

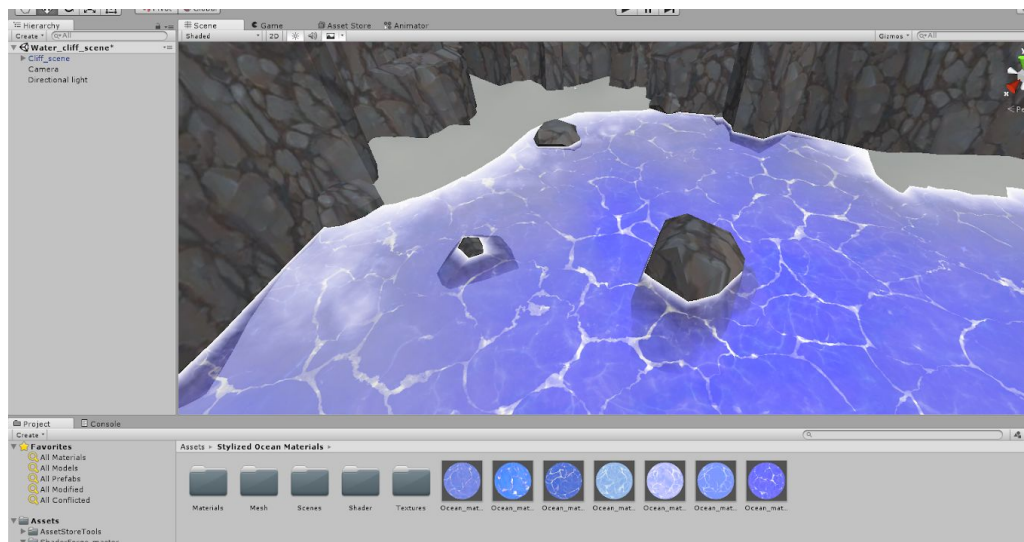
Unlit Stylized water materials

Description:

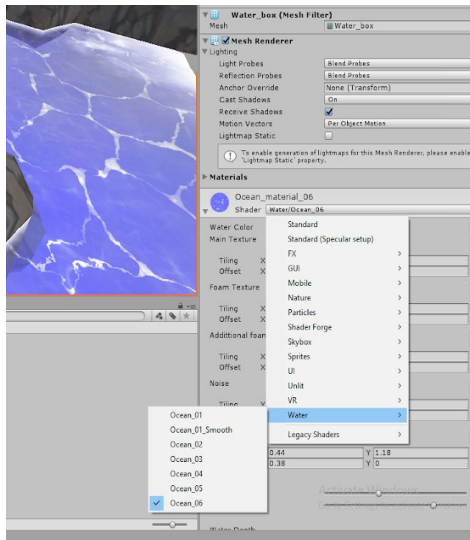
Pack of Unlit stylized water materials with custom shaders. Pack consist of 4 depth and foam materials with different shaders and style. Other 3 are simple basic materials without depth and foam. Easy to use settings like colour, depth, Opacity, Foam power, foam dynamics and water orientation.

Setup:

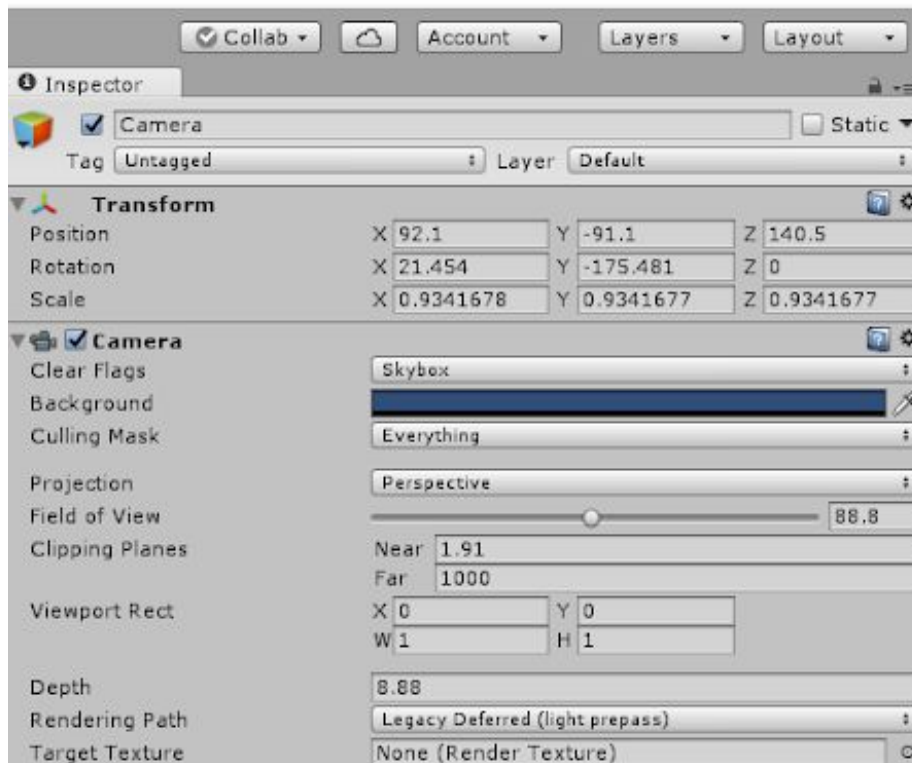
1. You can simply drag and drop the material from the main folder on the mesh.
Mesh must have a proper UV, so that water texture tile and speed are optimal.



2. Alternatively, you can create your own material and choose the proper shader, setup the material yourself.

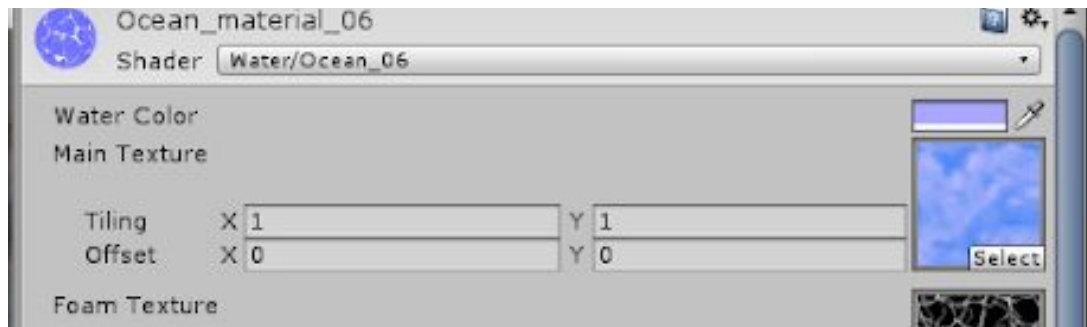


3. Camera settings: Should be set to Deferred or Legacy Deferred. Then Depth will work.



Settings:

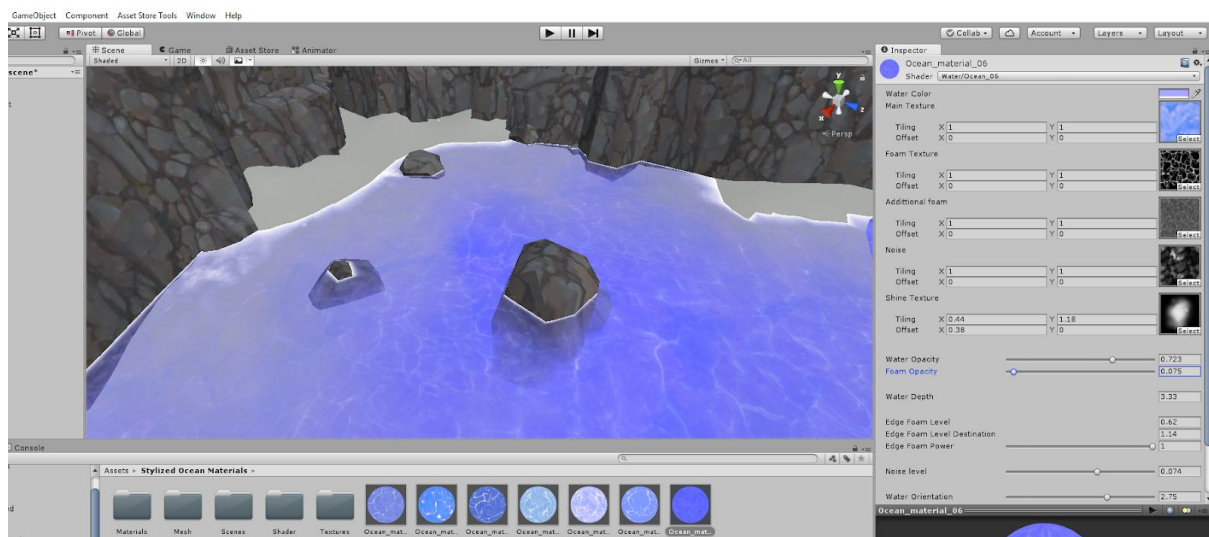
1. **Colour** - You can choose any colour you like, using the RGB palette.
2. **Main texture** - texture that works in combination with the Water colour (adds more detail)



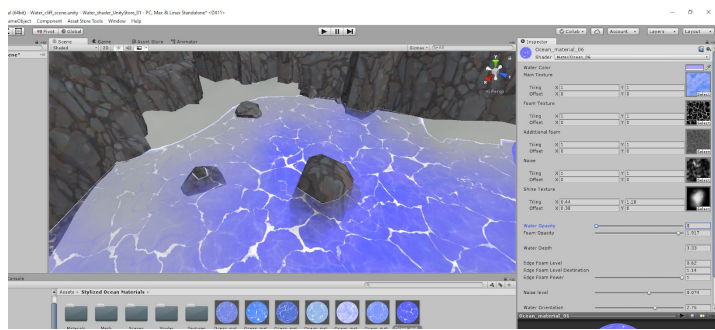
3. **Foam Texture + Foam Opacity** - texture that represents upper layer of foam. Black colour is transparent, White is passing through as white. Foam Opacity value is defining the transparency of the Upper layer of foam. Value of 0 turns off the Upper layer.



4. **Water Opacity**, defines the Transparency of the water. Work as absolute value on the Ocean_material_03. On Ocean material 1-3, 7 work in conjunction with Depth Value.



5. Depth settings - values define the visible depth of the water.



6. Foam setting - defines the transparency and size of the foam. Material uses dynamic foam user can set A(start) to B(end). Speed uses a constant value.



Edge Foam Level - Start Value (optimal is 0.4 to 2)

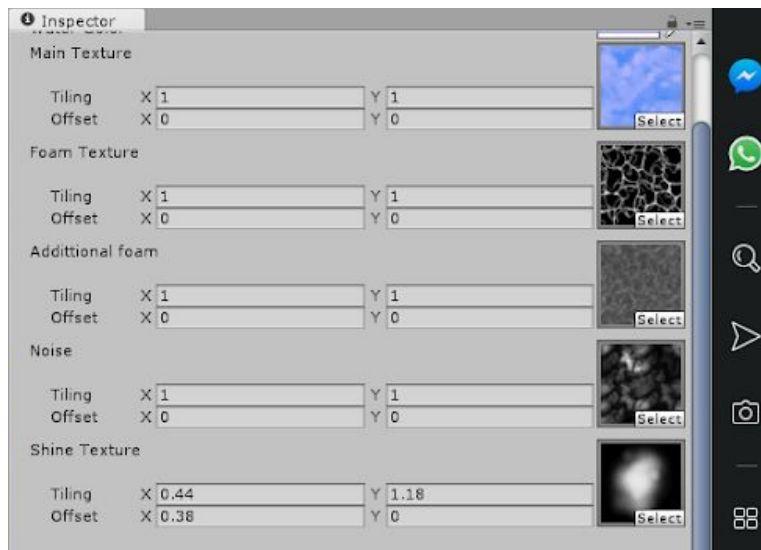
Edge Foam Level Destination - End Value (optimal is 1 higher than the Start value)

Caution: dont exceed the difference of the values more than 1.2, it will cause to get a negative value of the foam opacity

Edge Foam Power - Opacity value of the foam. 0 value turn of the foam

7. Water Orientation - Slider that changes the rotation value.

Textures:



Main texture - self explanatory

Foam texture - upper layer of foam

Additional foam - adds more depth to the water

Noise - texture that adds the noise to the foam layers to mimic the water.

Shine texture - Screen position layer, that passes through the the white colour, mimics the sun glare.