

Hard Water
Version 1.0.1
September 9th 2016

Hard Water is a super fast surface shader for Unity 5.x that creates the look of hard surface low poly transparent water. Hard Water created that coveted faceted water look that you just cant seem to find on the Asset Store.

Hard Water was written in plain CG, not over engineered in a visual shader designer tool.

With Hard Water you can control:

Water Color

Water transparency

Smoothness

Metalness

Wave Scale

Wave Speed

Wave Frequency

Faceted Hardness

Installation

1. Install the Unity Package
2. Drag the Hard Water prefab from the Prefabs folder into your scene
3. Adjust the properties of the Hard Water material
4. Click Play

New in version 1.0.1

Created a new Hard water generator script to allow you to create custom water systems at runtime with adjustable mesh density.