

# Easy Water 2.5

## - Setting up -

1 - First of all you'll need a plane or any other mesh. (Or you can use the waterPlane Prefab).

2 - Next, you apply the provided Water material.

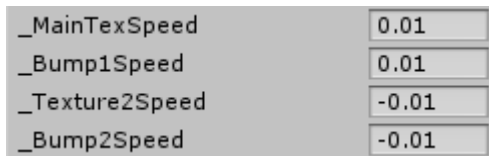
3 - Now you need a water texture, a bump map and a distortion map. You can create your own, or use the ones included in the package. If you're including some bump texture, remember to change some parameter's as i explain at the end of this documentation.

4 - **Simulated Reflection:** EasyWater 2.5 now support cubemaps as reflections. I use Cubemapper, from Asset Store to make my cubemaps.

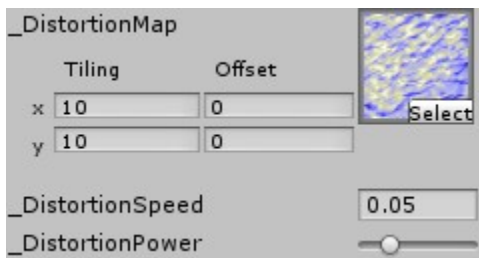
Texture Reflection maps are still supported. If you have a custom skybox, I'll explain later how you can easily create a reflection texture.

Respective cubemaps and textures for the Unity's skyboxes are included.

## 5 - Animating:



Just put some values here. Try making textures go to opposite sides.



DistortionMap is fun. It makes a waving effect. Find the best Speed and Power values for the tiling you choose.

## 6 - Lighting:

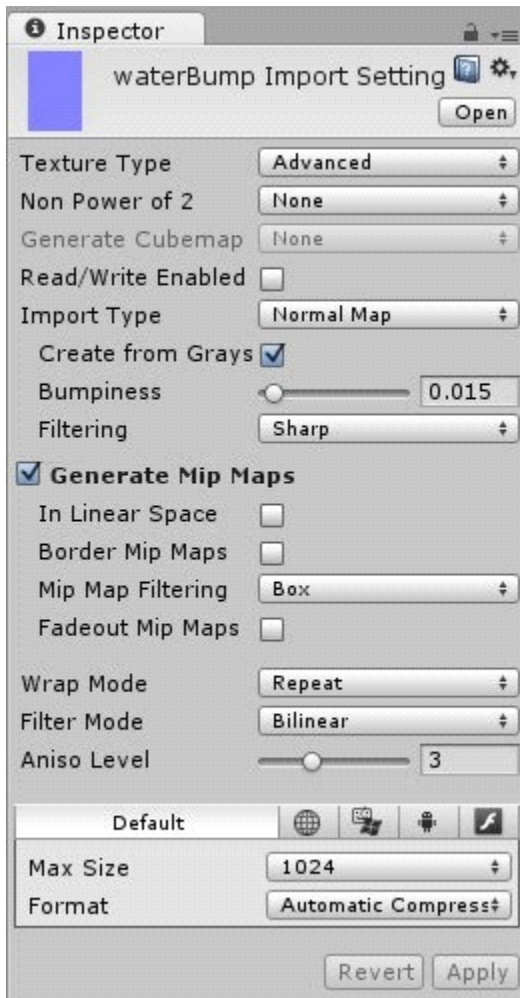


I generally use high values for gloss.

OBS: Remember to position and rotate the directional light exactly like the Sun in the skybox.

### - Tips:

- First thing you should do is to adjust texture, BumpMap and DistortionMap's tilings.
- Specular and Gloss are the secret. Find the best balance between them.
- **Bumpmap**: when importing an image file to be a bumpmap, remember you must change some texture's parameters in the Inspector. It should look something like this:



The Bumpiness value above makes a lot of difference. Pay attention to this guy when creating a bumpmap.

- Changing the value in *Filter Mode* and *Aniso Level* will balance performance and quality.

## Creating a Reflection Texture:

- 1 - Create a camera and move it up along the Y axis until it's far away from the ground.
- 2 - Apply the Skymap
- 3 - Set camera's field of view to about 165.
- 4- Rotate the camera along x axis to -90.
- 5 - Run the game in a square window or just adjust the game tab to a square shape.
- 6 - Print Screen and save the square texture.
- 7 - Inside Inspector, set Wrap Mode to Clamp.
- 8 - Mirror the image with some Image Editor, test it and rotate the texture file until it matches your skybox orientation.
- 5 - It's done.

OBS: Texture and bumpmap 'water1.jpg' and 'water1bump.jpg' were free adaptations of the work of D Sharon Pruitt , under Creative Commons License.

You can use water textures from here: <http://www.cgtextures.com/textures.php?t=browse&q=2204><http://www.cgtextures.com/textures.php?t=browse&q=2204> , you CAN'T sell this as textures but you are free to use them commercially inside your games.