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 Code 

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https://github.com/danielzeller/Lowpoly-Water-Unity




Use Git or checkout with SVN using the web URL.

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15 months ago

 README.md

Lowpoly-Water-Shader-Unity

A lowpoly water shader similar to the awesome water in Monument Valley.

There is a bug in the current version that turns the water completely black if the camera is not rendereing a skybox as background.



Contact


You can reach me on twitter as [@zellah](#).

Who's behind this?

Developed by [danielzeller.no](#)


About

Low poly water with edge/shore blend. Similar to the awesome water in Monument Valley.

 Readme

 MIT License

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