Thank you for downloading this asset!

This package offers PolyWaterShader (with corresponding material and textures).

Adjustable properties:

- wave height;
- water color;
- direction and wave speed;
- tessellation;
- opacity

IMPORTANT: Due to world orientation of shader it's impossible to change waves direction by changing rotation values of Transform component. Use shader's "Plane Rotation Angle" field instead.

If you like it, please give it a good review on asset store. Thanks!
Any suggestion or improvement you want, please contact alex@mountaingoblin.com.