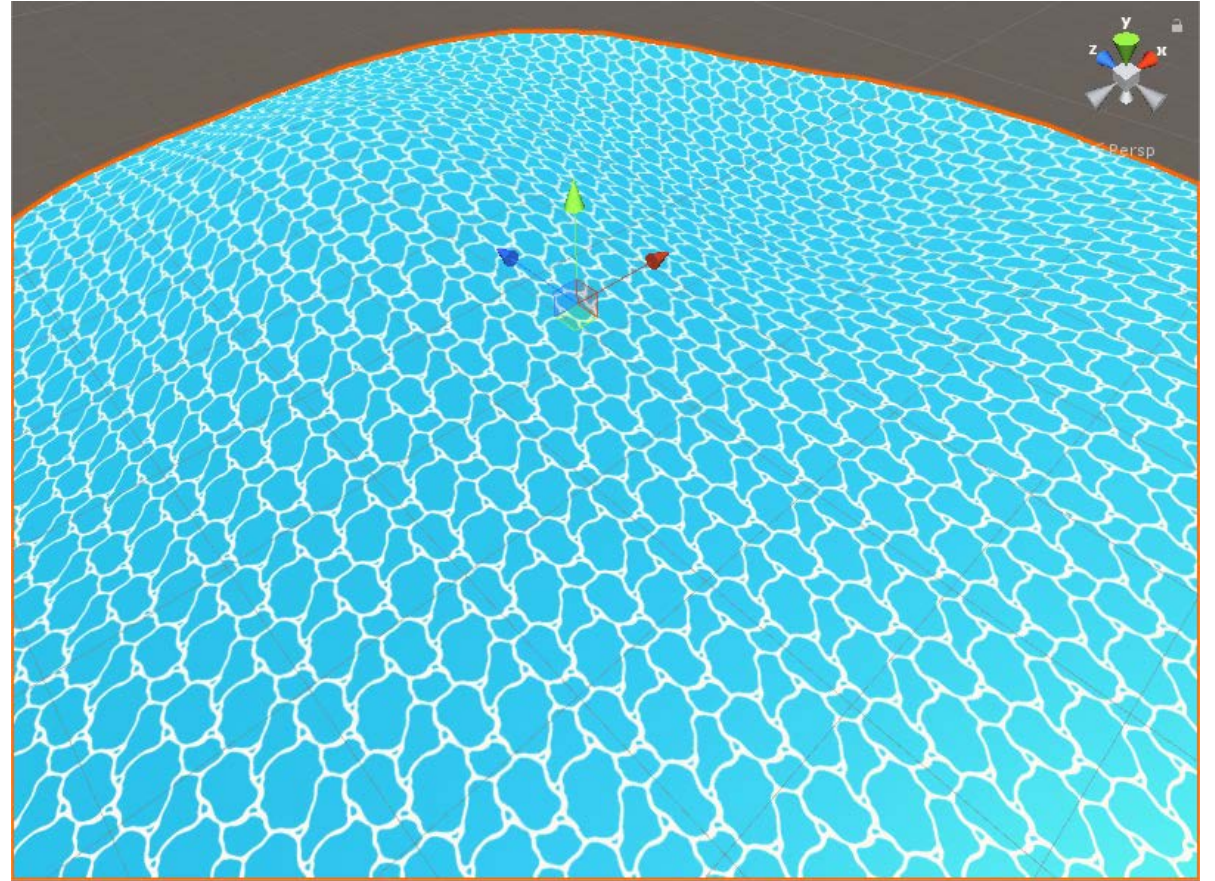# Minecraft

Minecraft

- [Building demo](#)
- Left click → destroy block
- Right click → place selected block
- 1 – 9 → switch selected block

Cartoon Water Package

- I modified a package from Kaisirak

- Custom shader that
  - Displaces height
  - Ripples texture

☑ CartoonWater   ☐ Static ▾

Tag Untagged   ▾   Layer Default   ▾

Prefab | Select | Revert | Apply |

▼ ⚙ **Transform**   🔲 ✿▾
Position   X 0   Y 0   Z 0
Rotation   X 0   Y 0   Z 0
Scale   X 70   Y 1   Z 70

▼ ⚏ **Water Plane Mesh (Mesh Filter)**   🔲 ✿▾
Mesh   ⚏ waterPlaneMesh   ⊙

▼ ⚏ ☑**Mesh Renderer**   🔲 ✿▾
Cast Shadows   On   ▾
Receive Shadows   ☑
Motion Vectors   Per Object Motion   ▾
▶ Materials
Light Probes   Blend Probes   ▾
Reflection Probes   Blend Probes   ▾
Anchor Override   None (Transform)   ⊙

▼ 🖼 CartoonWater   🔲 ✿▾
Shader Custom/CartoonWater   ▾

Color   [   ] 🖉
Albedo (RGB)   [img]

    Tiling   X 30   Y 30   Select
    Offset   X 0   Y 0

Metallic   ○————————————————————————————————   0
Smoothness   ————————————————○———————————————   0.499
Tessellation   ———————————————————————————————○   32
NoiseScale   ——————————————————————————○———————   1.718
WaveSpeed   ——————————○——————————————————————   4.34
HeightScale   ———————————○—————————————————————   0.956
Speed   ○————————————————————————————————   0.001
SpeedX   ———————————————————————————————○   1
SpeedY   ———————————————————————————————○   1
Intensity   ○————————————————————————————————   1
Frequency   ○————————————————————————————————   1.13
Angle   ———○—————————————————————————————   2.61
Delta   ———————————————————————————————○   100
Intence   ○————————————————————————————————   10
Emboss   ——————————————————○———————————————   0.581

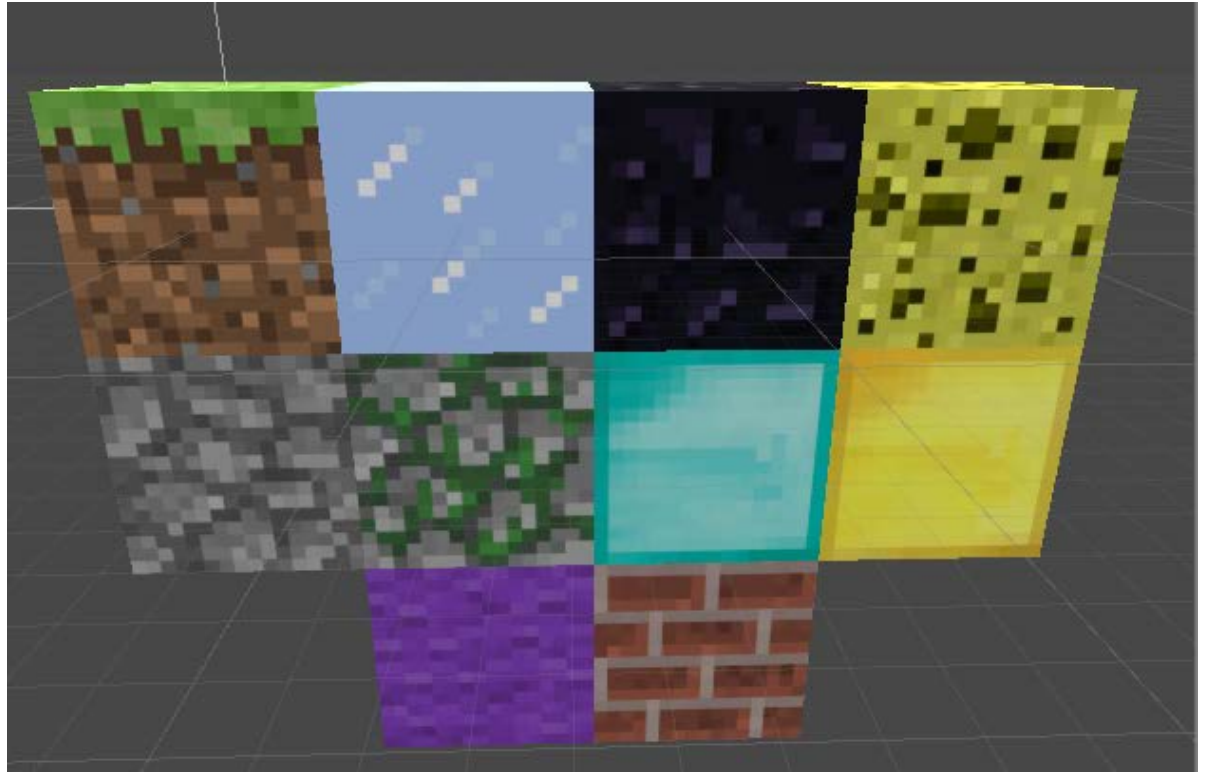Render Queue   From Shader ▾ 2000

Cartoon Skybox

- Farland Skies - Cloudy Crown
- Asset store

Minecraft Blocks Package

- I modified models from: [tf3dm](tf3dm)
- Textured block models

Adding Outlines

Outline Effect

Shaders/Fullscreen & Camera E...

cakeslice

★★★★★ (👤35)

Free

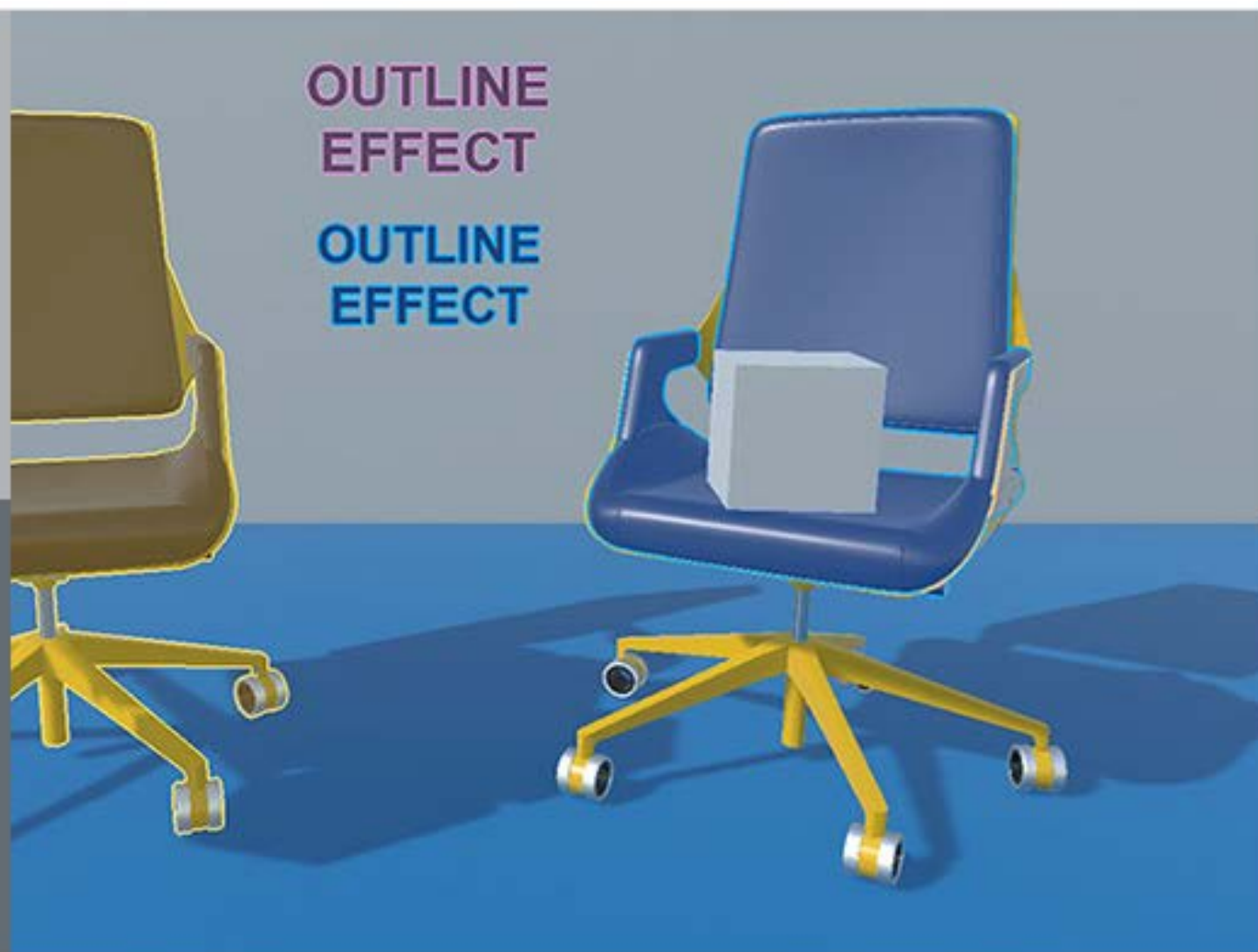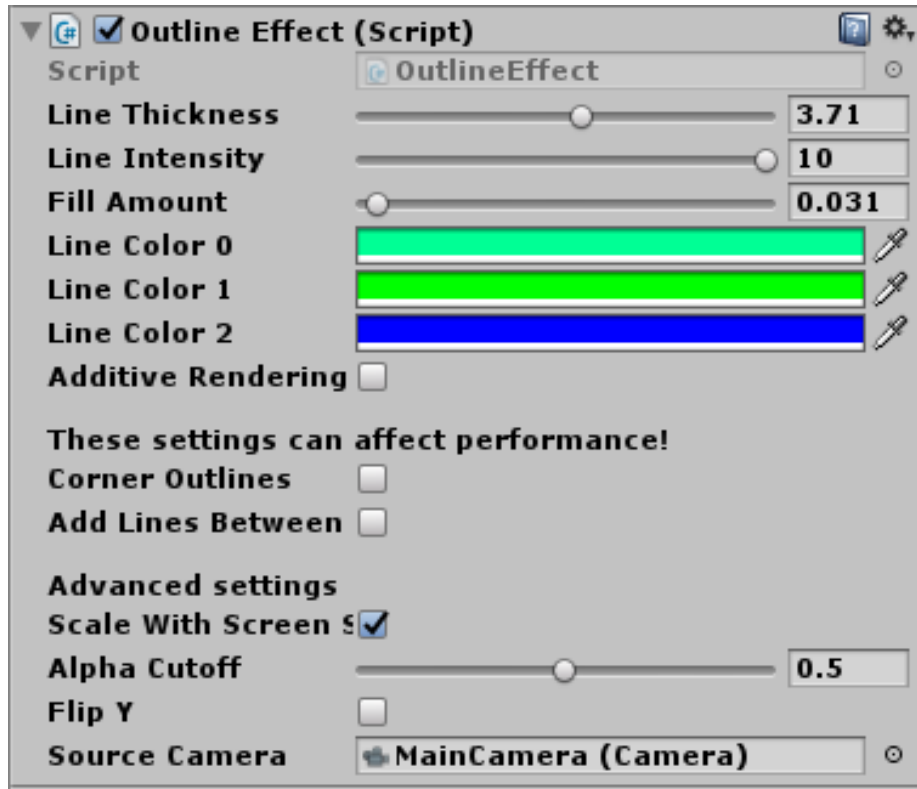**Needs Unity upgrade to version 5.5.2**

FEATURES:

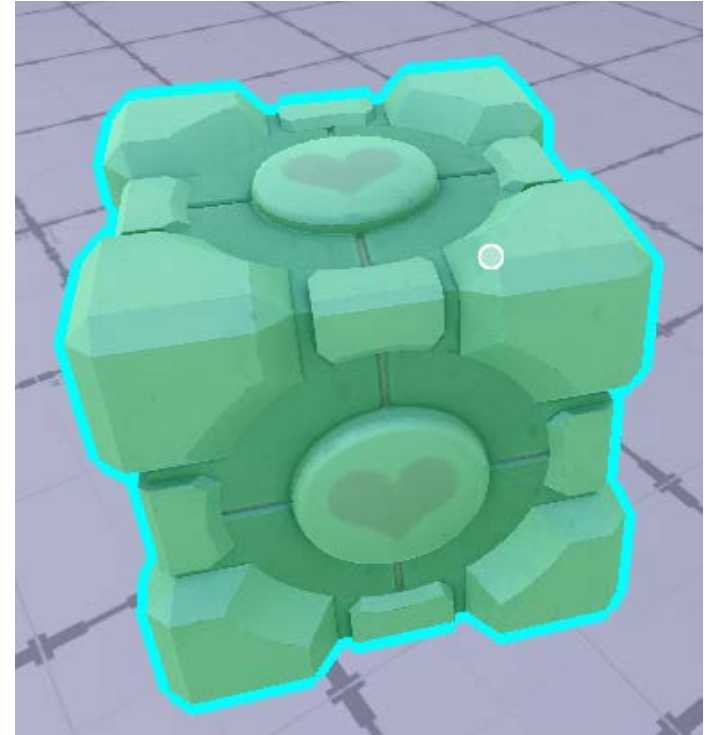Sprite/Line/Mesh renderer support
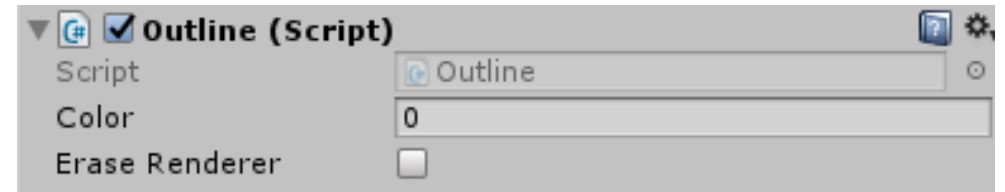
HDR support (useful for bloom, etc...)

Alpha cutout option

Additive outline rendering option

OUTLINE
EFFECT

OUTLINE
EFFECT

RigidBodyFPSController
MainCamera

☑ Outline Effect (Script)
Script   OutlineEffect
Line Thickness   3.71
Line Intensity   10
Fill Amount   0.031
Line Color 0
Line Color 1
Line Color 2
Additive Rendering   ☐

These settings can affect performance!
Corner Outlines   ☐
Add Lines Between   ☐

Advanced settings
Scale With Screen S   ☑
Alpha Cutoff   0.5
Flip Y   ☐
Source Camera   MainCamera (Camera)

Apply OutlineEffect.cs
to the main camera in
your scene

☑ Outline (Script)
Script   Outline
Color   0
Erase Renderer   ☐

Apply Outline.cs to the
object you want to
have an outline

Normals
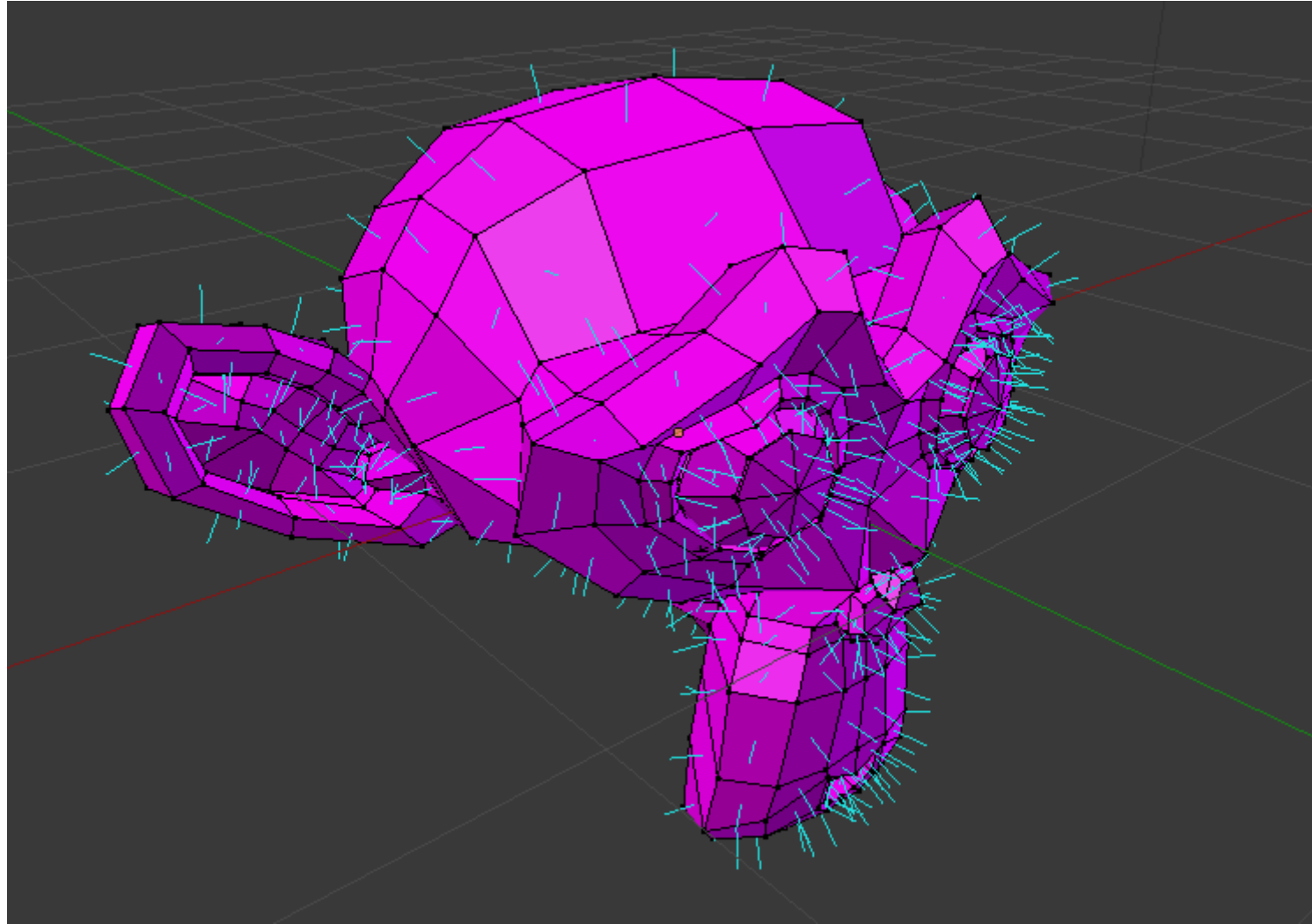
User Interface (UI)

User Interface

- Allows you to create 2D text/images/buttons/etc. on the screen

- Menus, visual feedback

- Watch the tutorials! (Or the Lynda course.)
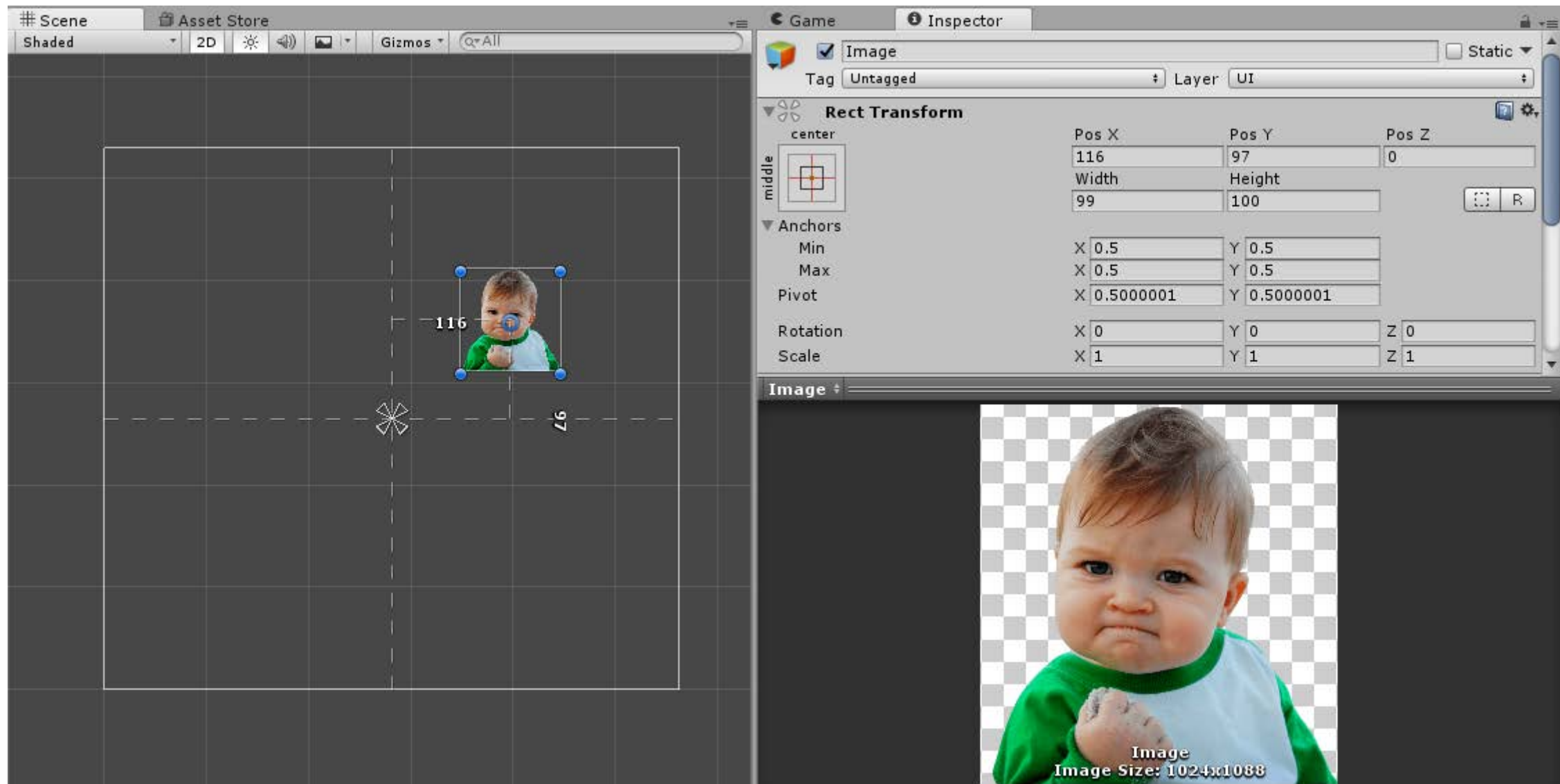
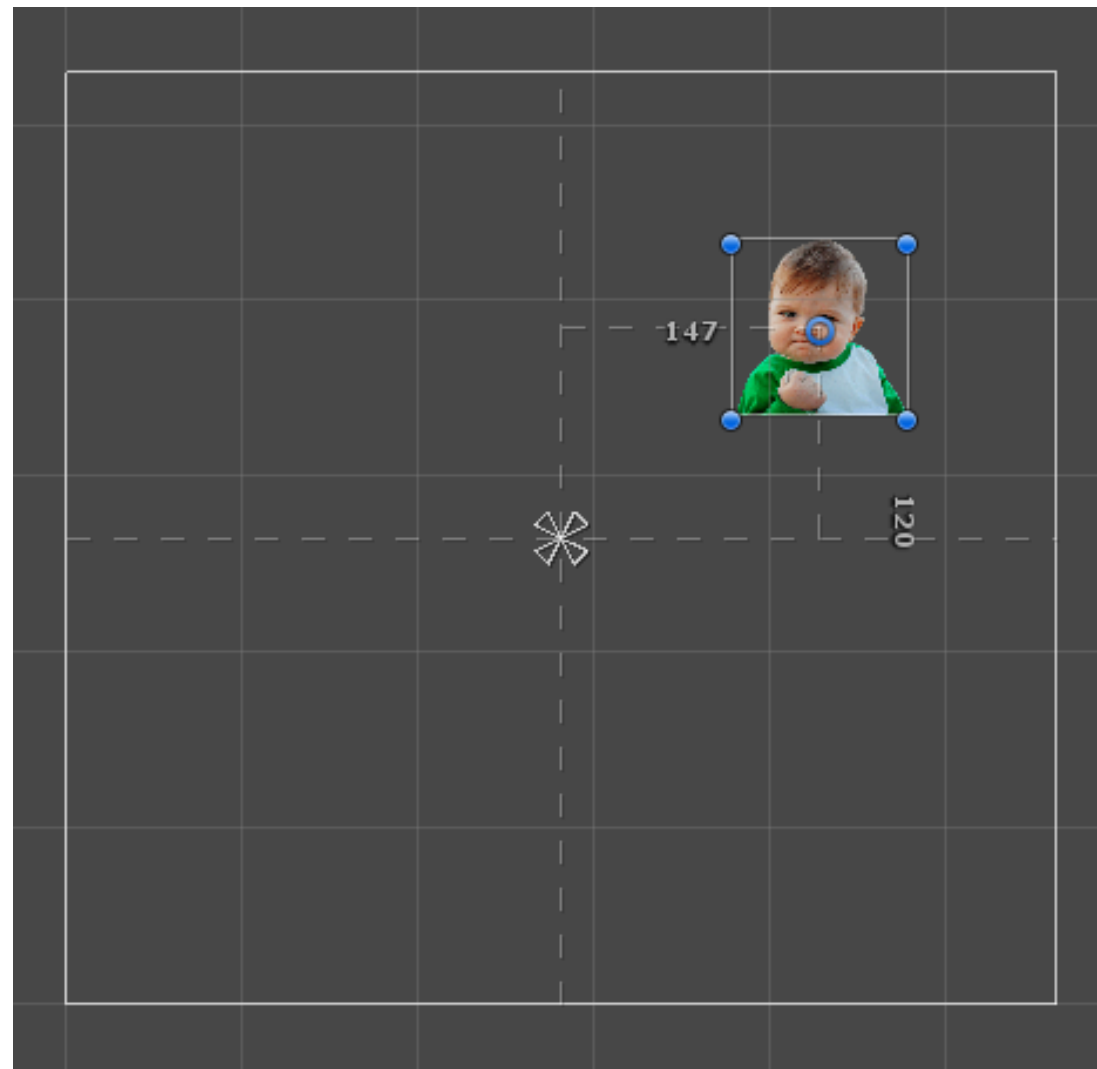http://devdog.io/unity-assets/scifi-ui-design
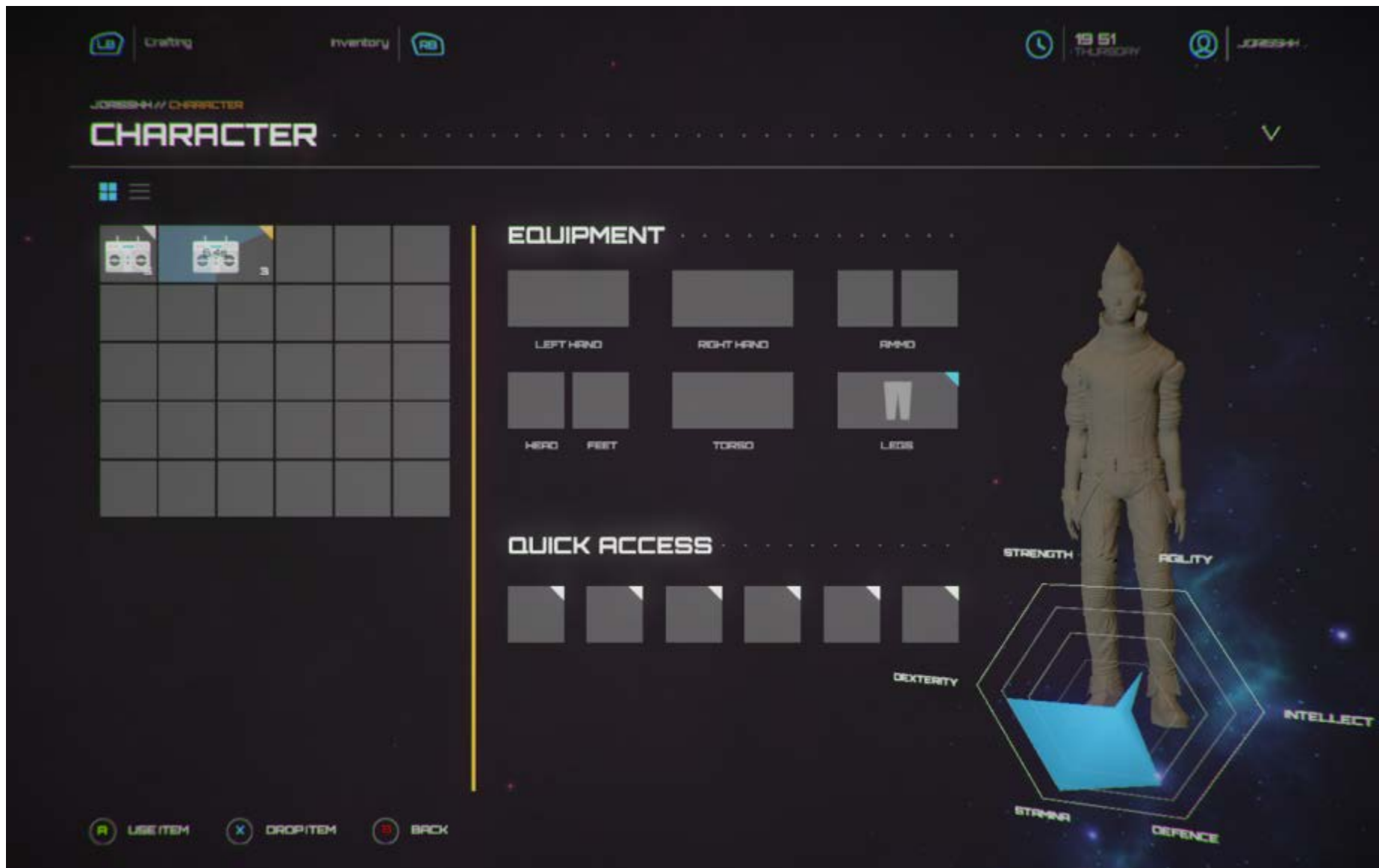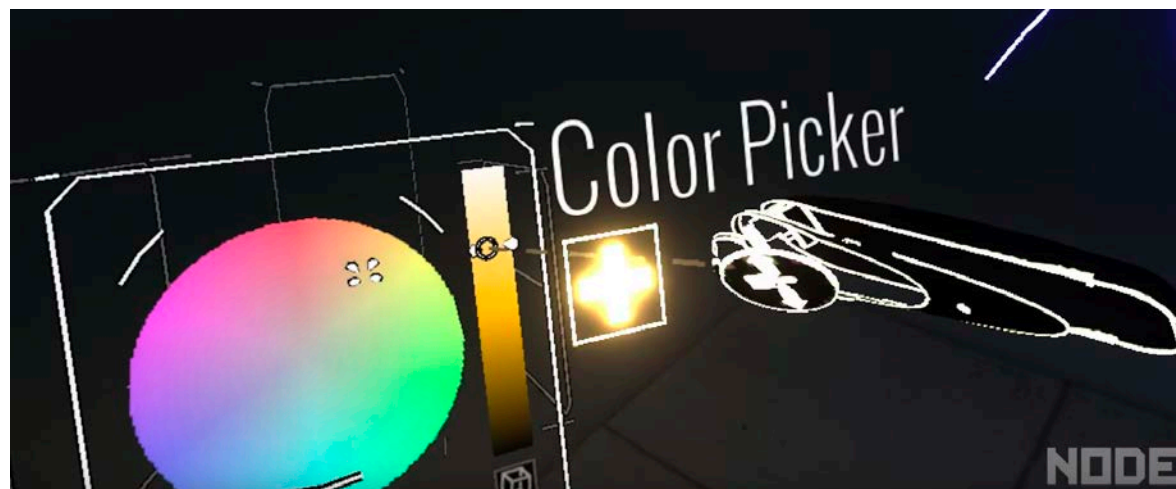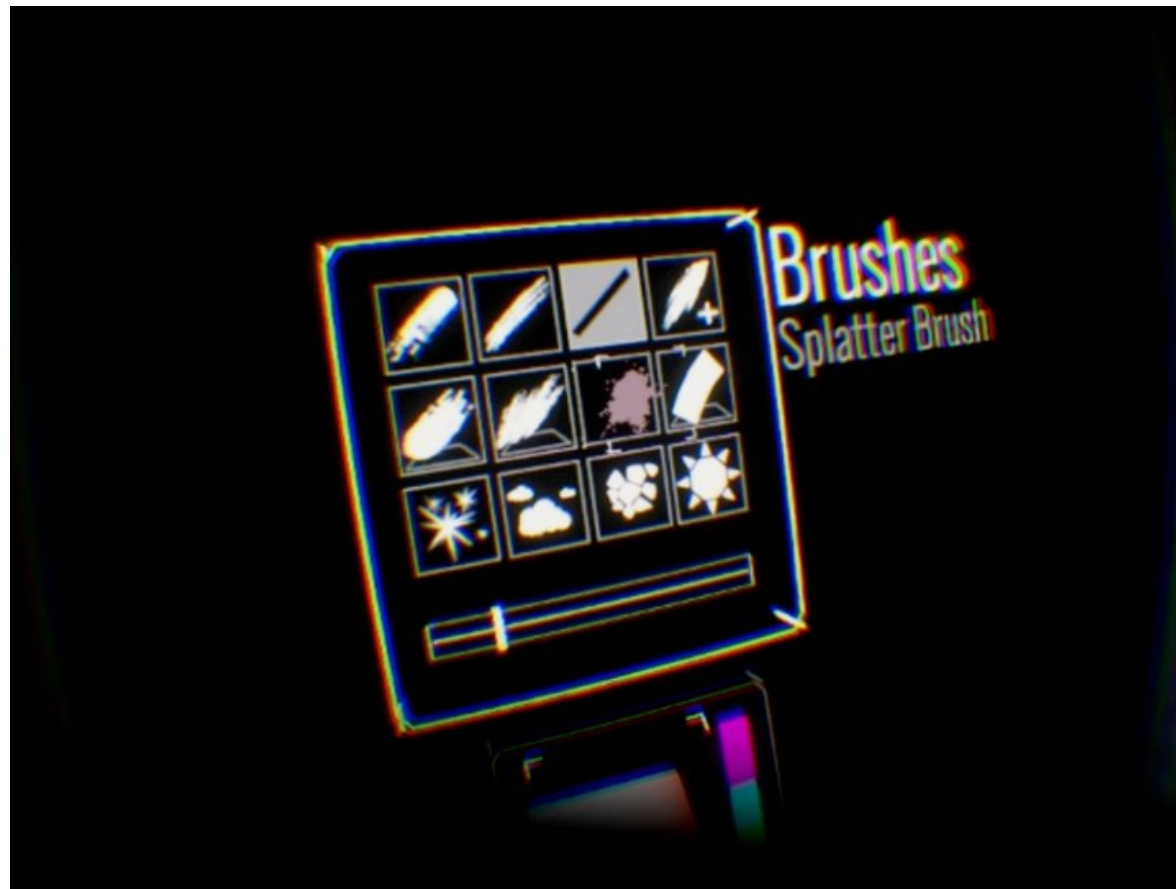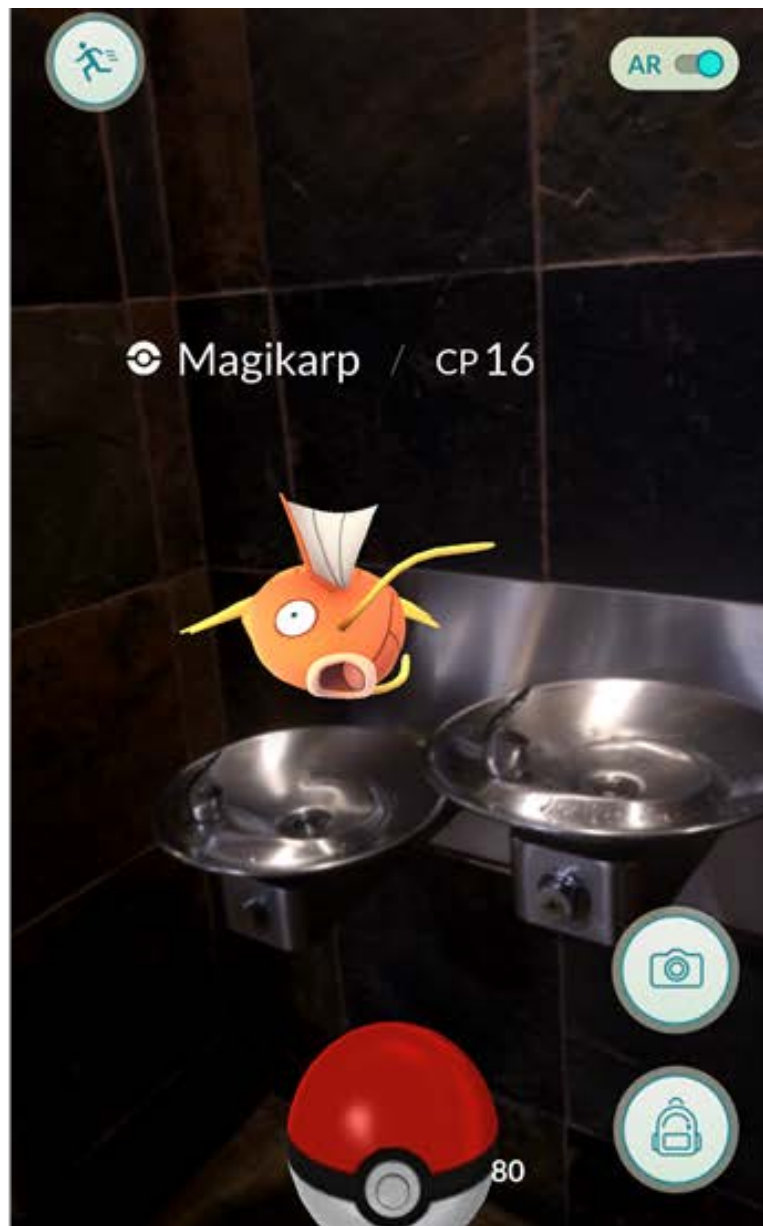
Working with the UI

- Switch to 2D mode
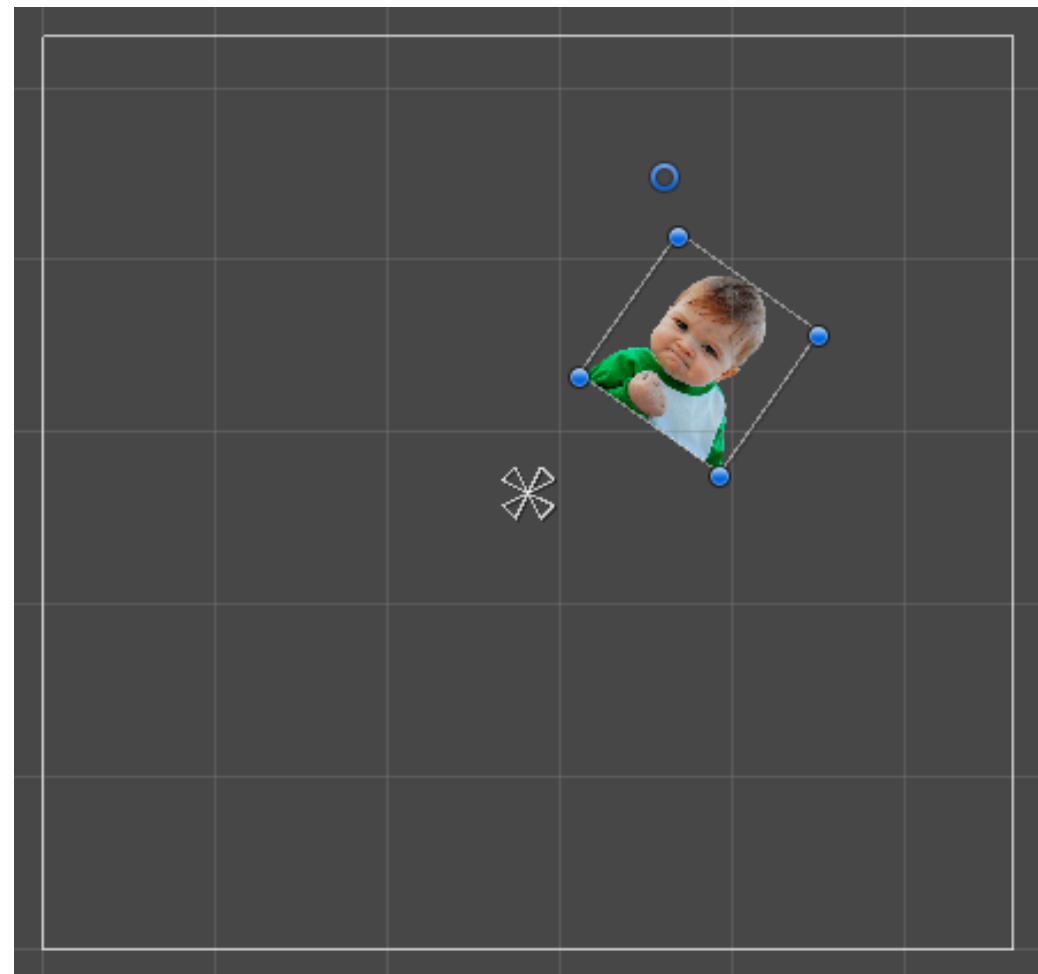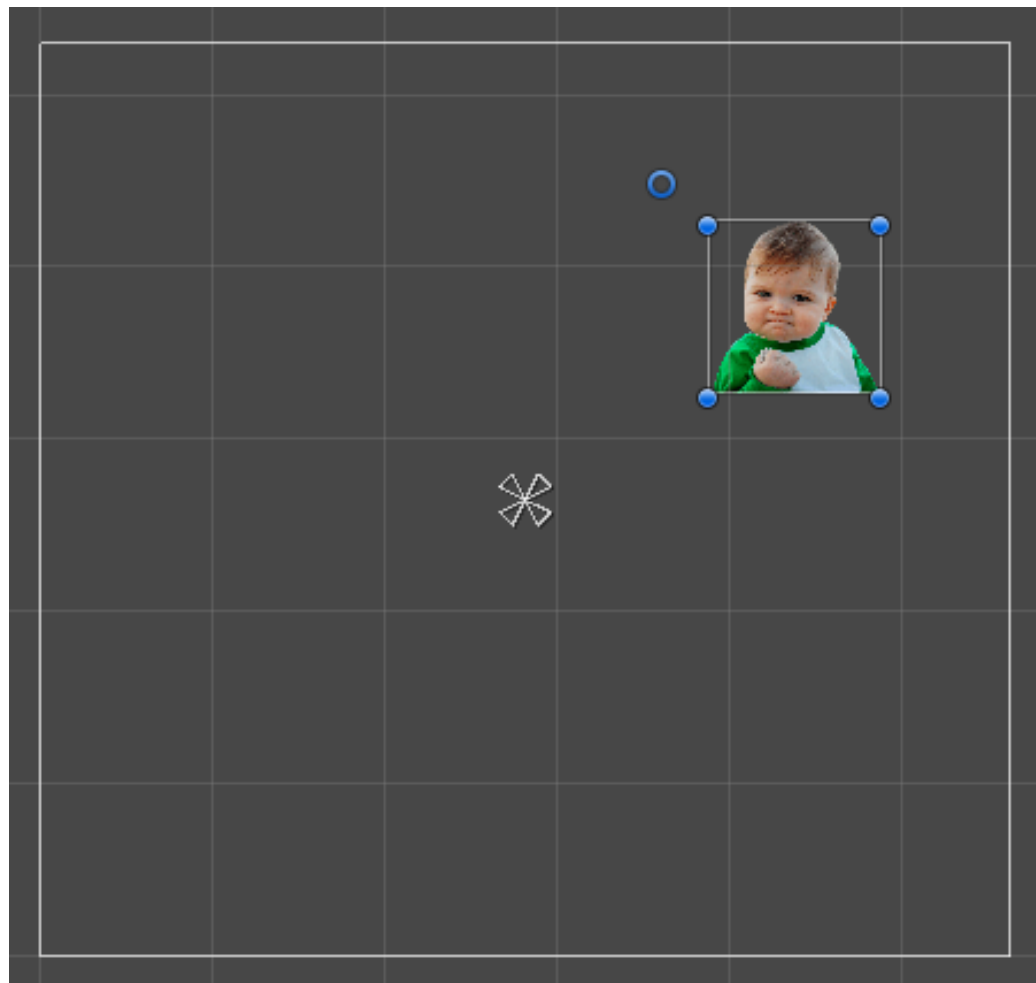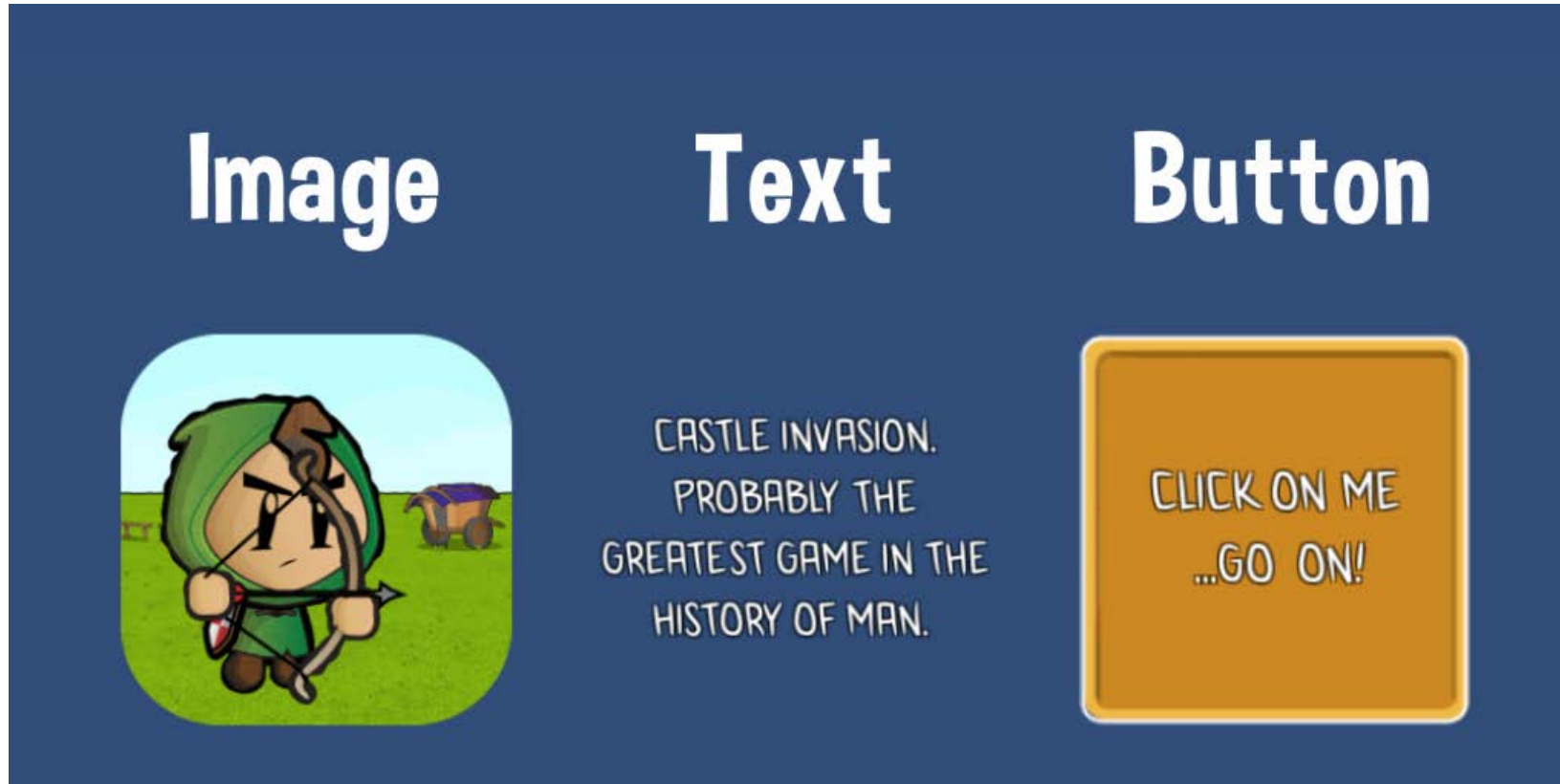- Focus ("f" key) on the canvas
- Use the rect tool
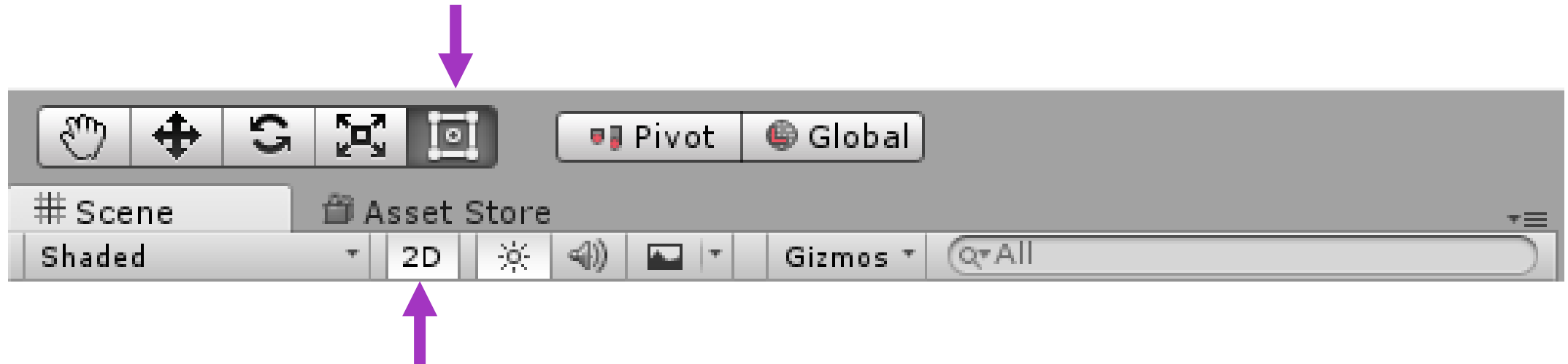
Anchor

Pivot

Basic Canvas Elements

Interface Resources

- [Cartoon UI Buttons](#) asset
- [Colorful Buttons](#) asset
- Kenney [UI packs](#)
- [Fontawesome PNG Maker](#) ([Fontawesome icons](#))