PerfectIce version 1.2

Requires Unity 5.4.0 or higher.

Supported platforms: Direct3D 9, 11 & 12, Direct3D 11 for Windows RT/Phone; OpenGL Core, ES 2.0 & ES 3.0; iOS Metal; Xbox One; PlayStation 4; PlayStation Vita; Nintendo 3DS; Nintendo Wii U.

Shader compiled for all supported platform.

If you have problems with the shader working on one of the listed platforms, I recommend recompiling the shader in "Shader forge" for the platform you need, this should help!

Download «Shader forge» last version by here: https://github.com/FreyaHolmer/ShaderForge

The settings of the Shader:

Color - the color of the ice surface (default is black).

Shininess - the radius of the glare (off).

The Reflect Color - color radiance (selected color bluish tint).

MainTex - Texture with alpha channel, where in the settings of the texture exhibited "Alpha from grayscale" and "Alpha is Transparency".

Normal map - normal map the ice surface, the tiling at X = 0.1, Y = 0.2.

Cube - cubemap for reflection.

RefStrength - reflection intensity.

LightStrength - intensity.

FrenelPower - reflection intensity in a Fresnel.

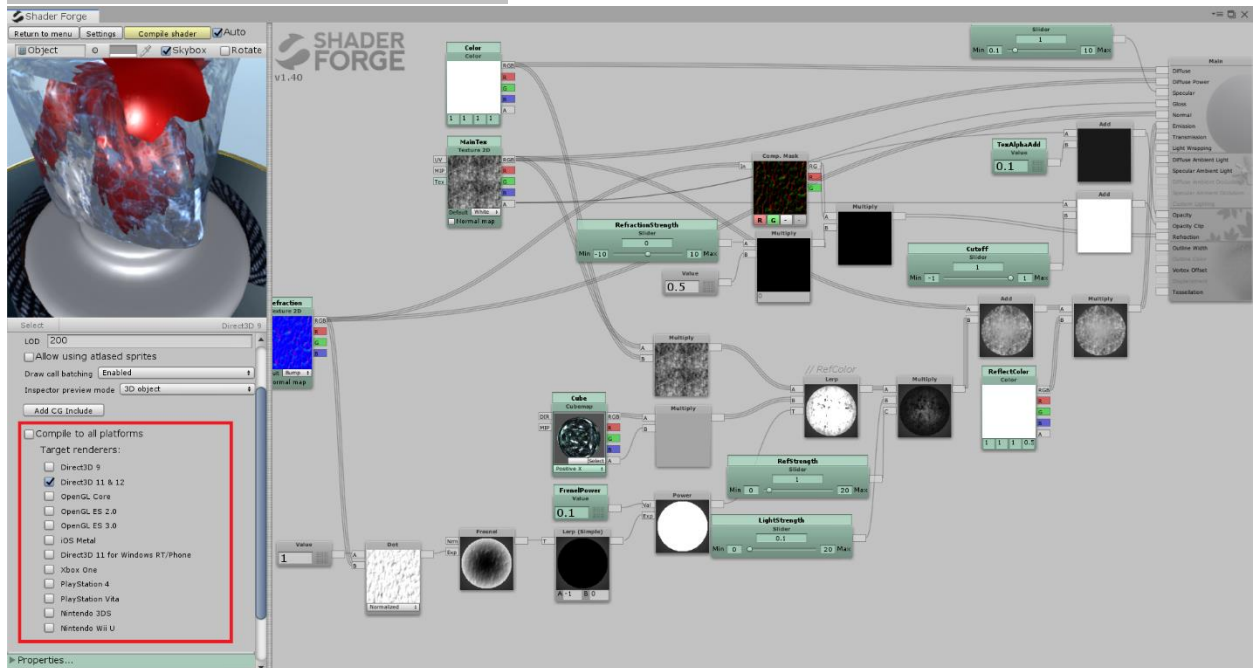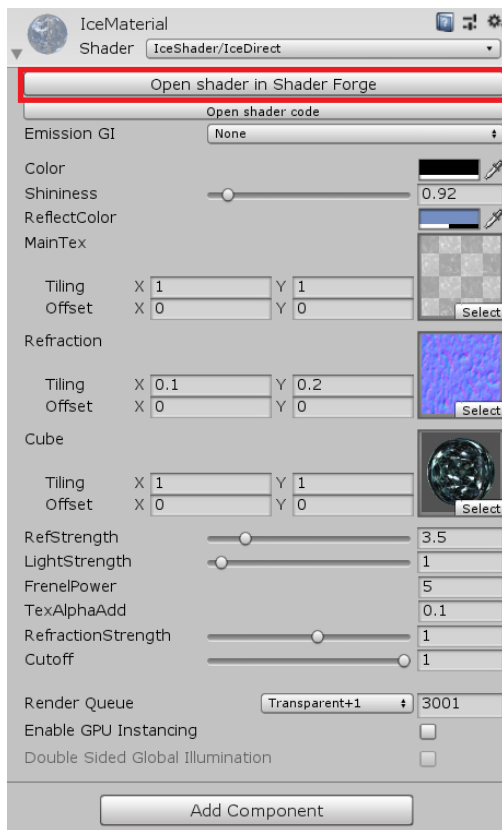TexAlphaAdd - transparency of the ice surface.

Refraction strength - power of refraction

Cutoff - the power freeze/defrost
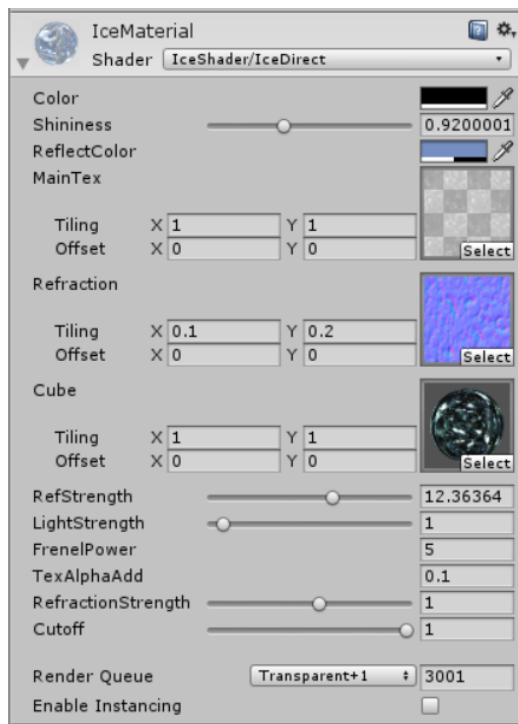

Render Queue Transparent+1 3001 (always)!

Developer Sergey Yurov

After importing the "Shader forge" asset, the "Open shader in Shader forge" button will appear in the shader settings field:
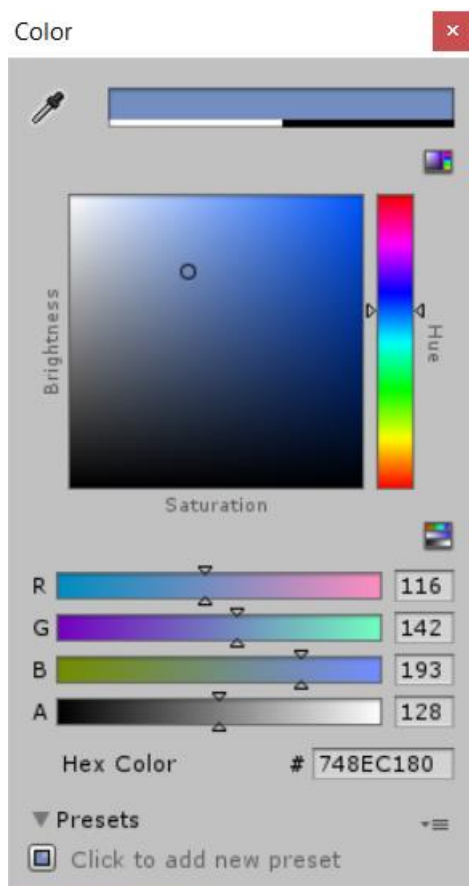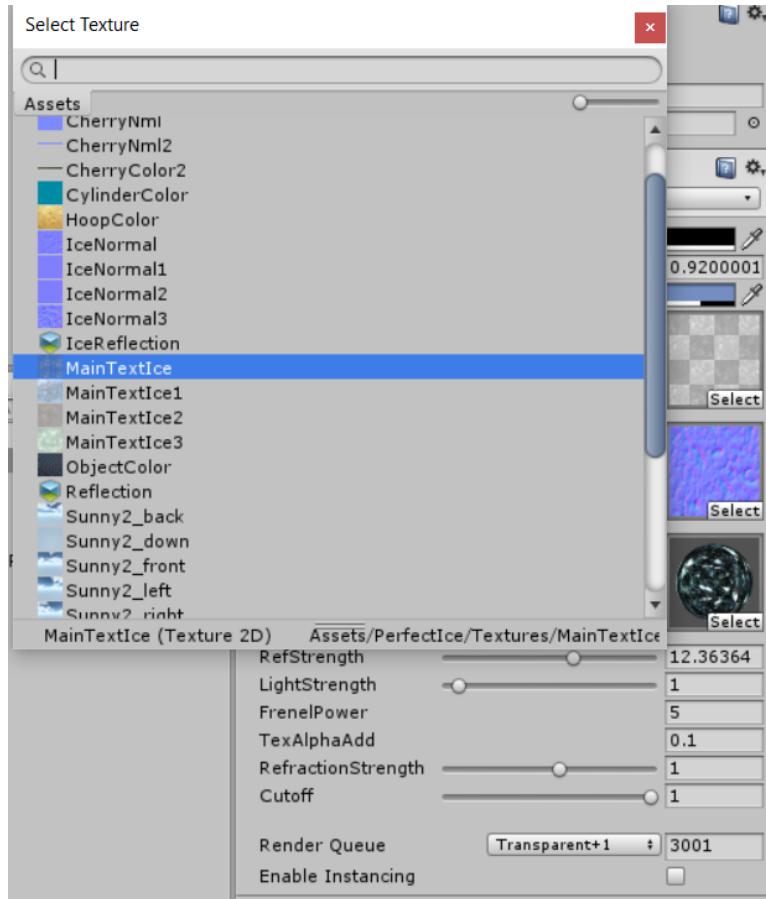
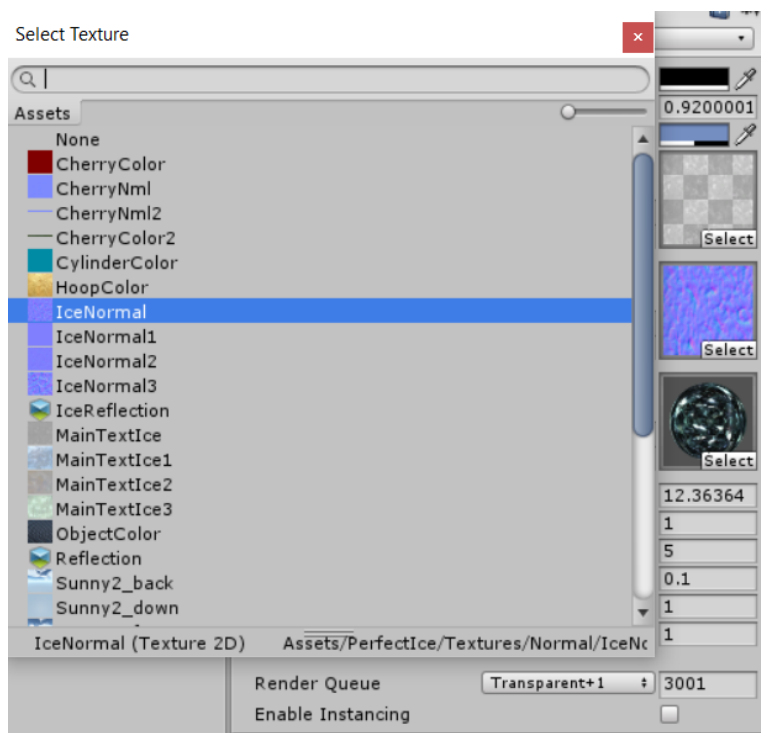Shader Settings:

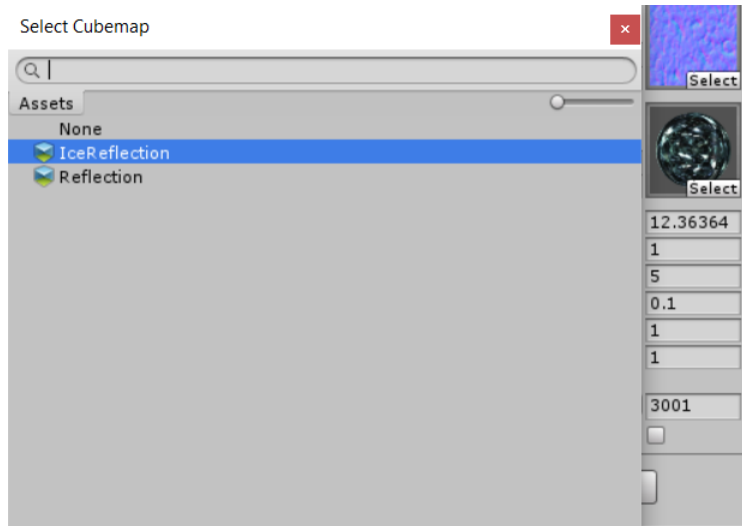1. Main settings

2. Reflect color

3. MainTex->MainTexIce

4. Refraction->IceNormal (Tiling(X=0.1;Y=0.2))

5. Cube->IceReflection

Select Cubemap

```
Q |
Assets
   None
   IceReflection
   Reflection
```

12.36364
1
5
0.1
1
1

3001

6. Cylinder settings

	Cylinder (Mesh Filter)
Mesh	Cylinder

Mesh Renderer
► Lighting
▼ **Materials**
   Size — 2
   Element 0 — IceMaterialCutoff
   Element 1 — Cylinder

⚠ This renderer has more materials than the Mesh has submeshes. Multiple materials will be applied to the same submesh, which costs performance. Consider using multiple shader passes.

IceMaterialCutoff
Shader IceShader/IceDirect

Color
Shininess ────○──── 0.1
ReflectColor
MainTex
   Tiling X 1   Y 1
   Offset X 0   Y 0   Select
Refraction
   Tiling X 0.1   Y 0.2
   Offset X 0   Y 0   Select
Cube
   Tiling X 1   Y 1
   Offset X 0   Y 0   Select
RefStrength ────○──── 3.5
LightStrength ─○────── 1
FrenelPower 5
TexAlphaAdd 0.1
RefractionStrength ──────○── 1
Cutoff ○──────── -1

Render Queue Transparent+1 ÷ 3001
Enable Instancing ☐

Hierarchy

Create ▾ Q▾All
▼ Scene
   ► IceCube
   ▼ Holder
      Cylinder
      Hoop
      Object
      Stand
   Sunlight
   GUI
   ► HorizontalPivot

Create ▾ Q
► PerfectIce