Easy Water 2.84

- Setting up –

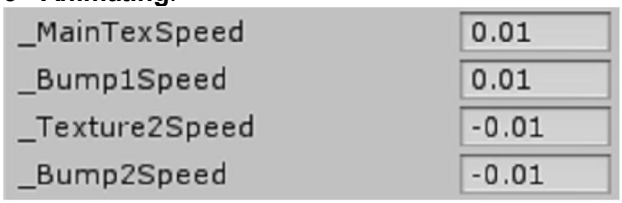
1 - First of all you'll need a plane or any other mesh. (Or you can use the waterPlane Prefab).

2 - Next, you apply the provided Water material.

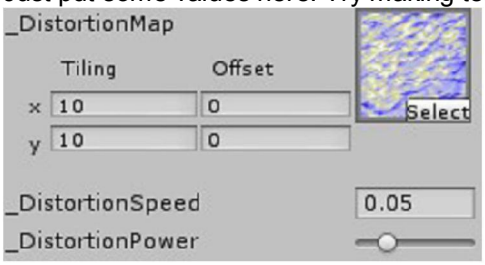
3 - Now you need a water texture, a bump map and a distortion map. You can create your own, or use the ones included in the package. If you're including some bump texture, remember to change some parameter's as i explain at the end of this documentation.

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.



If you want freedom of movement, you can set speeds to zero and use Animate360.js to animate textures for wherever you need.
DistortionMap is fun. It makes a waving effect. Find the best Speed and Power values for the tiling you choose.

6 - **Lighting**:

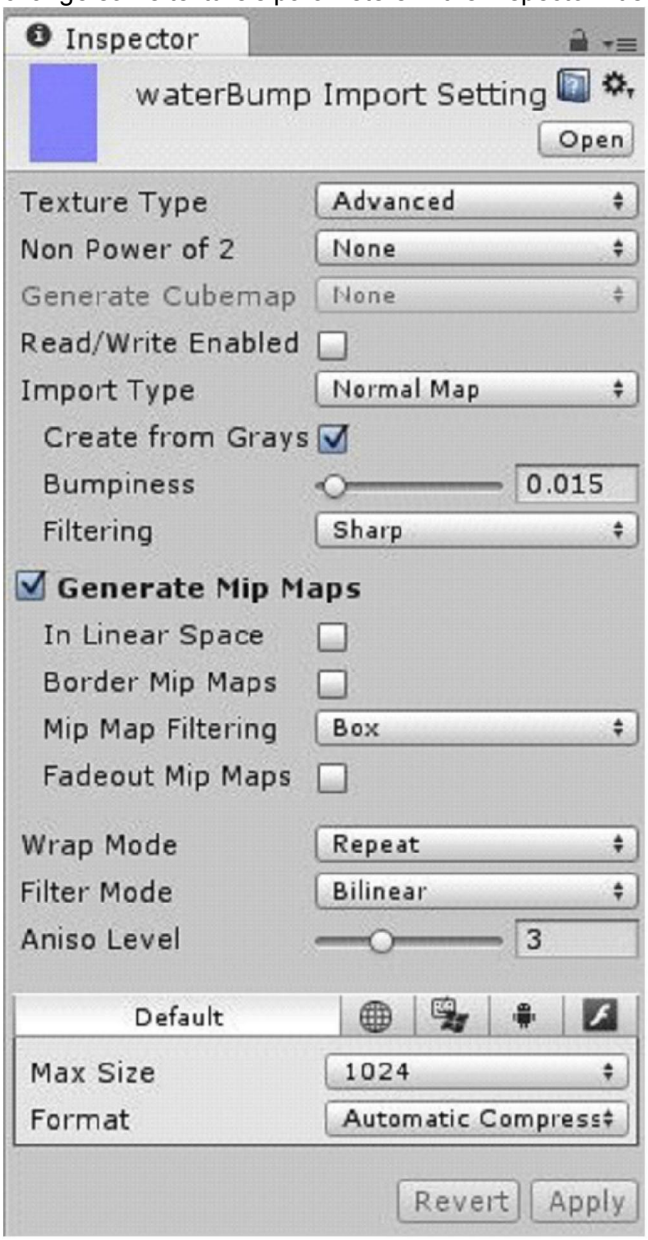
I generally use high values for gloss.
OBS: Remember to position and rotate the directional light exactly like the Sun in the skybox.

7 – **Guide to Shaders**:
You can know which features each shader contains reading the suffix:
C = Color
T = Texture Slot
2T = 2 Texture Slots
B = BumpMaps

O = Opacity
R = Reflection
360 = Needs the Animate360.js script to animate. Runs faster and allow waves to any direction.

- **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: some textures and bumpmaps 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.)
Or here:
texturelib.com