Corvo Ocean Water Shader guide

How to use
A) Place a plane or a mesh that would be your water.
I suggest to place an unity default plane. It this has to be an ocean, scale it in
a very huge plane (*Suggested size: 10000x10000x10000*)

B) From the inspector, select the CorvoWater material (or assign the shader
CorvoShader/WaterAusfA to a custom material) and assign the material to your plane
or mesh.

How to customize / Video guide: https://vimeo.com/221148212
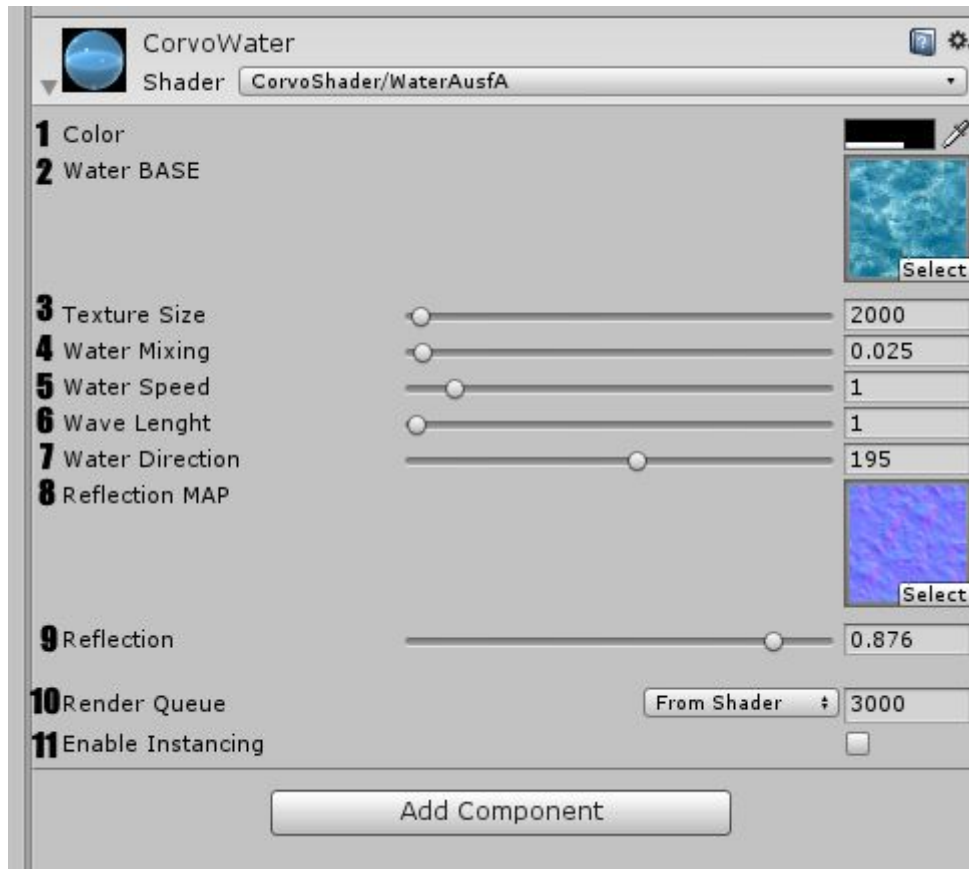
1) change the main color and transparency of the water.
2) Change the main water texture .
3) Change the water tiling *(for a 10000x10000x10000 plane i suggest to set this to 2000).*
4) Water Mixing: change the scale for the uv mixing and improve quality at distance.
     (for a 10000x10000x10000 plane i suggest to set this to 0.025).
5) Set water wave speed *(for a 10000x10000x10000 plane i suggest to set this to 1).*
6) Set water movement length *(for a 10000x10000x10000 plane i suggest to set this to 1).*
7) Set water flow direction (*0-360 degreese).*
8) Set bump texture for reflection.
9) Set water reflection index.
10) Set render queque (standard)
11) Set enable instancing (standard)