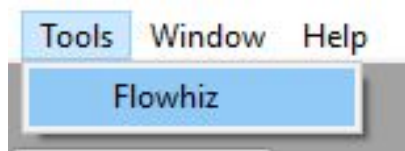


Flowhiz

Flowhiz is a tool for drawing mobile friendly water flow.

1. Open editor window

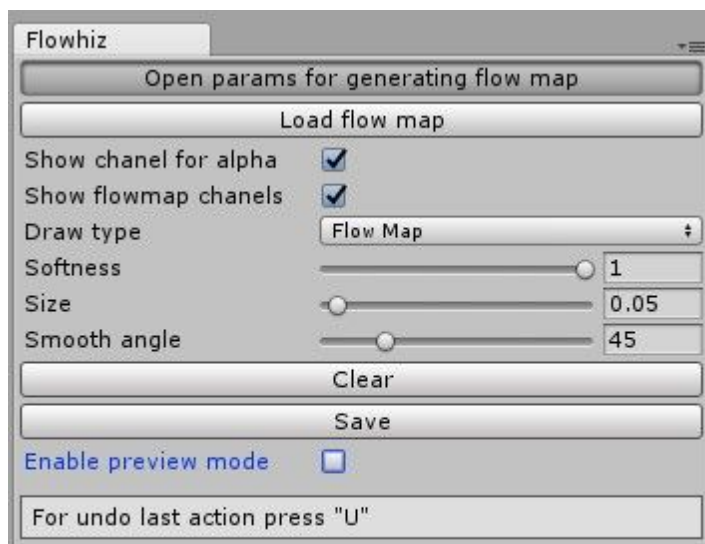


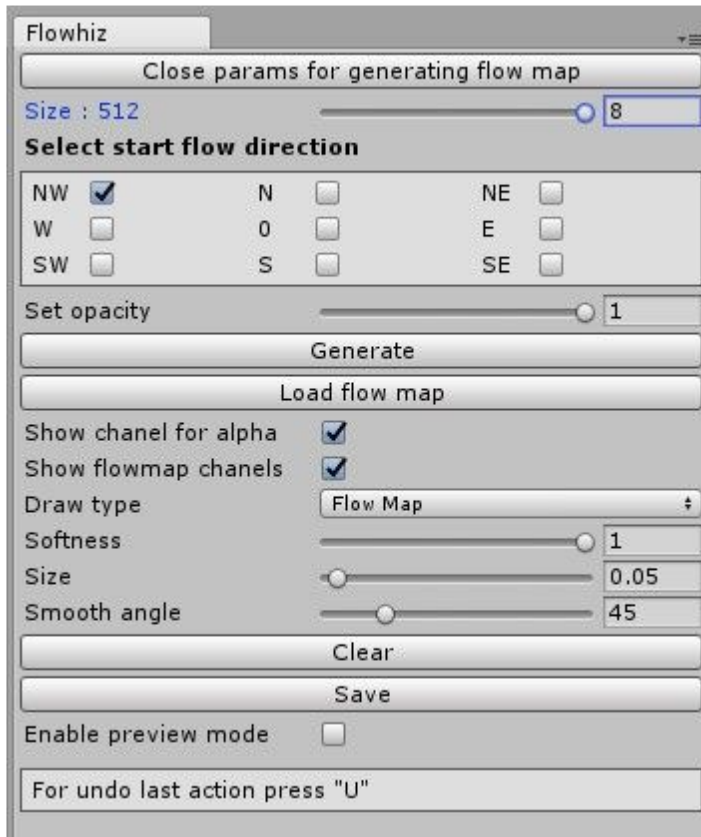
For opening Flowhiz editor you need to select **Tools>Flowhiz**

2. Map generation

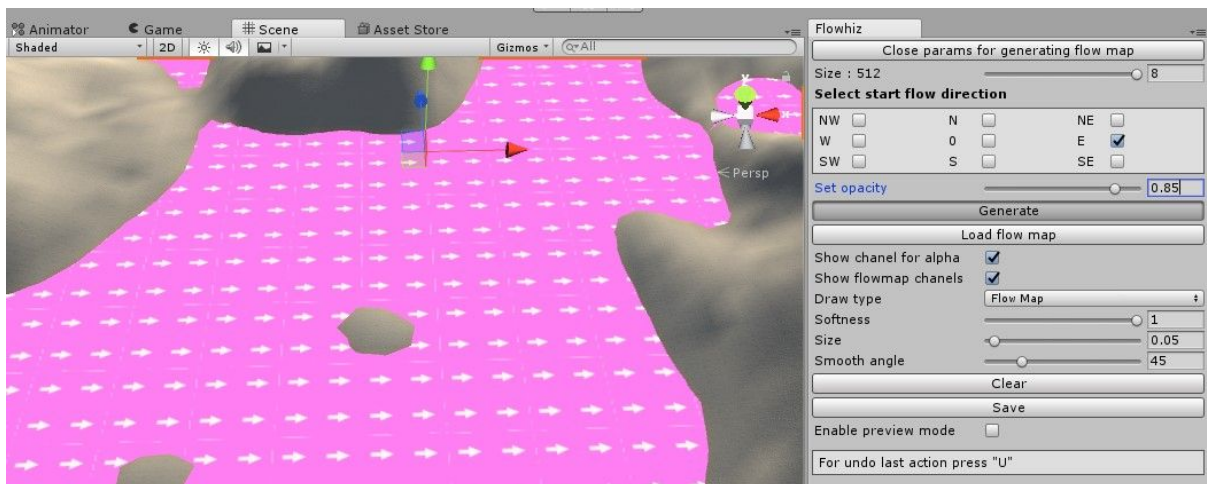
Create a primitive "Plane", select it in a hierarchy and you are ready to start draw your flow map

For generate base map press button “Open params for generating flow map”

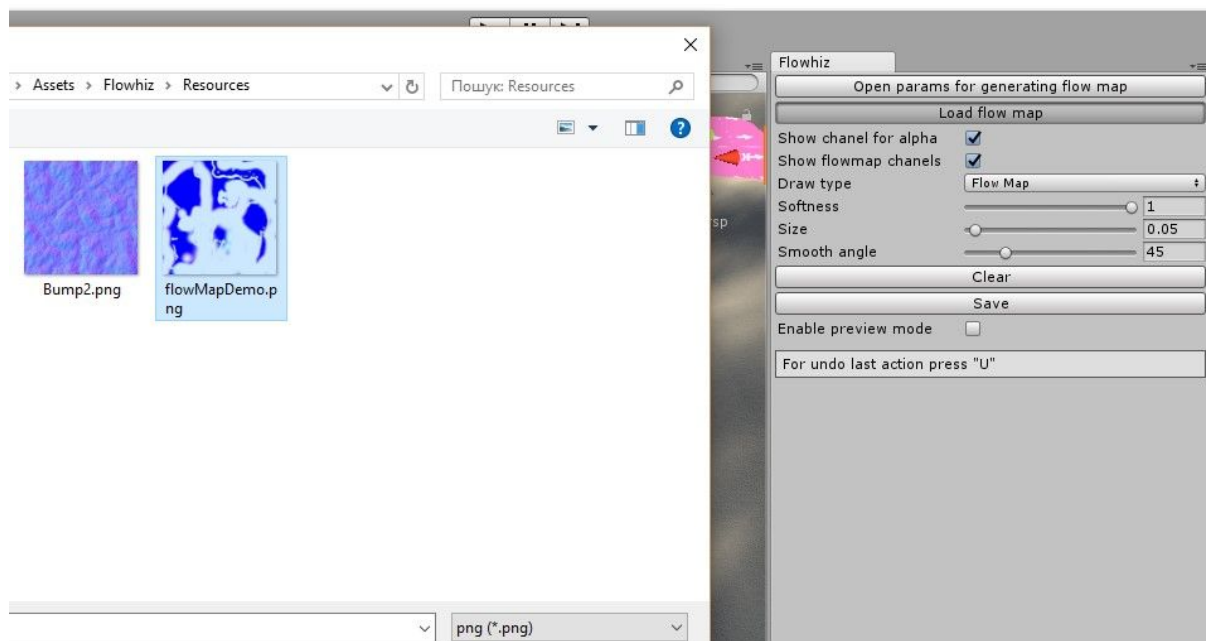




- 2.1 Select texture resolution (slider “**Size**”)
- 2.2 Set base flow direction (“**Select start flow direction**”)
- 2.3 Set base opacity (slider “**Set Opacity**”)
- 2.4 After that press button “**Generate**”



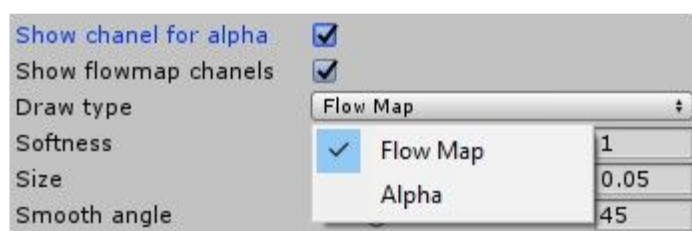
Also you can load your flow map. Press button “**Load flow map**” and select your *.png image.



3. Drawing flow map

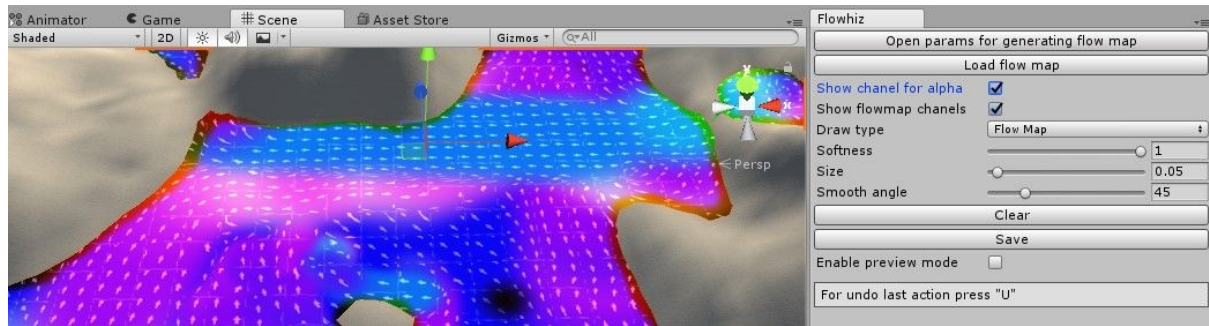
Drawing flow map like a terrain painting. For drawing you need press left mouse button on a future water plane and move cursor in the right direction.

You can draw map in two modes “**Flow map**” and “**Alpha**”. Change mode in EnumPopup “**Draw type**”



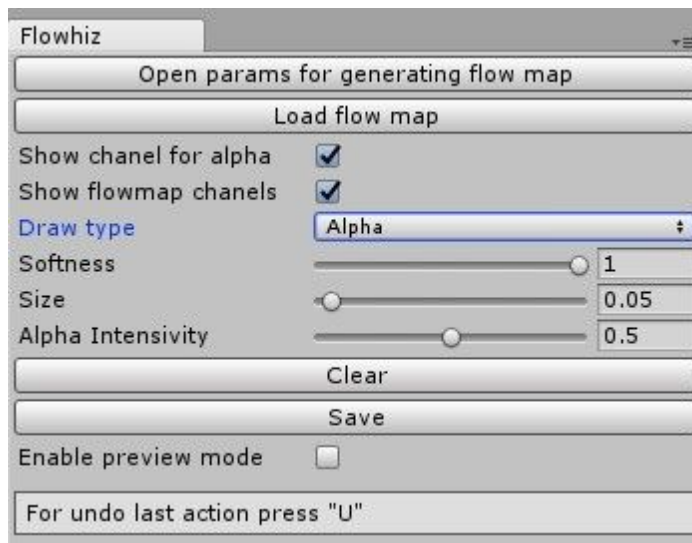
Flow map brush has 3 sliders for setting:

1. **Softness** responsible for softness of brush edges
2. **Size** responsible for brush size
3. **Smooth angle** responsible for more smoother drawing. Removing shake in the movement



Alpha brush has 3 sliders for setting:

1. **Softness** responsible for softness of brush edges
2. **Size** responsible for brush size
3. **Alpha intensity** responsible for brush opacity



Checkboxes “**Show channel for alpha**” and “**Show flowmap channels**” show and hide color information about drawing map.

Also you can see preview water. Check “**Enable preview mode**” (under Save button)



For discard last action you need to press key “**U**” (stores up to 10 actions)

For discard all your changes press button “**Clear**”

For save your map press button “**Save**” and select path.