WATER_WS_Master

Current

Current Direction: 3 Vector parameter for direction of flow of water
Current Speed: Scalar parameter that sets speed of flow of water

***Using negative values can reverse the flow, giving more options when combined with the "Current Direction" parameter**

Light Vector

Light Vector (LV B, LV G, LV R): Controls the direction of the sub-surface scatter on the wave material – via the Blue, Green and Red channels respectively.

***Supports negative values for batter control over direction**.

Light Vector Mask

Light Vector Mask (LVm B, LVm G, LVm R): Uses a modified offset Fresnel effect to mask out an area where the sub-surface scatter takes place. The parameters control the direction and distance of the mask from the camera.

Light Mask Radius: Controls the size of the fresnel mask where the sub-surface scatter effect takes place.
Near Camera Fade: Fades out the sub-surface scatter effect near the camera for better visuals

Tessellation Quality

Iterations: Strength of tessellation at the "Min Distance Multiplier Value"

Max Distance Multiplier: Area near the camera where the tessellation takes effect

Min Distance Multiplier: Area near the camera where the "Iterations" are at their set value

Water Color

Color Depth Transition: Depth at which the "Water Deep Color" will take effect
Sub-Surface Color: Color of the sub-surface scatter effect
Water Color Tint: Overall control of water color
Water Deep Color: Color of water in deep areas
Water Surface Color: Color of shallow areas

Wave Small

Wave Speed_small: Speed of small waves
Wave Strength (Small): Normal map strength of small waves
Wave Tile (Small): Small wave normal tile

Wave Large

Wave Strength (Large): Normal map strength of large waves
Wave Tile (Large): Large wave normal tile

Scalar Parameter Values

Metallic: Metalness of the water surface
Refraction Distance Blend: Range of the Refraction effect
Refraction Strength: Strength of the Refraction effect
Roughness: Surface Roughness of water
Specular: Water Surface Specularity
Surface to Object Blend: Depth Fade near intersecting geometry

Underwater_WS_Master

Color

Color Overlay: Overall Material Color

Tessellation Quality

Iterations: Strength of tessellation at the “Min Distance Multiplier Value”

Max Distance Multiplier: Area near the camera where the tessellation takes effect

Min Distance Multiplier: Area near the camera where the “Iterations” are at their set value

Texture Detail

Detail Texture: Texture used
Detail Tile: Texture Tile

Waves Large

Wave Strength (Large): Large Waves Normal Strength
Wave Tile (Large): Large Waves Normal Tile

Waves Small

Wave Strength (Small): Small Waves Normal Strength
Wave Tile (Small): Small Waves Normal Tile

Scalar Parameter Values

Roughness: Roughness setting

Water_Parameters – (Shared Parameters)

***Used in changing values of the material displacement textures in synch with the Post-Process effects mask.**

Water Height: Height adjustment for material AND VFX
Displacement Water Speed: Speed adjustment for material AND VFX
Water Tile: Tile adjustment for material AND VFX
WaterWS Height: VFX only height adjustments

Screen Percentage Offset: R and G values can be used to correct the screen-space post-process effects in windowed mode or during Screen Percentage changes in the editor viewport.

NOTE: Default Values are R = 0.52 G = 96 or R = 0.26 G = 48 for corrected Screen%

PostProcessRays

Ray Mapping
Camera Speed offset: Rate of scroll of Camera Space ray texture
Ray Tile: ray texture tile

Ray Settings
Ray Blend: Ray strength
Ray Color: Color of rays
Ray Contrast: Contrast of rays

Ray Vertical Fade
Ray Fade: Strength of height fade based on Min/Max settings
Ray Height Max: Maximum Height of Ray Effect
Ray Height Min: Minimum Height of Ray Effect

Water Line Mask
FX Blend: Water Line Post-Process mask sharpness
FX Height: Water Line Post-Process mask height
FX Offset: Water Line Post-Process mask additional height setting

UnderWaterBoxBlur

Blur Controls
Blur Distance: Amount of blur based on distance
Blur Samples: Number of samples used in the blur

Water Line FX
Line Blur Amount: Amount of blur on the water edge on the screen

Water Line Mask
FX Height Offset: Water Line Post-Process mask additional height setting
Water Line Max Height: Height of top of the blur mask for the water line (combines with the “Water Line Min Height” for overall thickness.
Water Line Max Sharpness: Sharpness of the top edge of the waterline mask
Water Line Min Height: Height of bottom of the blur mask for the water line (combines with the “Water Line Max Height” for overall thickness.
Water Line Min Sharpness: Sharpness of the bottom edge of the waterline mask

UnderWaterCC (Color Correction)

Color Correction
Color Blend: Color Overlay
Contrast: Color Contrast
Saturation: Saturation

Water Line Mask
FX Blend: Water Line Post-Process mask sharpness
FX Height: Water Line Post-Process mask height
FX Offset: Water Line Post-Process mask additional height setting

UnderWaterFog

Fog
Fog Blend: Fog fade
Fog Color: Fog Color
Fog Color Multiplier: Color Brightness
Fog Distance: Fog distance

Water Line Mask
FX Height Offset: Water Line Post-Process mask additional height setting
Water Line Max Height: Height of top of the fog mask for the water line (combines with the “Water Line Min Height” for overall thickness.
Water Line Max Sharpness: Sharpness of the top edge of the waterline mask
Water Line Min Height: Height of bottom of the fog mask for the water line (combines with the “Water Line Max Height” for overall thickness.
Water Line Min Sharpness: Sharpness of the bottom edge of the waterline mask

Vector Parameter Values
Water Line Color: Color of the waterline near the screen