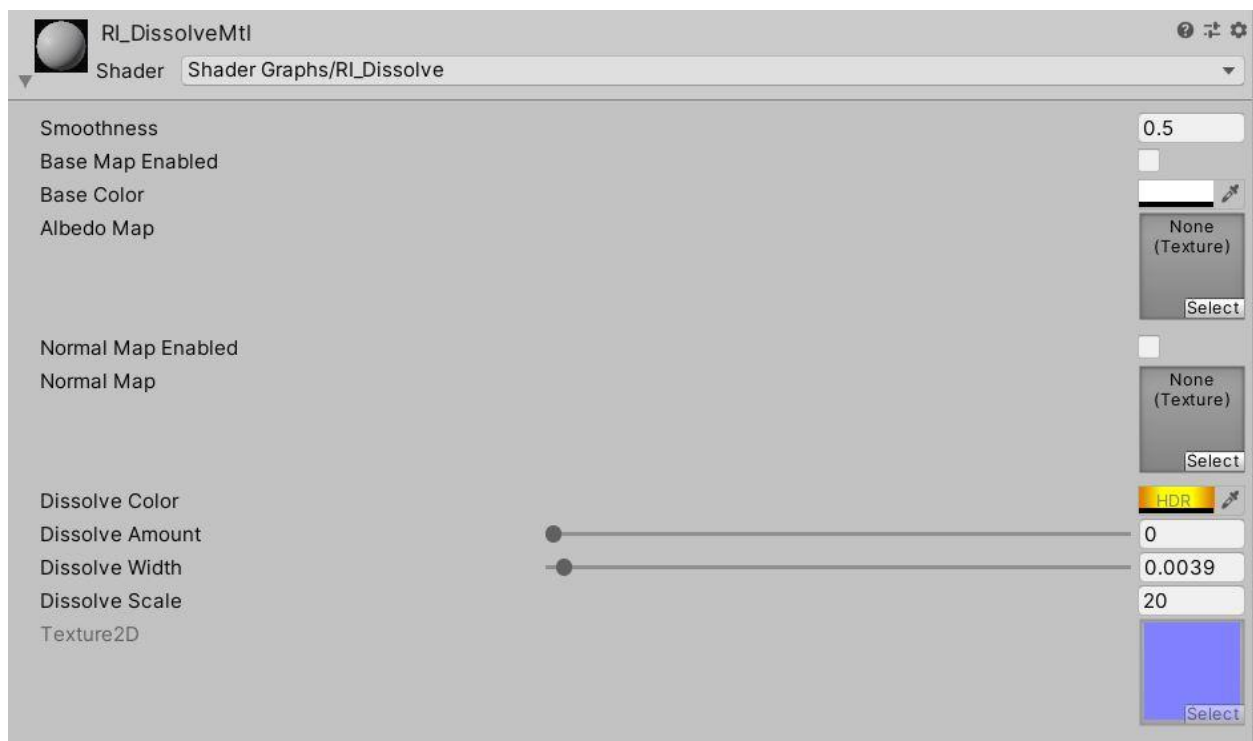

- Smoothness - The smoothness of the bubbles can be changed with this property. As the smoothness value is increased, the roughness will be reduced and smoothness will be increased.
- Base Map enabled - Enable users to include Albedo map. Unless the user can use the default material given by Unity. For Example above RI_Body used default material, so Map enable deselected.
- Base color - The color of the body (Default material color) can be changed with this property.
- Albedo Map - If Base map enabled, Albedo map can be placed here.

- Normal Map enabled - Enable users to include Normal map, if 3d model used. For Example above RI_Body not used Normal Maps.
- Normal Map - If Normal map enabled, Normal map can be placed here.
- Dissolve Color - The color of the edges in the dissolve effect can be changed with this property.
- Dissolve Amount - The amount/ magnitude of the applied dissolving effect can be changed with this property.
- Dissolve Width - Dissolve effect edge width can be adjusted with this property.
- Dissolve Scale - Tiling can be decreased to increase the edge cut. Tiling can be increased to decrease the edge cut.

5.   Electric spark

Electric spark effect uses single shader which uses RI_ElecricSparkMtl material
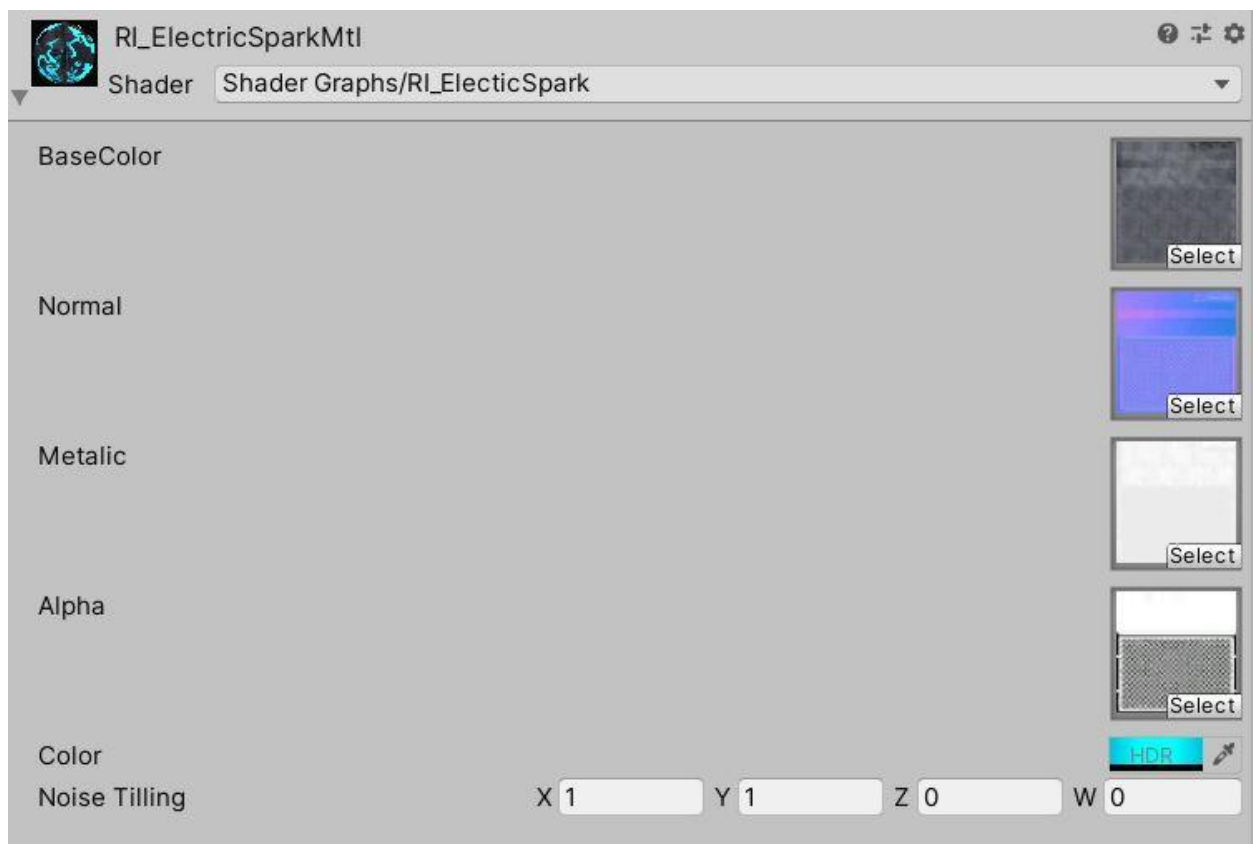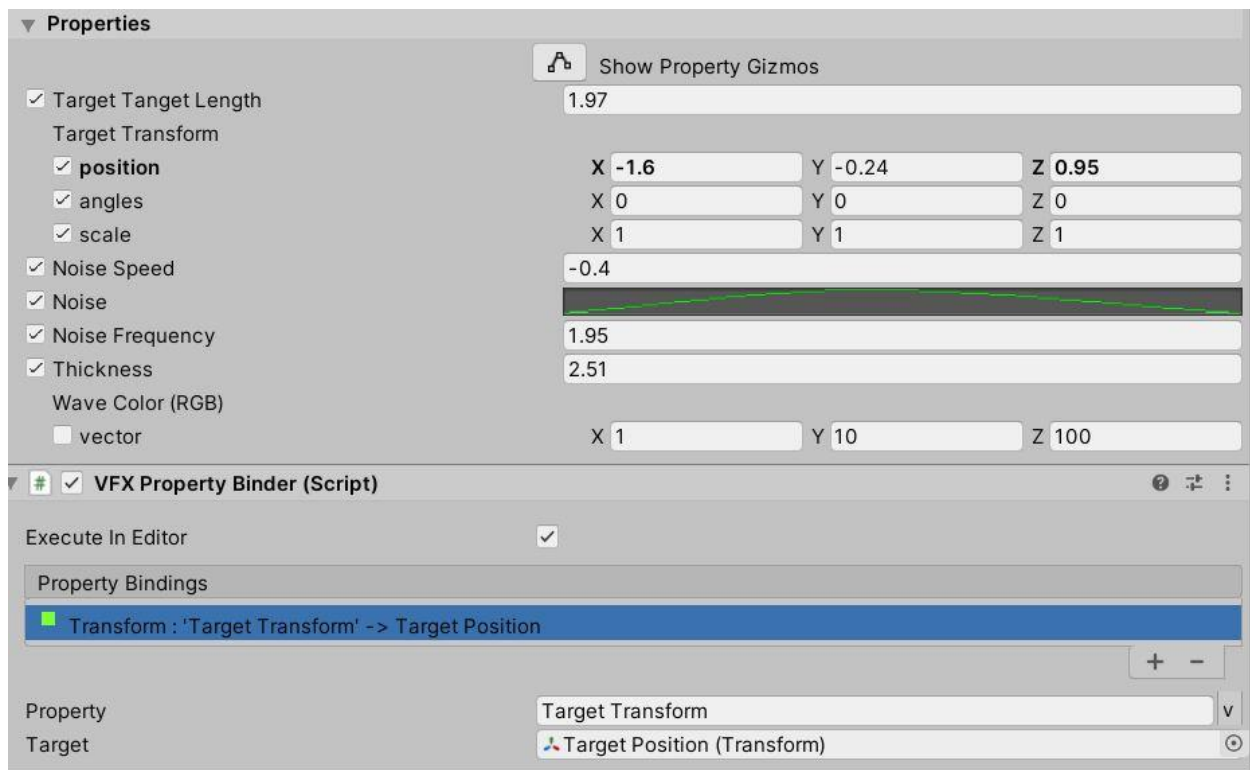

The following customizable properties are available in the Electric spark effect.

- Base color- A base color map can be included here.
- Normal - A normal map can be included here for depth effect.
- Metallic - A metallic map can be included here for a metalness.

- Alpha - A map can be included here for transparency.
- Color - The color of the electric spark can be changed with this property.
- Noise Tiling - The scale/magnitude of the gradient noise effect of the electric spark can be changed with this property.

6.   Electric wave

Electric Wave developed by VFX graph. Single Electric wave uses a single VFX graph which outputs a particle strip. Electric wave prefab consists of electric wave spawn & target position game objects which two points are highly customizable by position, rotation & scale.

The following customizable properties are available in the effect.


- Target Tangent Length - The length of the electric wave is determined by this property. Length can be increased by increasing the value.
- Target Transform - Electric wave end position coordinates, angles and scales can be changed with this property. By default this property cannot be customizable via inspector because it binds using the target position game object. In the game window, the target position can be changed easily.
- Noise speed - The motion speed of the electric wave can be changed with this property.

- Noise - The intensity of the electric wave noise can be adjusted along the wave with this property.
- Noise frequency - The frequency of the electric wave noise can be changed with this property.
- Thickness - The thickness of the electric wave can be changed here.
- Wave Color (RGB) - Color of electric wave can be customized in RGB format.

(Note : The VFX property binder binds target/end node of electric wave VFX here)

7.   Falling leaves

This effect contains a VFX graph.
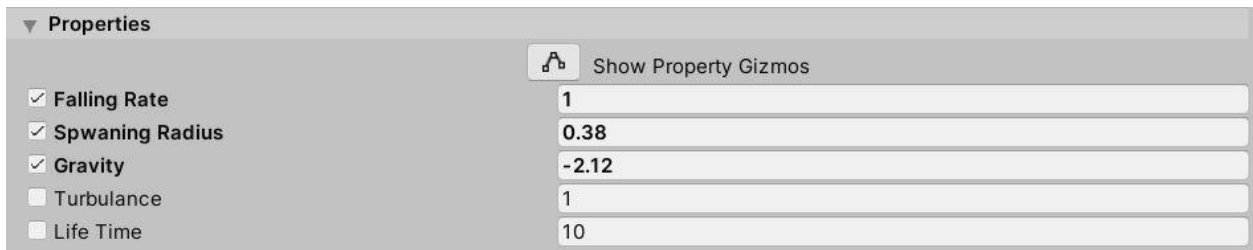
Identified properties are given below

- Falling rate - Number of leaves falling per second can be changed with this property.
- Spawning Radius - Radius of the spread area can be changed here.
- Gravity - Force applied on the leaves falling can be changed with this property.
- Turbulence - The irregular motion speed of the leaves can be controlled with this property. Leaves will move rapidly within a short amount of time when the turbulence property value is increased.
- Life Time - The elapsed time between the trail emission to disappearance can be changed with this property.

8.   Fireball

Fireball uses a single VFX graph.
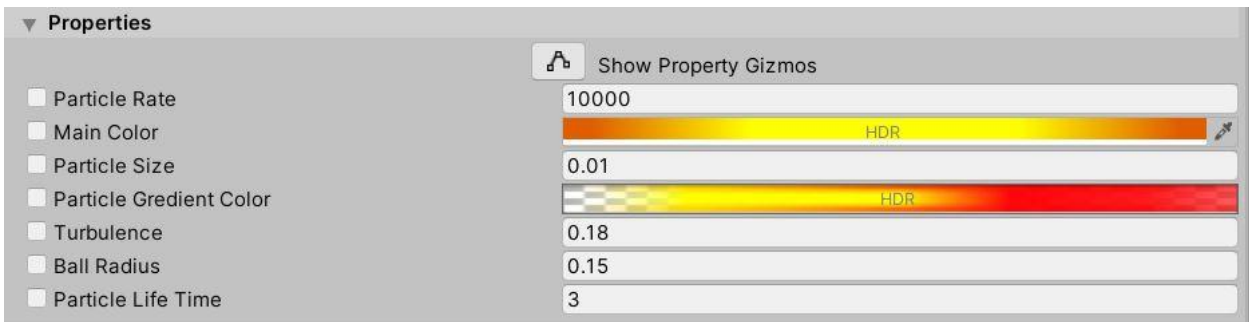
Following properties are exposed in the fireball effect.

- Particle Rate - Number of particles emits per second.
- Main color - Main color of fire ball can be changed
- Particle Size - particle size can be adjusted
- Particle Gradient Color - This color property allows you to add gradient with main color
- Turbulence - The irregular motion speed of the fire particle can be controlled with this property. Particles are moving rapidly within a short amount of time when the turbulence property value is increased.
- Ball radius - The radius of the ball can be changed as a result of the fireball scaled up.
- Particle LifeTime - Life time of particles can be changed.

9.   Fireworks

VFX contains a single VFX with 2 VFX graphs. First graph for rockets & trails & second graph for explosion effect.
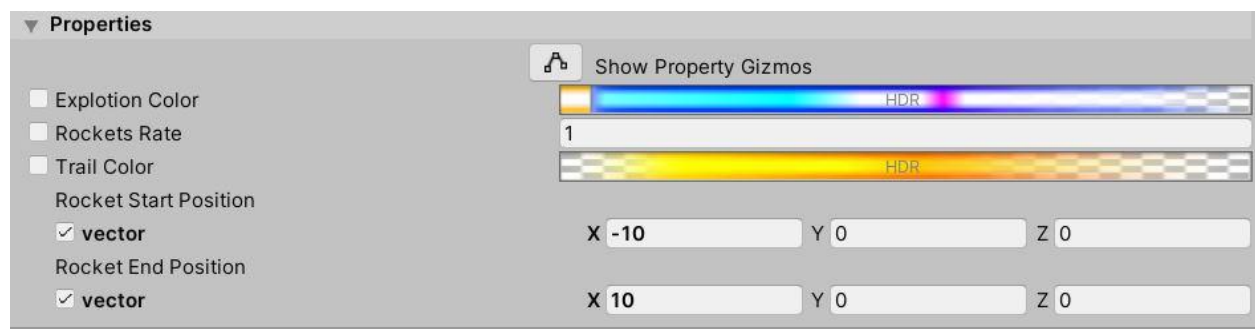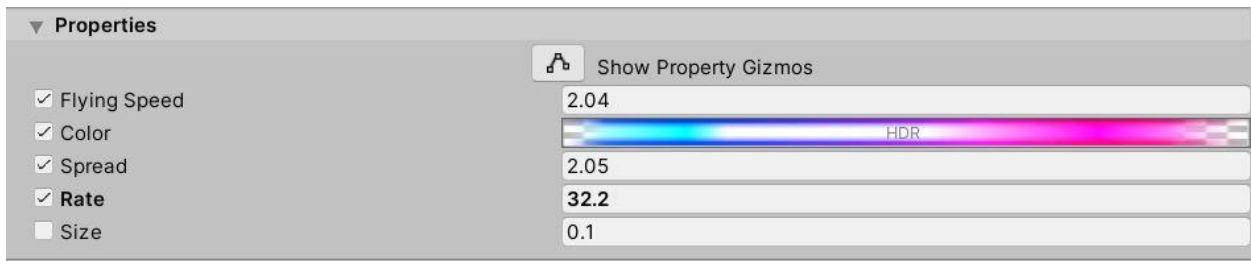

The following customizable properties are available in the effect.

- Explosion color - The color of the firework explosions can be changed with this property.
- Rockets Rate - The number of fireworks appearing per second can be adjusted with this property.
- Trail color- The color of the firework trail can be changed with this property.
- Rocket start Position - Start point of rockets in world space (Entire particles)
- Rocket start Position - end point of rockets in world space (Entire particles)

10. Flying bees

Flying bees consist of a single VFX graph. The motions of bees controlled by spritesheet animation.

The following customizable properties are available in the effect.

- Flying speed - The speed of the flying particles can be changed through this property.
- Color - The gradient color range of the particles can be changed with this property.
- Spread - Overall space in which the particles are outspread. When the spread value is increased, the overall space will be increased.
- Rate - The number of bees emitted per second can be changed with this property.
- Size - The size of the particles can be changed with this property.

11. Gas pipe
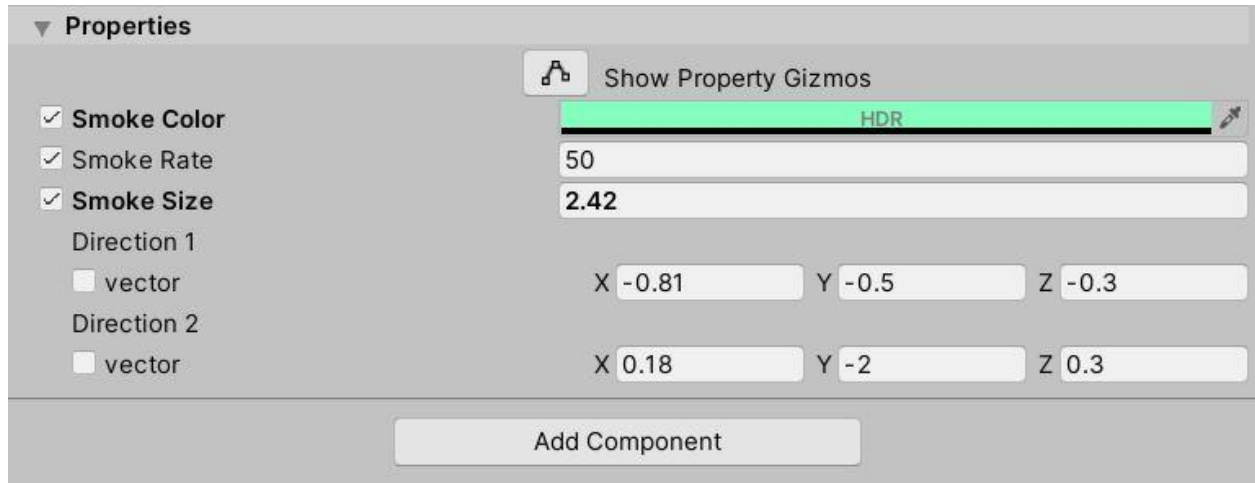
The following customizable properties are available in the effect.

- Smoke color - The color of the smoke emitted can be changed with this property.
- Smoke rate - The amount of smoke emitted per second can be changed with this property.
- Smoke size - The volume of the smoke effect can be changed with this property.
- Direction 1/ Direction 2 - The velocity of smoke (which direction to flows) can be changed here.

12. Grass

The effect developed using a shader graph. Shows how grass behave over wind.
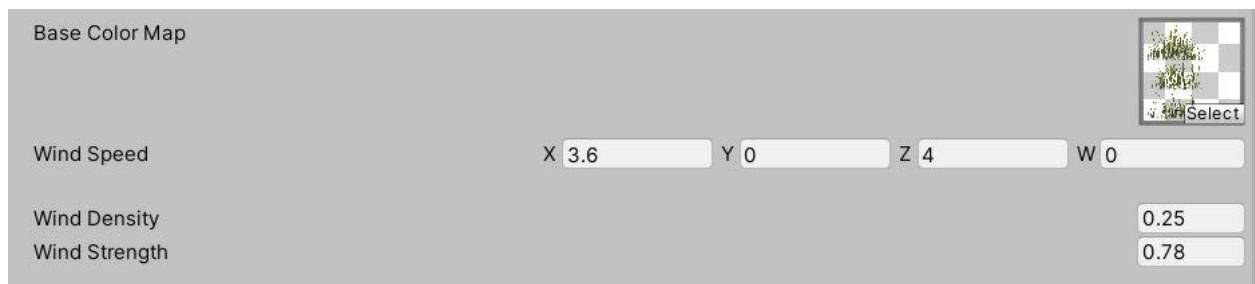
The following customizable properties are available in the effect.

- Base Color Map - Albedo map can be included here.
- Wind Speed - The speed of the wind from each direction can be changed with this property.

- Wind Density - The force of the wind applied on a square unit can be changed with this property.
- Wind Strength - The magnitude/value of the wind force applied can be changed.

13. Hanging Moss

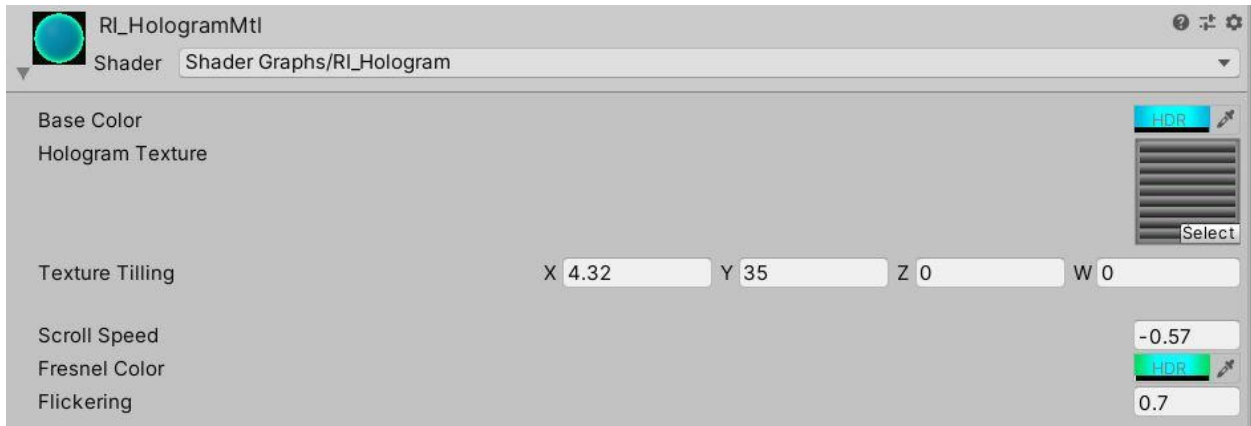The effect developed using a shader graph.

The following customizable properties are available in the effect.

- Base Color Map - A Base color map can be attached here.
- Normal Map - A normal map can be included here.
- Metallic Map - Metallic map can be included here.
- Wind Direction - The speed of the wind from each direction can be changed with this property.
- Blend Strength- The magnitude of the stretch to which the moss will be extended.
- Blend Pivot - The position deviation of the moss from the static point, can be changed with this property.

14. Hologram

Hologram effect developed using a shader graph. RI_HologramMtl material handles the shader.

The following customizable properties are available in the effect.

- Base Color - The Main color can be changed with this property.
- Hologram texture - The texture map can be modified here.
- Texture Tiling - The amount of the tiling/scaling of texture can be changed with this property.
- Scroll Speed - The speed of the texture scrolling can be changed with this property.
- Fresnel color - The color of the outer glow can be changed with this property.
- Flickering - Amount of the flickering effect can be changed here.

15. Lava

This effect developed using four VFX graphs and one shader graph. Lava shader handle by shader graph. Respectively VFX graphs handle smoke medium, smoke large, Mist effect & Lava Bubble effect.
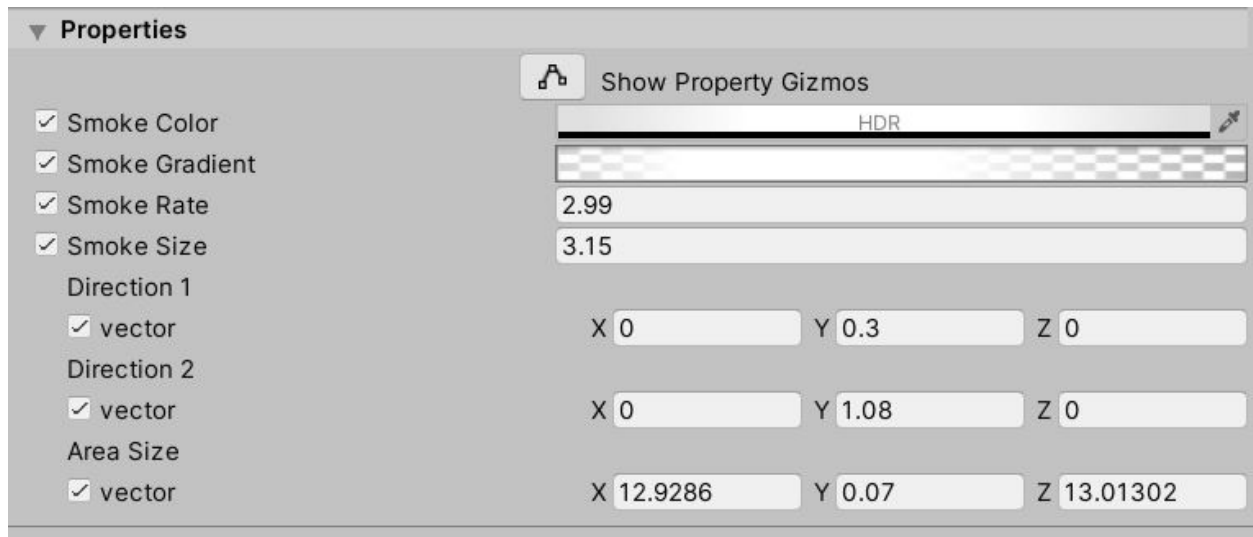
VFXs
- RI_LavaSmoke
- RI_LavaSmokeLarge
- RI_MistVFX
- RI_LavaBubble

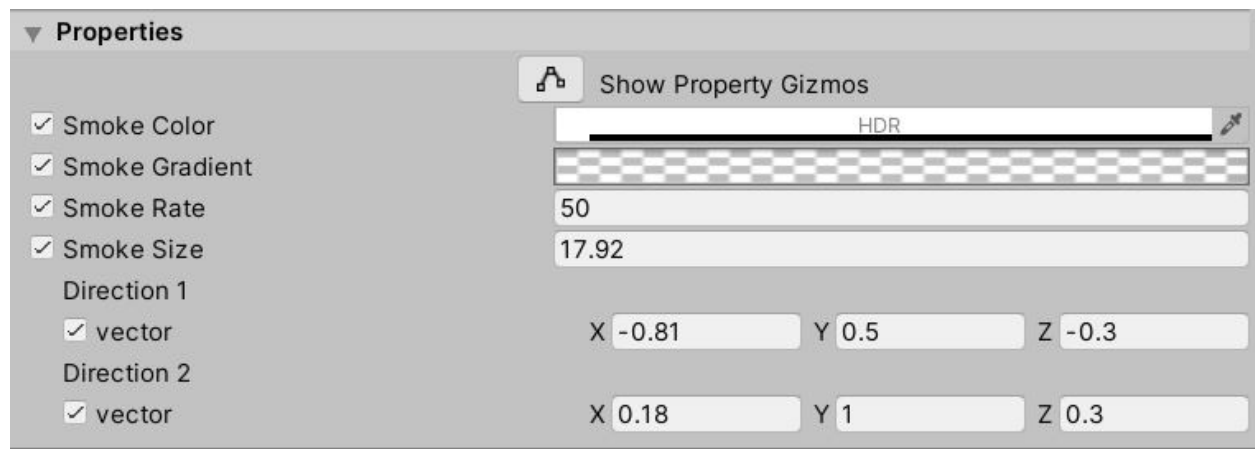Shader Graph

- RI_LavaMtl
-

VFXs
- RI_LavaSmoke

The following customizable properties are available in the effect.

- Smoke Color - The color of the smoke can be changed with the property.
- Smoke Gradient - The gradient color range of the particles can be changed with this property.
- Smoke Rate - The amount of smoke emitted per second can be changed with this property.
- Smoke Size - The volume of the smoke effect can be changed with this property.
- Direction 1 Vector- The direction of the smoke flow. (Flow direction will be selected randomly between Direction 1 vector and Direction 2 vector)
- Direction 2 Vector- The direction of the smoke flow. (Flow direction will be selected randomly between Direction 1 vector and Direction 2 vector)
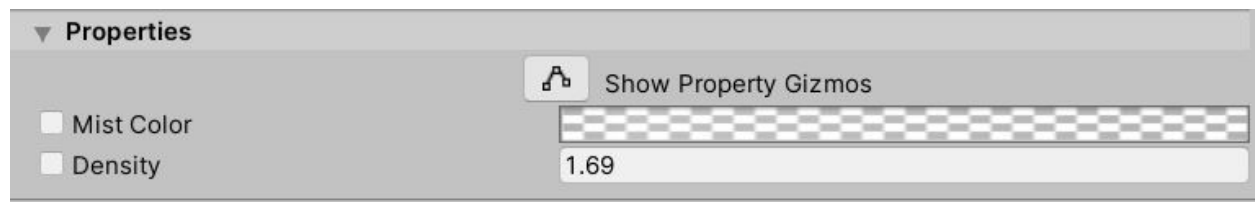- Area Size - The space in which the smoke is spread can be changed with this property.

-RI_LavaSmokeLarge

The following customizable properties are available in the effect.
- Smoke Color - The color of the smoke can be changed with the property.
- Smoke Gradient - The gradient color range of the particles can be changed with this property.
- Smoke Rate - The amount of smoke emitted per second can be changed with this property.
- Smoke Size - The volume of the smoke effect can be changed with this property.
- Direction 1 Vector - The direction of the smoke flow. (Flow direction will be selected randomly between Direction 1 vector and Direction 2 vector)
- Direction 2 Vector - The direction of the smoke flow. (Flow direction will be selected randomly between Direction 1 vector and Direction 2 vector)
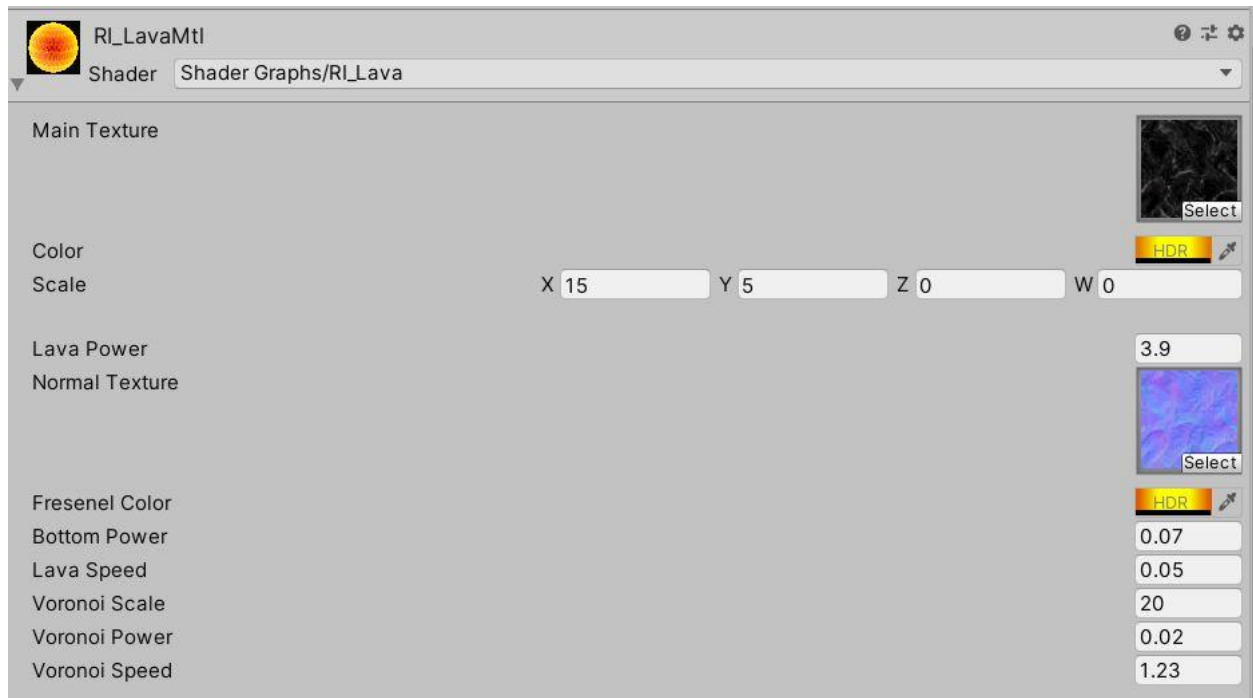
- RI_MistVFX

The following customizable properties are available in the effect.
- Mist Color - The color of the mist can be changed with this property.
- Density - The density of the mist can be changed with this property.

Shader Graphs

- RI_LavaMtl

The following customizable properties are available in the effect.

- Main_Texture - The base texture can be attached here.
- Color - The color of the Lava can be changed with this property.
- Scale - The tiling of texture can be changed with this property.
- Lava Power - Glooming brightness of the lava can be changed with this property.
- Lave Speed - The speed of the Lava flow can be changed with this property.
- Voronoi Scale - Texture cell particle density can be changed.
- Voronoi Power - Voronoi effect intensity can be changed with this property.
- Voronoi Speed - Angle offset of Voronoi effect particle flow speed can be changed with this property.

16. Magic Orb

This effect developed using a VFX graph.
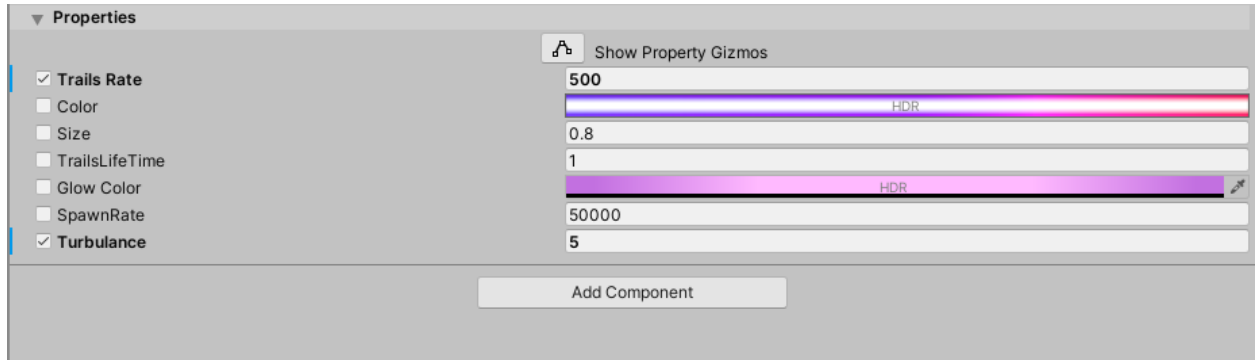
The following customizable properties are available in the effect.

- Trails rate - The number of emitted trails per second can be changed with this property.
- Color - The color of the trail particles can be changed with this property.
- Size - The size of the trail particles can be changed with this property.
- Trail LifeTime - The elapsed time between the trail emission to disappearance can be changed with this property.
- Glow Color - The color of the glow effect can be changed here.
- SpawnRate - The number of emitted trials per second can be changed with this property.
- Turbulence - The irregular motion speed of the trails can be controlled with this property. Trails will move rapidly within a short amount of time when the turbulence property value is increased.

17. Mushroom Particles
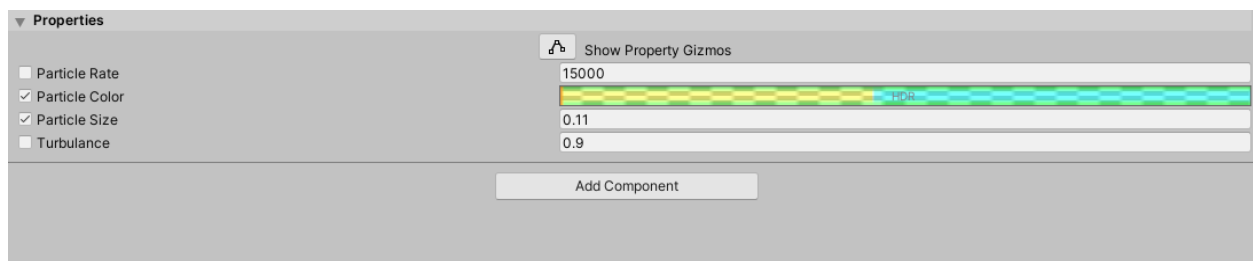
This effect developed using a VFX graph.

The following customizable properties are available in the effect.

- Number of particles - The number of particles emitted per second can be changed with this property.
- Particle color - Color of the particles can be changed with this property.
- Size - Size of the particles can be changed.
- Flying speed - The particle movement speed of the can be adjusted with this property.
- Spread - Overall space in which the particles are outspread. When the spread value is increased, the overall space will be increased.

18. Point cache motion

This effect developed using a VFX graph. A point cache tool given by unity VFX graph is used to create point cache asset here.
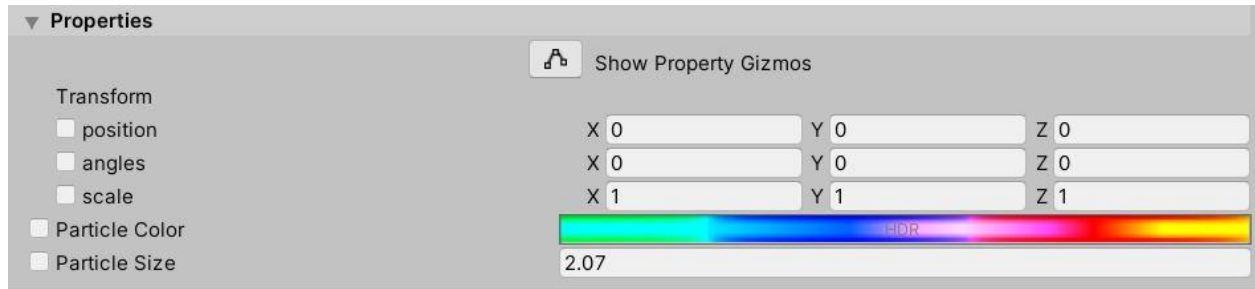

The following customizable properties are available in the effect.
- Particle rate - Number of particles emitted per second can be changed with this property.
- Particle color - Color of the particles can be changed with this property.
- Particle Size - Size of the particles can be changed.
- Turbulence - The irregular motion speed of the particles can be controlled with this property. Particles will move rapidly within a short amount of time when the turbulence property value is increased.

19. Point cache

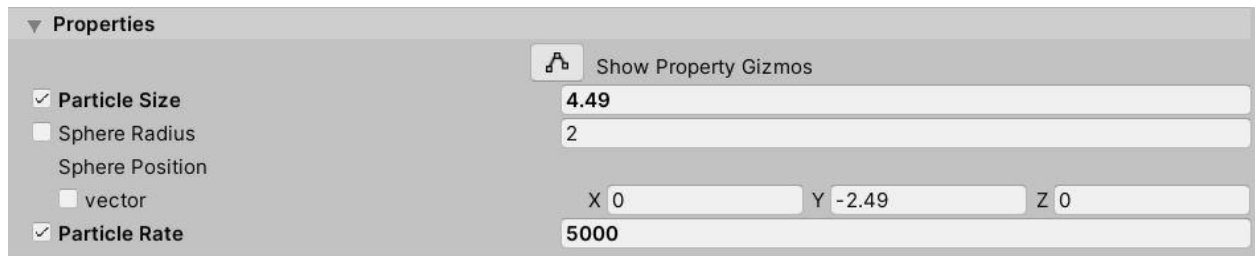This effect developed using 2 VFX graphs.

- **Deer**

▼ Properties

	Show Property Gizmos		
Transform			
☐ position	X 0	Y 0	Z 0
☐ angles	X 0	Y 0	Z 0
☐ scale	X 1	Y 1	Z 1
☐ Particle Color		HDR	
☐ Particle Size	2.07		

The following customizable properties are available in the effect.

- Transform - Particle start position coordinates, angles and scales can be changed with this property.
- Particle color - Color of the particles can be changed with this property.
- Particle Size - Size of the particles can be changed.

- **Particle Falling Sphere**

▼ Properties

	Show Property Gizmos		
☑ **Particle Size**	4.49		
☐ Sphere Radius	2		
Sphere Position			
☐ vector	X 0	Y -2.49	Z 0
☑ **Particle Rate**	5000		

The following customizable properties are available in the effect.
- Particle Size - Size of the particles can be changed with this property.
- Sphere Radius - Radius of the sphere can be changed with this property.
- Sphere Position - The coordinates/position of the sphere can be adjusted here.
- Particle rate - The number of particles emitted per second can be changed with this property.

20.   Power UP (Version 1)

This effect developed using a VFX graph & shader graph.

Power Up VFX
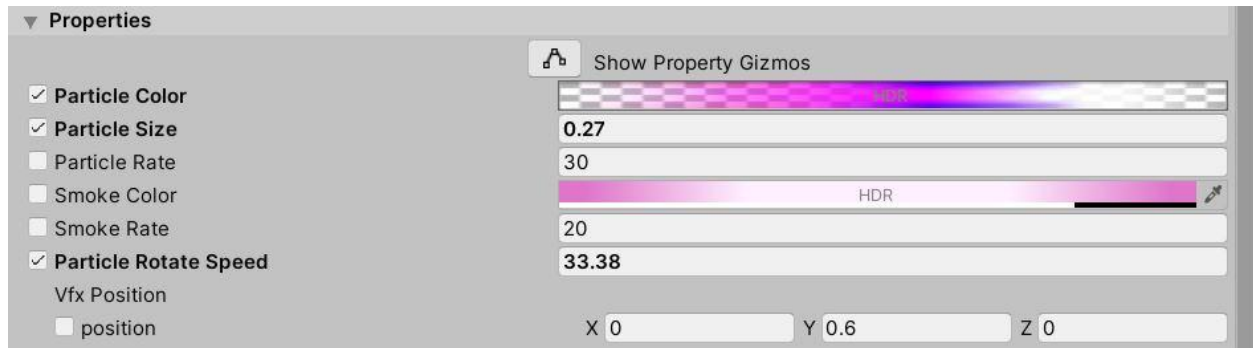
The following customizable properties are available in the effect.

- Particle color - Color of the particles can be changed with this property.
- Particle Size - Size of the particles can be changed.
- Particle rate - Number of particles emitted per second can be changed with this property.
- Smoke color - Colour of the smoke particles within the sword can be changed with this property.
- Smoke rate - Number of smoke particles emitted per second can be changed with this property.
- Particle Rotate speed - Speed of the rotation can be adjusted here.
- VFX Position - Individual VFX position can be adjusted.
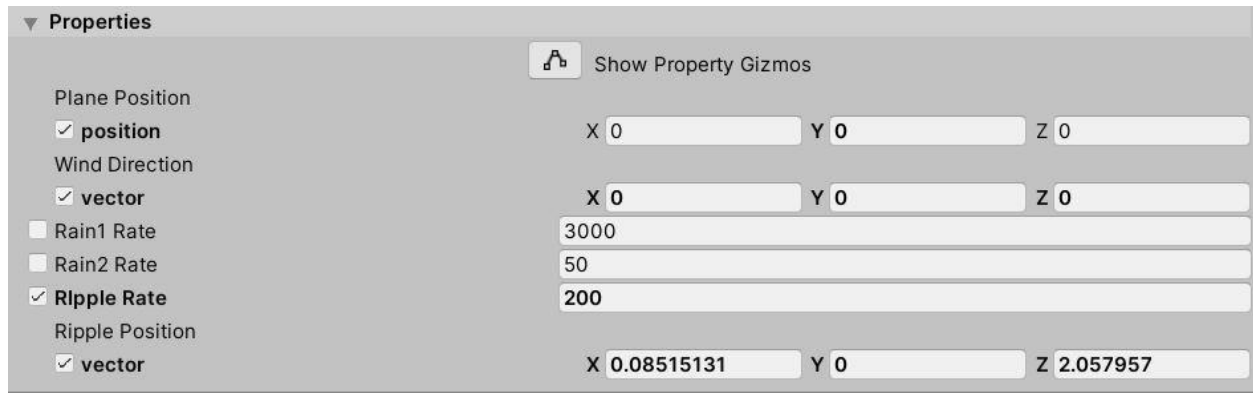
Sword shader
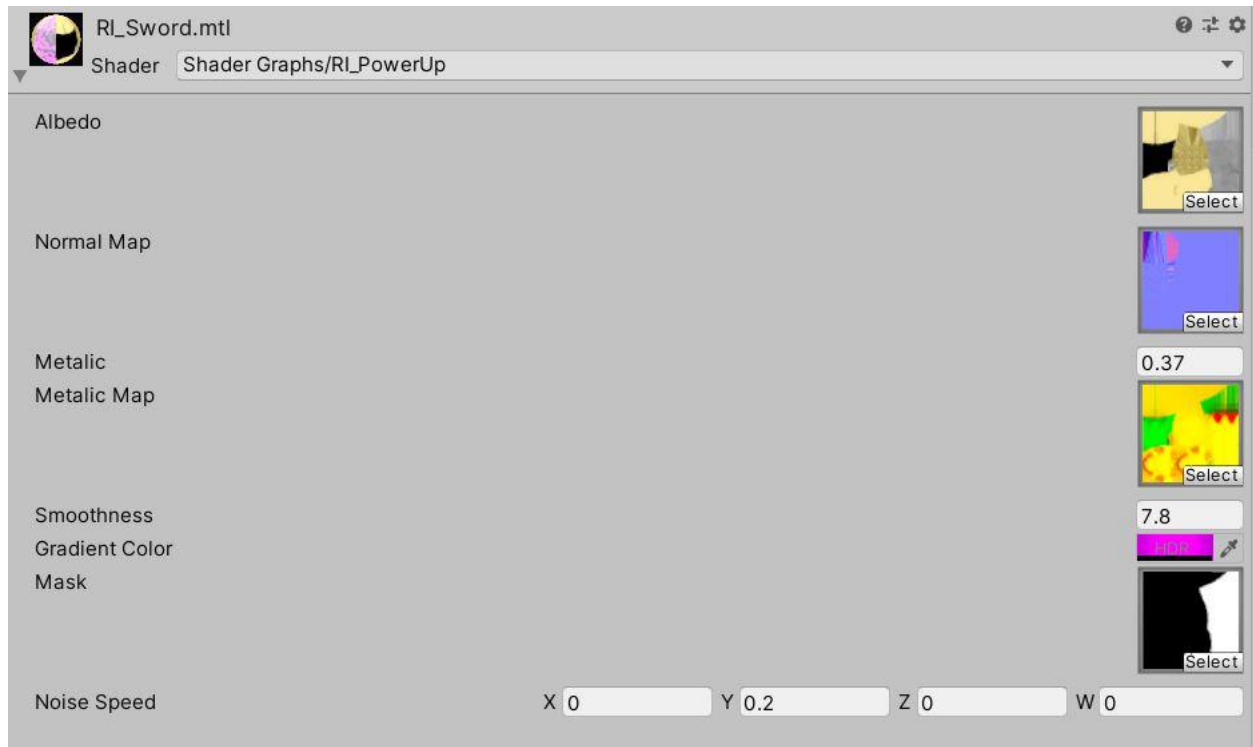
The following customizable properties are available in the sword shader.

- Albedo - Albedo Map attached here
- Normal Map - Normal map of 3d asset attached here.
- Metallic - Metallic value can be changed.
- Metallic Map - Metallic map is attached here.
- Smoothness - Can be adjusted smoothness value, higher smooth shows low roughness of material.
- Gradient Color - main color of shader can be changed here.
- Mask - The shader only applied to the blade of the sword. So mask like an alpha map which shows only the blade part.
- Noise speed - Shader uses gradient noise texture. Scrolling of texture over time can be changed here.

21.   Power UP (Version 2)

This effect developed using a VFX graph & shader graph.
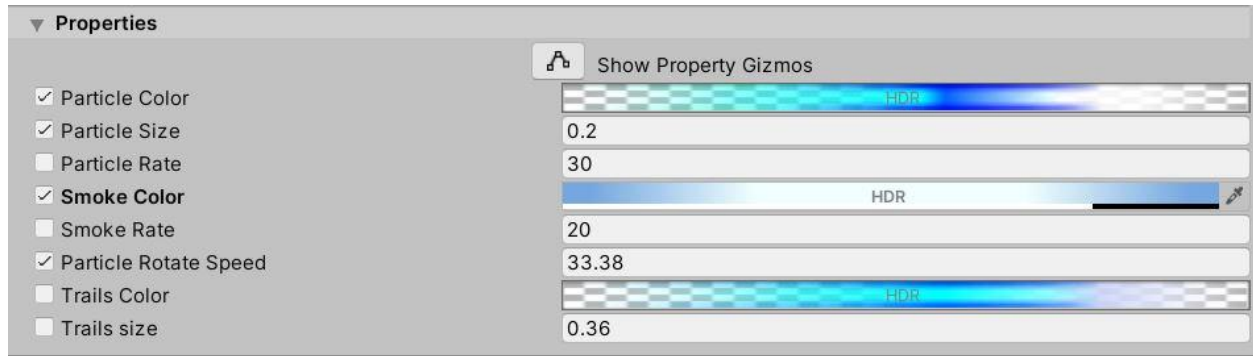
The following customizable properties are available in the effect.

- Particle color - Color of the particles can be changed with this property.
- Particle Size - Size of the particles can be changed.
- Particle rate - Number of particles emitted per second can be changed with this property.
- Smoke color - Colour of the smoke particles within the sword can be changed with this property.
- Smoke rate - Number of smoke particles emitted per second can be changed with this property.
- Particle Rotate speed - Speed of the rotation can be adjusted here.
- Trails color - The color of the trails can be changed with this property.
- Trail size - Size of the trail can be changed with this property.

Sword Shader
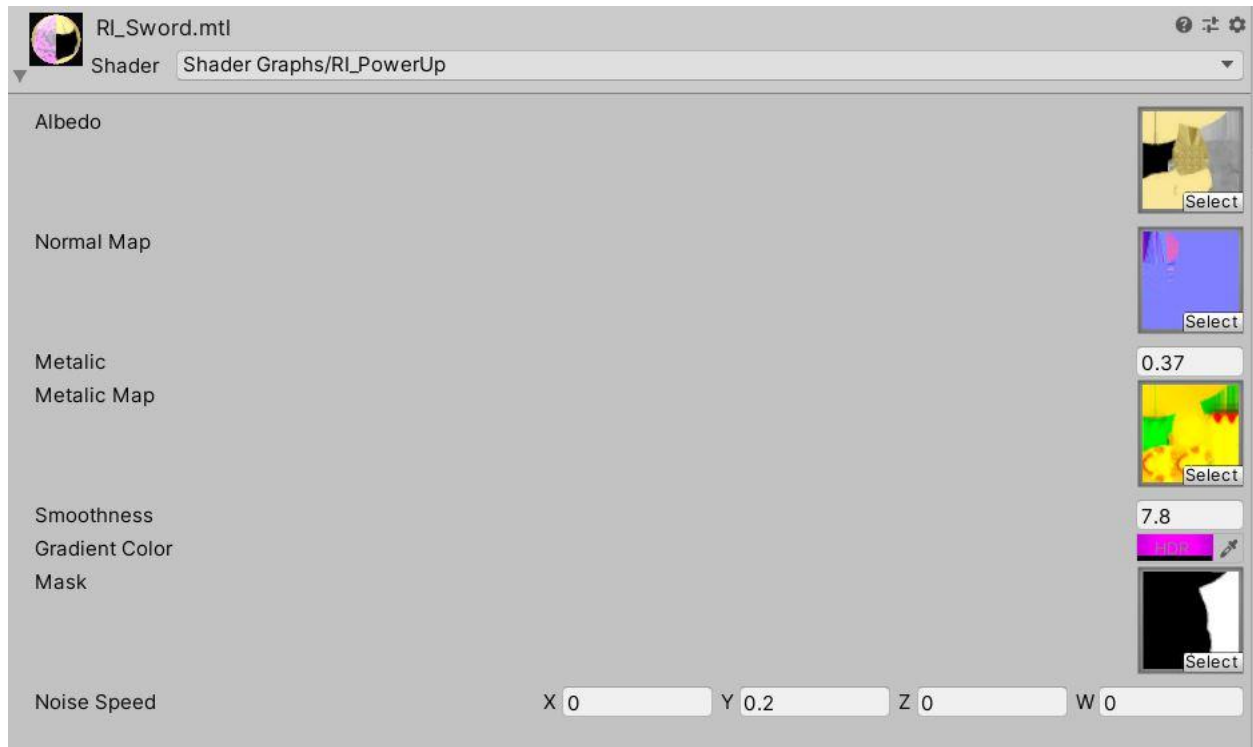
The following customizable properties are available in the sword shader.

- Albedo - Albedo Map attached here
- Normal Map - Normal map of 3d asset attached here.
- Metallic - Metallic value can be changed.
- Metallic Map - Metallic map is attached here.
- Smoothness - Can be adjusted smoothness value, higher smooth shows low roughness of material.
- Gradient Color - main color of shader can be changed here.
- Mask - The shader only applied to the blade of the sword. So mask like an alpha map which shows only the blade part.
- Noise speed - Shader uses gradient noise texture. Scrolling of texture over time can be changed here.

22. Rainy Day

This effect contains two VFX graphs. First graph contains a rain effect which consists of 2 rain VFX graphs & Water ripple effect on collider. Second graph about mist of water after colliding plane.

RI_Rain

Properties			
	⛏ Show Property Gizmos		
Plane Position			
☑ **position**	X 0	Y 0	Z 0
Wind Direction			
☑ **vector**	X 0	Y 0	Z 0
☐ Rain1 Rate	3000		
☐ Rain2 Rate	50		
☑ **Ripple Rate**	200		
Ripple Position			
☑ **vector**	X 0.08515131	Y 0	Z 2.057957

The following customizable properties are available in the effect.

- Plane position - Rain dropping position can be changed with this property.
- Wind direction - The direction of the wind force on rain can be changed with this property.
- Rain1 Rate - Number of rain particles appearing per second in first rain texture.
- Rain2 Rate - Number of rain particles appearing per second in second rain texture.
- Ripple Rate - The number of rain-surface collision effects appearing per second can be changed with this property.
- Ripple position - Position of rain-surface collision effects can be changed with this property.

RI_Mist
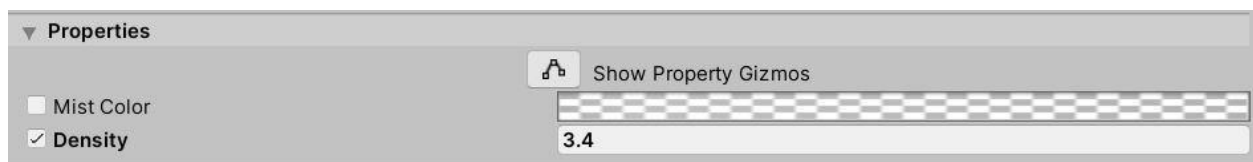
Properties	
	⛏ Show Property Gizmos
☐ Mist Color	▨▨▨▨▨▨
☑ **Density**	3.4

The following customizable properties are available in the effect.
- Mist color- The color of the mist can be changed here.
- Density- The mass/amount of mist per volume can be changed with this property.

23. Refraction

This effect developed using Shader Graph.
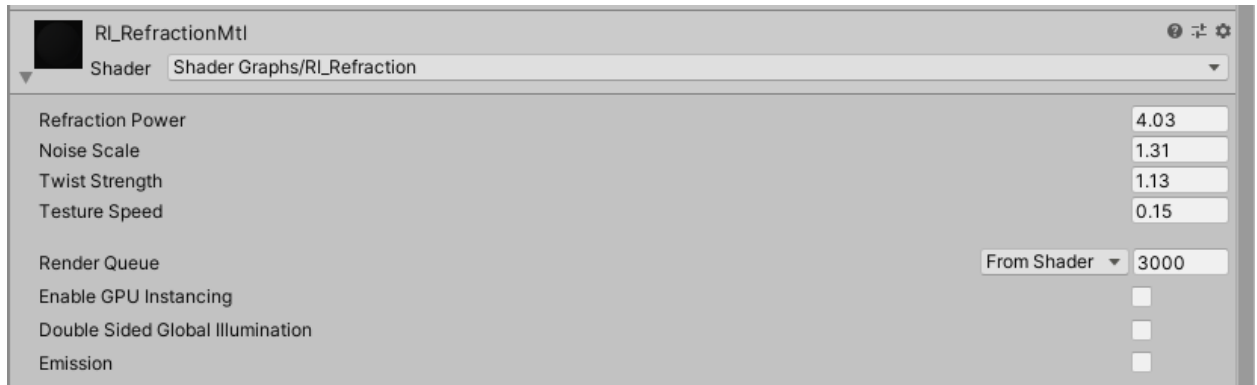
The following customizable properties are available in the effect.

- Refraction Power - Intensity of the refraction can be changed with this property.
- Noise Scale - Random refraction effect within the effect can be changed here.
- Twist Strength - Amount of twist effect can be adjusted here.
- Texture Speed - Refraction speed can be changed with this property.

24. Portal.

This effect developed using two shader graphs and a single VFX graph.

Shader graphs

RI_PortalLightMtl

The following customizable properties are available in the effect.
- Offset - Thickness can be changed with this property.

- Dissolve Color - Dissolve color inside the portal can be changed with this property.
- FrenelPower - Edge width can be changed with this property.
- Speed - The speed of the particles can be changed with this property.
- Fill - The amount filling can be changed with this property.

RI_PortalElectric
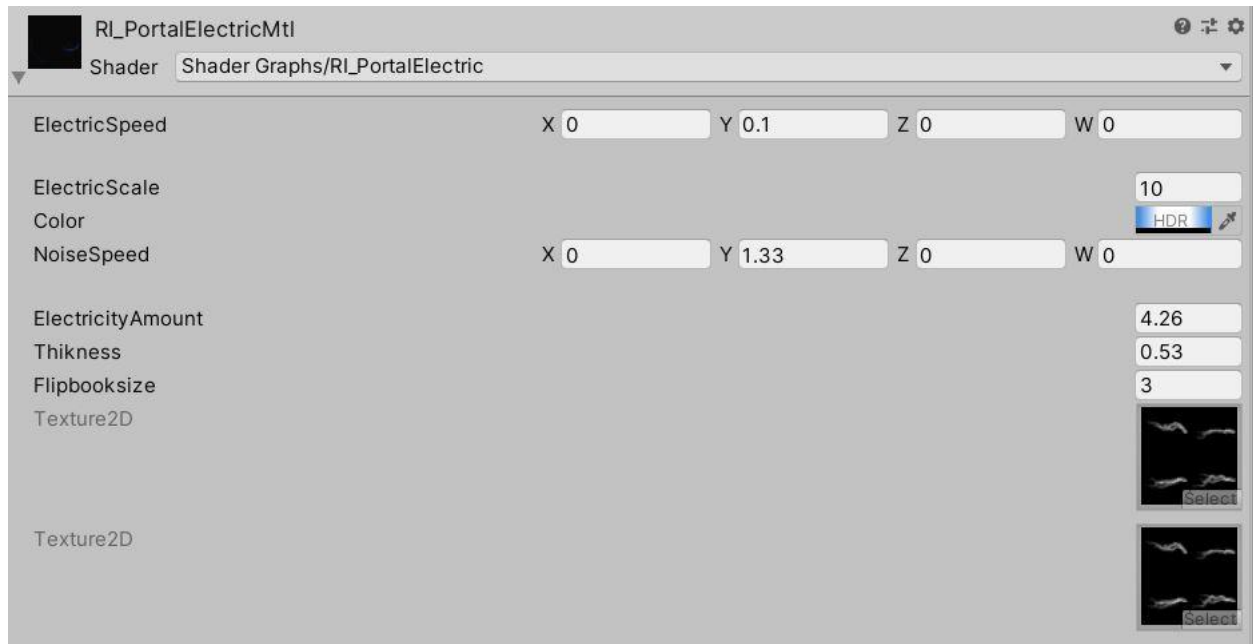
The following customizable properties are available in the effect.

- ElectricSpeed - Electric thunder wave speed can be changed with this property.
- ElectricScale - Size of the thunder wave can be changed here.
- Color - Color of the thunder wave can be changed here.
- NoiseSpeed - Speed of the random thunder waves appearing can be changed with this property.
- ElectricityAmount - The Count/number of thunder waves appearing can be changed here.
- Thickness - Thickness of the thunder wave can be adjusted here.
- Flipbook Size - Number of frames or number of times the repetition takes place can be changed with this property.

VFX

RI_PortalVFX
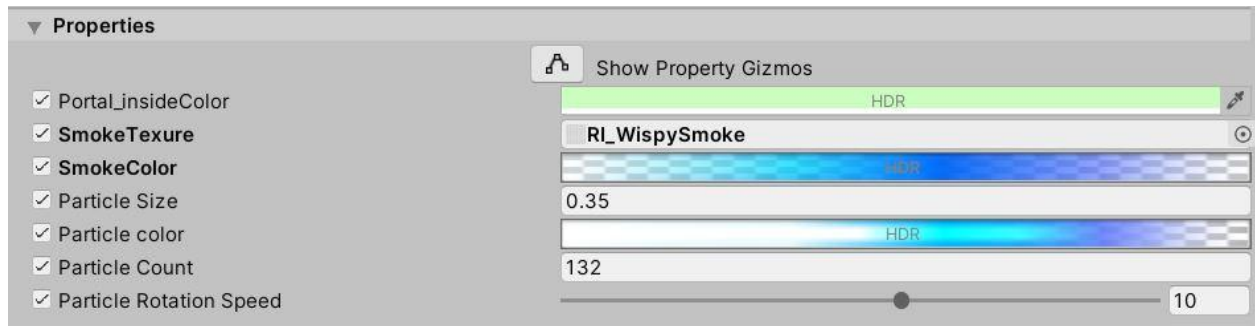
The following customizable properties are available in the effect.

- Potal_insideColor - Color of the portal can be changed with this property.
- Smoke Texture - The texture of the smoke can be changed here.
- Smoke color - The color of the smoke emitted can be changed with this property.
- Particle Size - Size of the particles can be changed.
- Particle color - Color of the particles can be changed with this property.
- Particle count - Count of the particles can be changed with this property.
- Particle Rotation Speed - The speed of the rotated particles can be adjusted here.

25. Sea

This effect developed using a VFX graph and a Shader Graph.

Shader graph
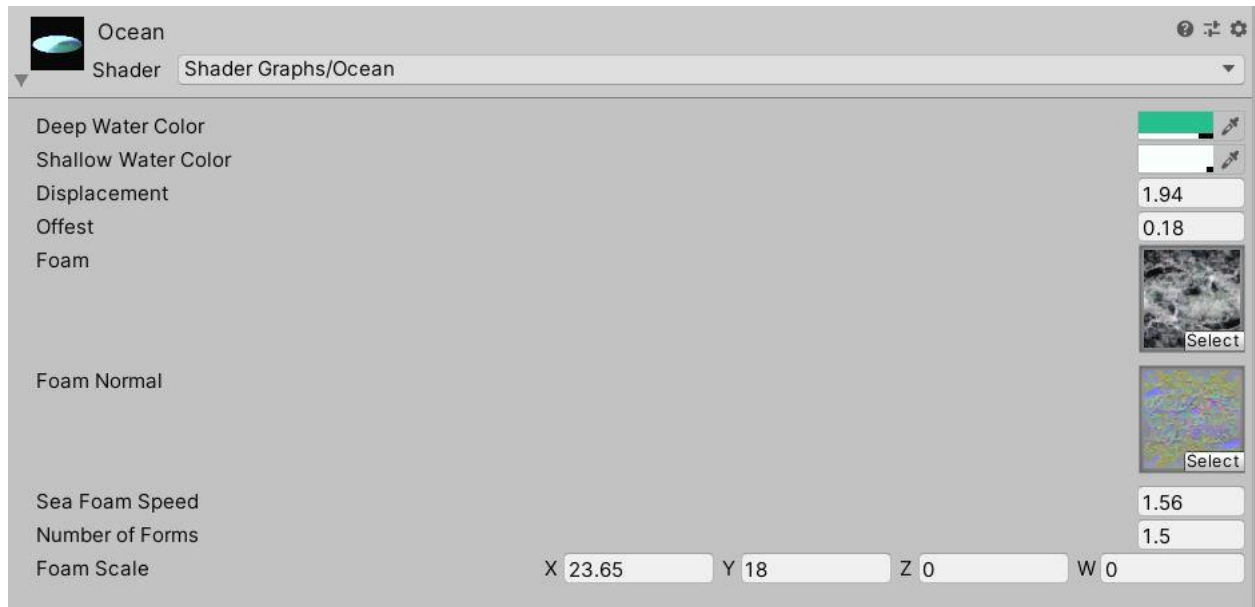
Properties:
- Deep Water Color - Normal visible color of the sea can be changed with this property.
- Shallow Water Color - Color appearing at the collide position can be changed with this property.
- Displacement - Wave amplitude can be changed here.
- Offset - Shallow collide visibility range can be changed here.
- Foam - Foam texture can be added here.
- Sea Foam Speed- Foam speed can be changed with this property.
- Foam Normal - Normal map for foam can be added here.
- Number of Forms - Foam intensity can be changed with this property.
- Foam Scale - The amount of foam can be changed with this property.

VFX graph

RI_SeaWaterDrops

Properties:

- ● Drops Count - The number of drops can be changed with this property.
- ● Drops Velocity - The velocity of the drops can be changed here.
- ● Starting Size - Overall initial size of the group of drops can be changed with this property.
- ● Sea Drops Size - Size of the drops can be changed here.

26.   Snow

Snow effect developed using a VFX graph & a shader graph. Shader graphs show how snow surfaces appear when snowing. You can see the Render Island stage containing snow on surface.

RI_SnowVFX

The following Properties can be customizable here.

- ● Gravity - Downward force applied on the snow particles can be changed with this property.
- ● Turbulence - The irregular motion speed of the snow particles can be controlled with this property. Particles will move rapidly within a short amount of time when the turbulence property value is increased.
- ● Snow Particle Rate - Number of particles emitted per second can be changed with this property.

- LifeTime - The elapsed time between snow particle emission to disappearance can be changed with this property.
- Size of Particles - Size of the particles can be changed here.
- Collide Plane Position - The collide surface position can be changed with this property.
- Collide plane Radius- The collide surface radius can be changed with this property.
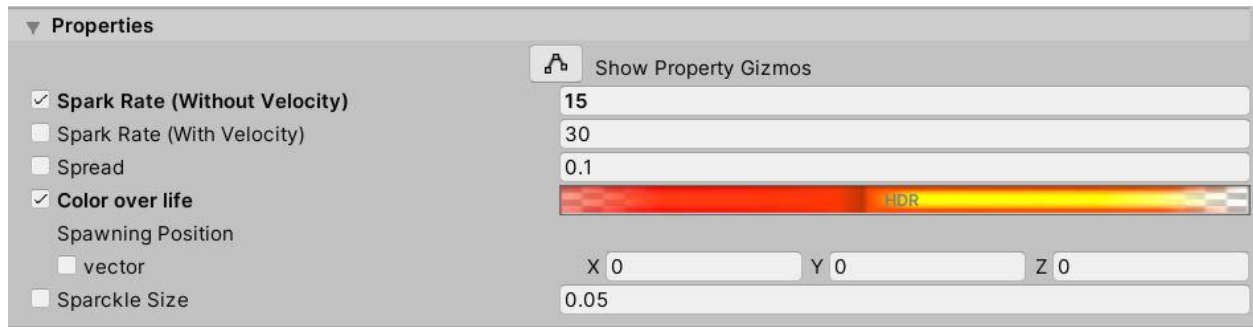
Shader graph

RI_SnowMtl
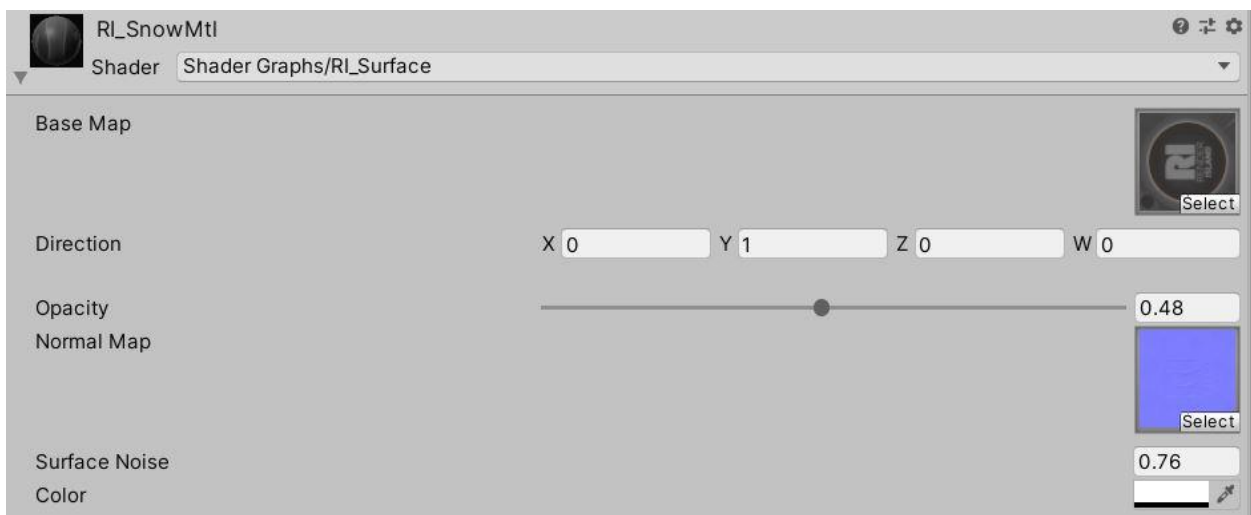
- Base Map - Albedo Map should be attached here
- Direction - Snow direction can be changed here.
- Opacity - Opacity of snow can be changed by this value.
- Normal Map - Normal map of 3d asset attached here.
- Surface Noise - Snow noise over surface value can be changed

27. Spark

Contains two VFX graphs.

RI_Spark

Following properties are exposed in spark effect.

- Spark rate (Without Velocity) - The number of sparks emitted per second, particles which do not affect velocity can be changed here.
- Spark rate (With Velocity) - The number of sparks emitted per second, particles which affect velocity can be changed here.
- Spread - Overall space in which the sparks are outspread. When the spread value is increased, the overall space will be increased.
- Colour over life - How the colour is changing over the particle lifetime can be adjusted here.
- Spawning position - Spawning position of the sparks can be changed with this property.
- Sparkle size - Size of the sparks can be changed with this property.

RI_electric wave

Properties:

- Target Tangent Length - The length of the electric wave is determined by this property. Length can be increased by increasing the value.
- Target Transform- Electric wave end position coordinates, angles and scales can be changed with this property.
- Noise speed - The motion speed of the electric wave can be changed with this property.
- Noise - The intensity of the electric wave noise can be adjusted along the wave with this property.
- Noise frequency - The frequency of the electric wave can be changed with this property.
- Thickness - The thickness of the electric wave can be changed here.

28. Transform

This effect developed using a shader graph.
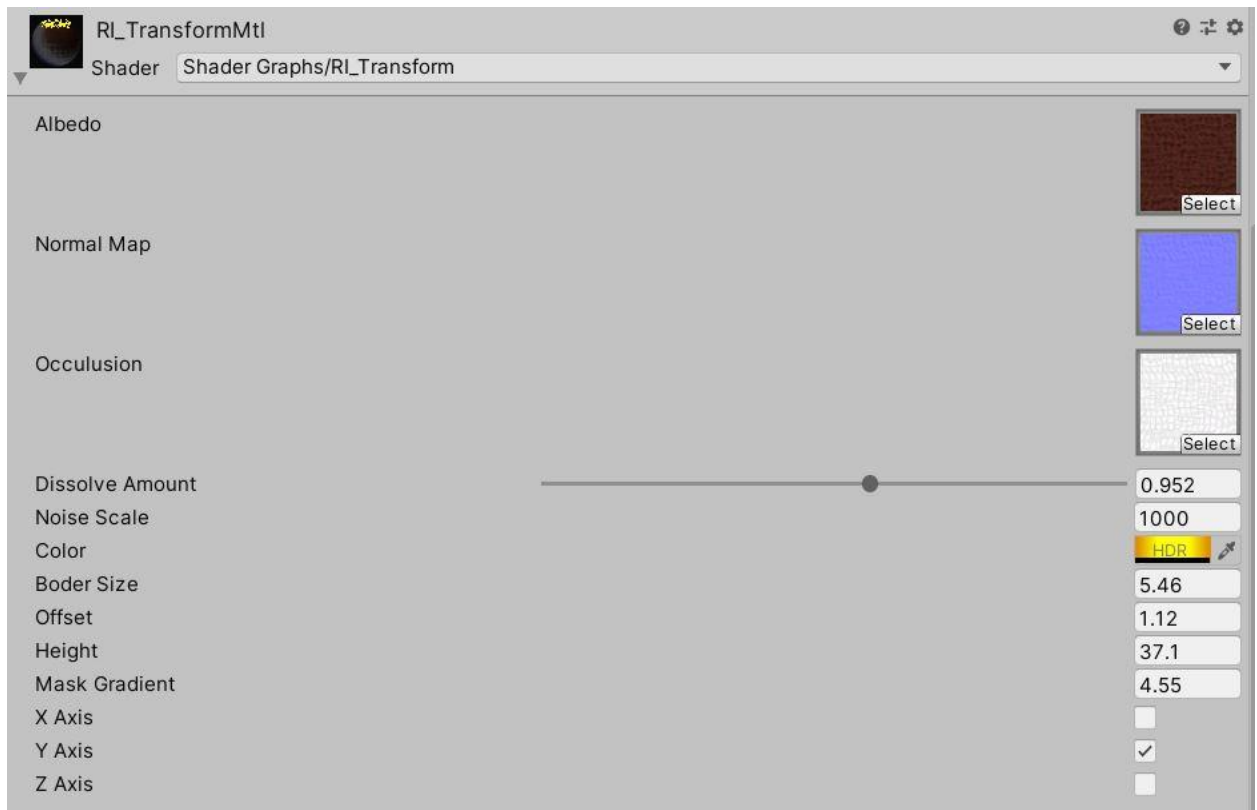
Following Properties are customizable within the shader.

- Albedo - Base color map can be changed with this property.
- Normal Map - A normal map can be added here.
- Occlusion - Ambient occlusion/ dark spot effect can be changed with this property.
- Dissolve Amount - Amount of the dissolving effect that can be applied.
- Noise scale - Random dissolve amount spread can be changed with this property.
- Color- Colour of the effect can be changed here.
- Border size - Dissolve area thickness can be adjusted with this property.
- Offset - Amount in which the same part is repeated within a certain position.
- Height - Dissolve effect height can be changed with this property.
- Mask Gradient - Dissolve effect direction can be changed here.

29.   Water

This effect developed using a shader graph.
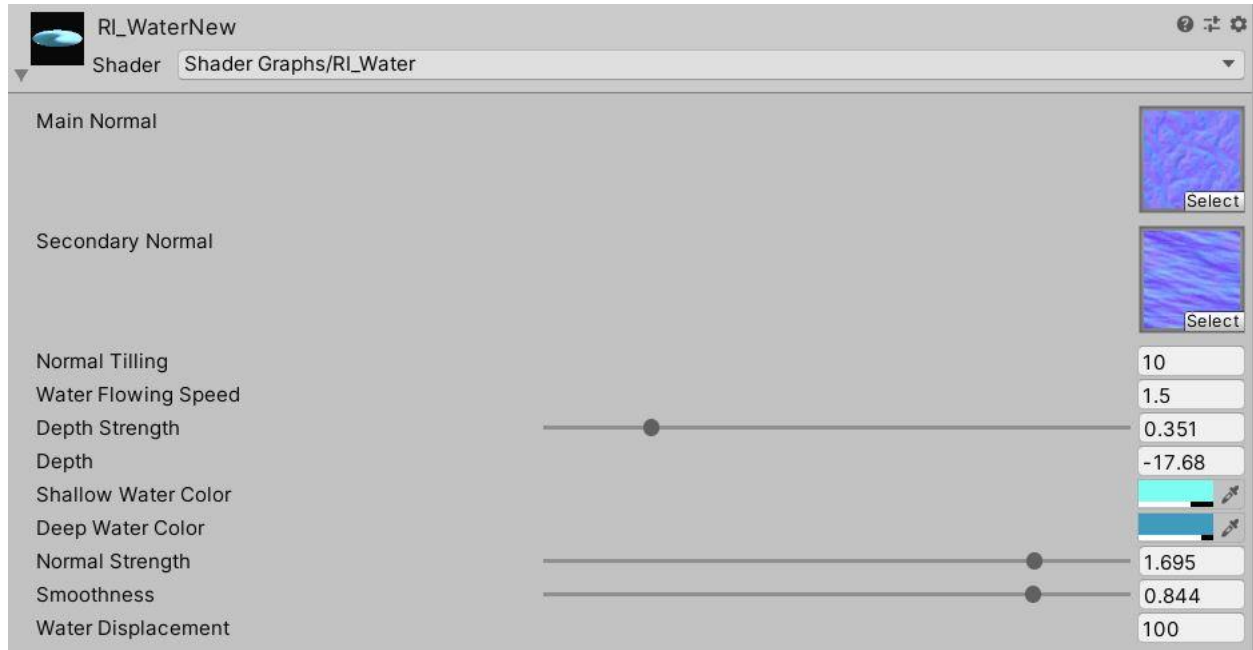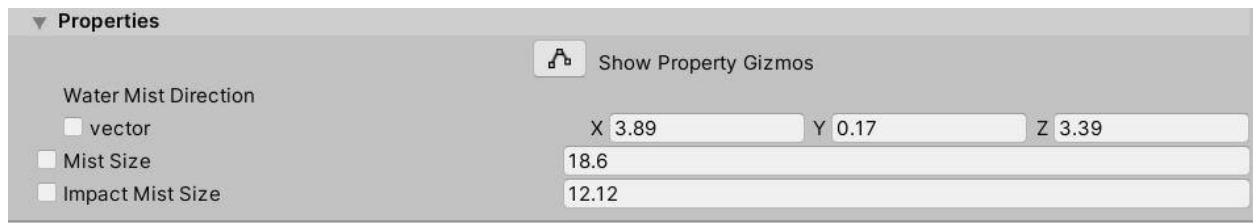
Properties:
- Main Normal - Primary normal map can be changed here.
- Secondary Normal - Secondary normal map can be changed here.
- Normal Tiling- Normal map tiling can be changed here.
- Water flowing speed- Speed of the water flow can be changed with this property.
- Depth Strength - Amount of depth visibility can be changed with this property.
- Depth - Water depth effect can be adjusted here.
- Shallow water color- Water color in the collide area can be changed with this property.
- Deep water color - Main water colour can be changed with this property.
- Normal strength - Normal map intensity can be adjusted with this property.
- Smoothness - Smoothness of the surface can be adjusted with this property.
- Water Displacement - Wave amplitude/size can be changed with this property.

30.   Waterfall

This effect contains three VFX graphs.
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RI_mist.

        Properties:
- ● Water Mist Direction - Direction of the Mist can be changed with this property.
- ● Mist size- Size of the mist can be changed with this property.
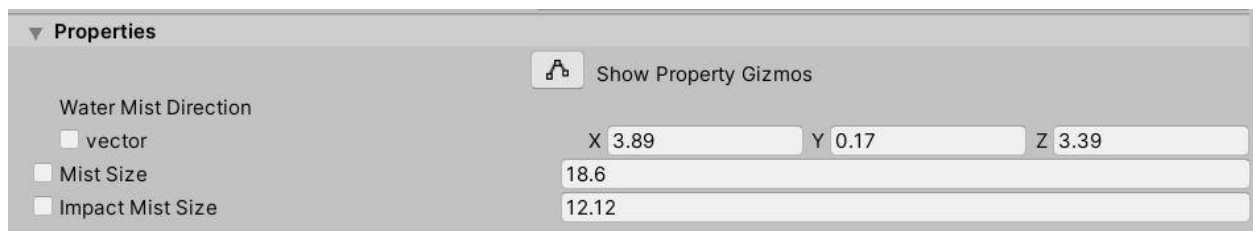- ● Impact mist size - Force applied on mist can be changed here.

RI_waterfall

Properties:
- ● Plane Position - Water particles collide plane position can be adjusted with this property.
- ● Water density - Density of water can be changed here.
- ● Fall Mist - Mist amount can be adjusted with this property.

RI_waterpond

Properties:

- ● Water Mist Direction - Direction of the Mist can be changed with this property.
- ● Mist size - Size of the mist can be changed with this property.
- ● Impact mist size - Force applied on mist can be changed here.

Thank you!