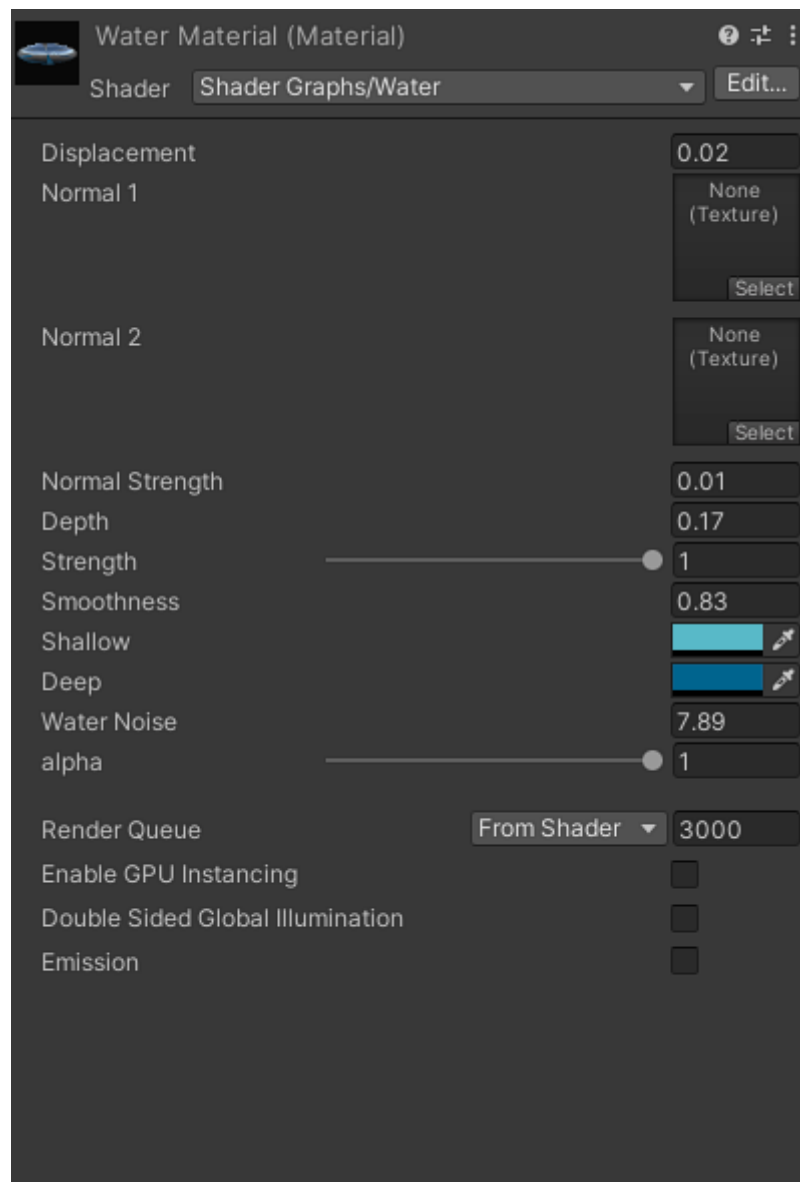


## Thank you for downloading the low poly environment starter kit!

This is a quick documentation on how to use the different shaders included in this package.

There are two different shaders. One is responsible for the animated water and the other can be dragged onto any object to give it a kind of gradient colour.

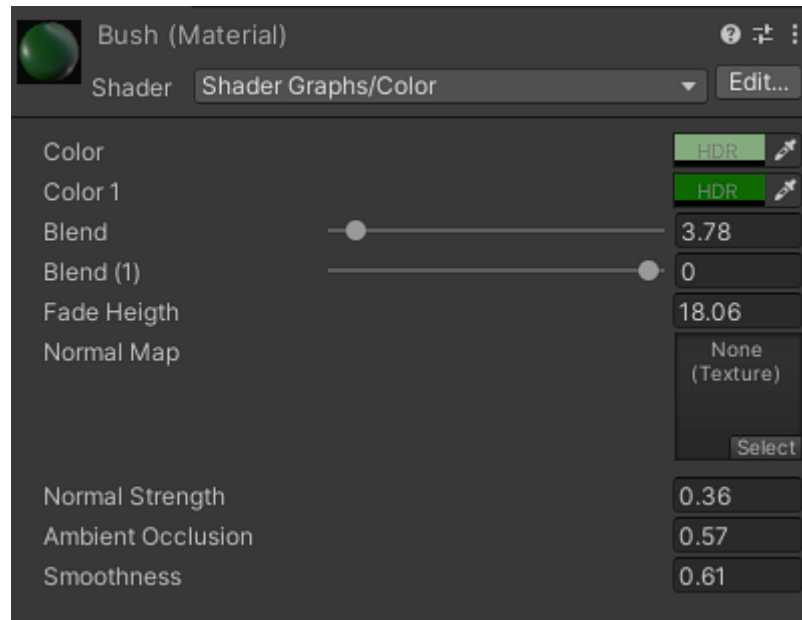
### Animated Water



You can add two different normal textures to change the look on the surface of the water. Changing the value of smoothness increases their effects. The colours for shallow and deep let you change the

colour corresponding to the depth and strength values. Water noise and displacement change the strength of the water animations and with alpha u can make the water visible clearer

## “Gradient” Colour



This shader lets you change the top and bottom color of the object depending on its height. With blend you can blend the both colors.

If you have any questions or feedback, contact me via [info.past12pm@gmail.com](mailto:info.past12pm@gmail.com)