

Minecraft

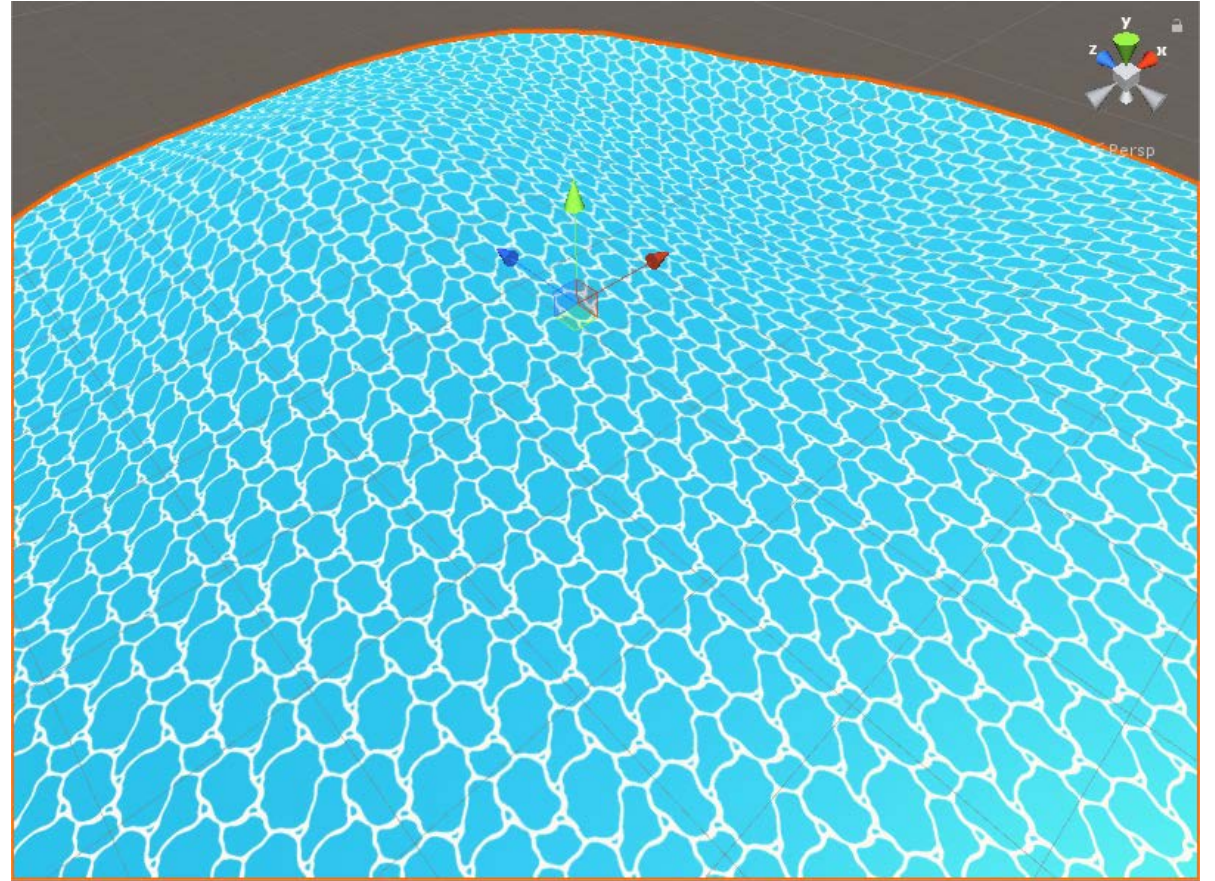


Minecraft

- [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)

Tiling X 30 Y 30

Offset X 0 Y 0

Select

Metallic

Smoothness

Tessellation

NoiseScale

WaveSpeed

HeightScale

Speed

SpeedX

SpeedY

Intensity

Frequency

Angle

Delta

Intence

Emboss

0

0.499

32

1.718

4.34

0.956

0.001

1

1

1

1.13

2.61

100

10

0.581

Render Queue

From Shader

2000

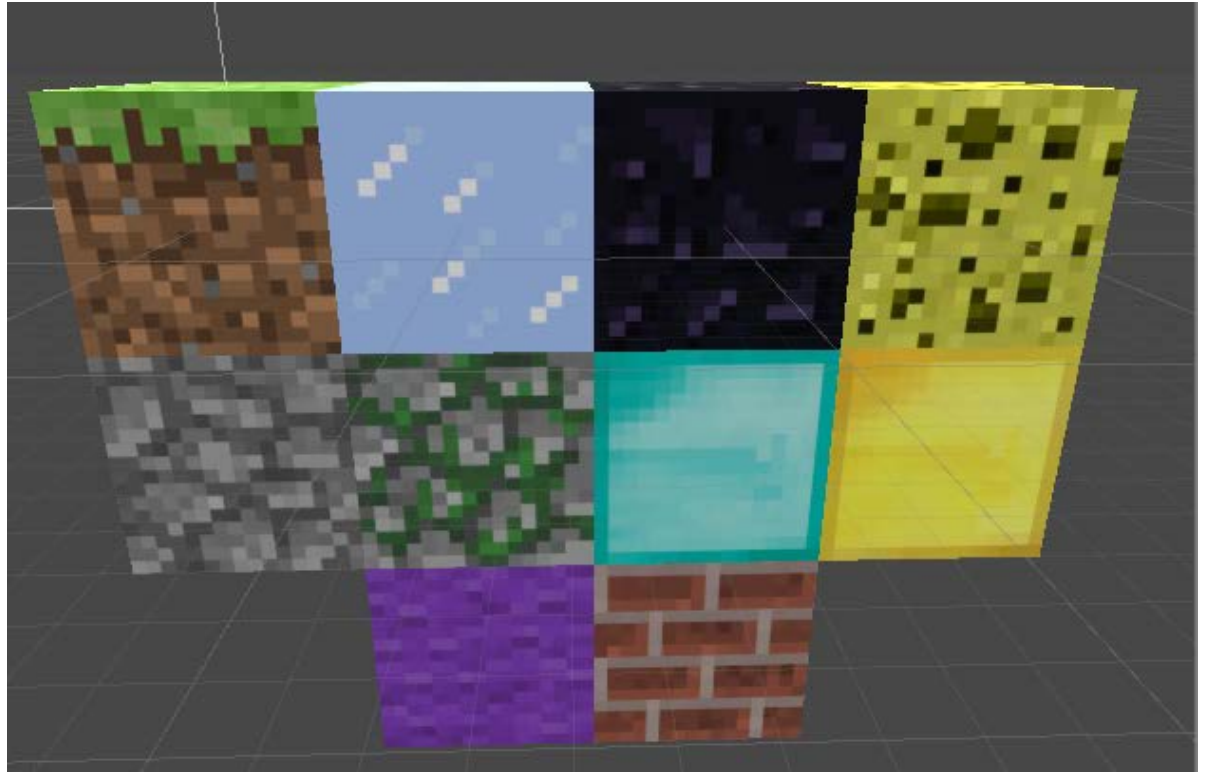
Cartoon Skybox

- Farland Skies - Cloudy Crown
- [Asset store](#)



Minecraft Blocks Package

- I modified models from: [tf3dm](https://github.com/tf3dm)
- Textured block models



Adding Outlines

Outline Effect

Shaders/Fullscreen & Camera E...

cakeslice

★★★★★ (135)

Free



Needs Unity upgrade to version 5.5.2



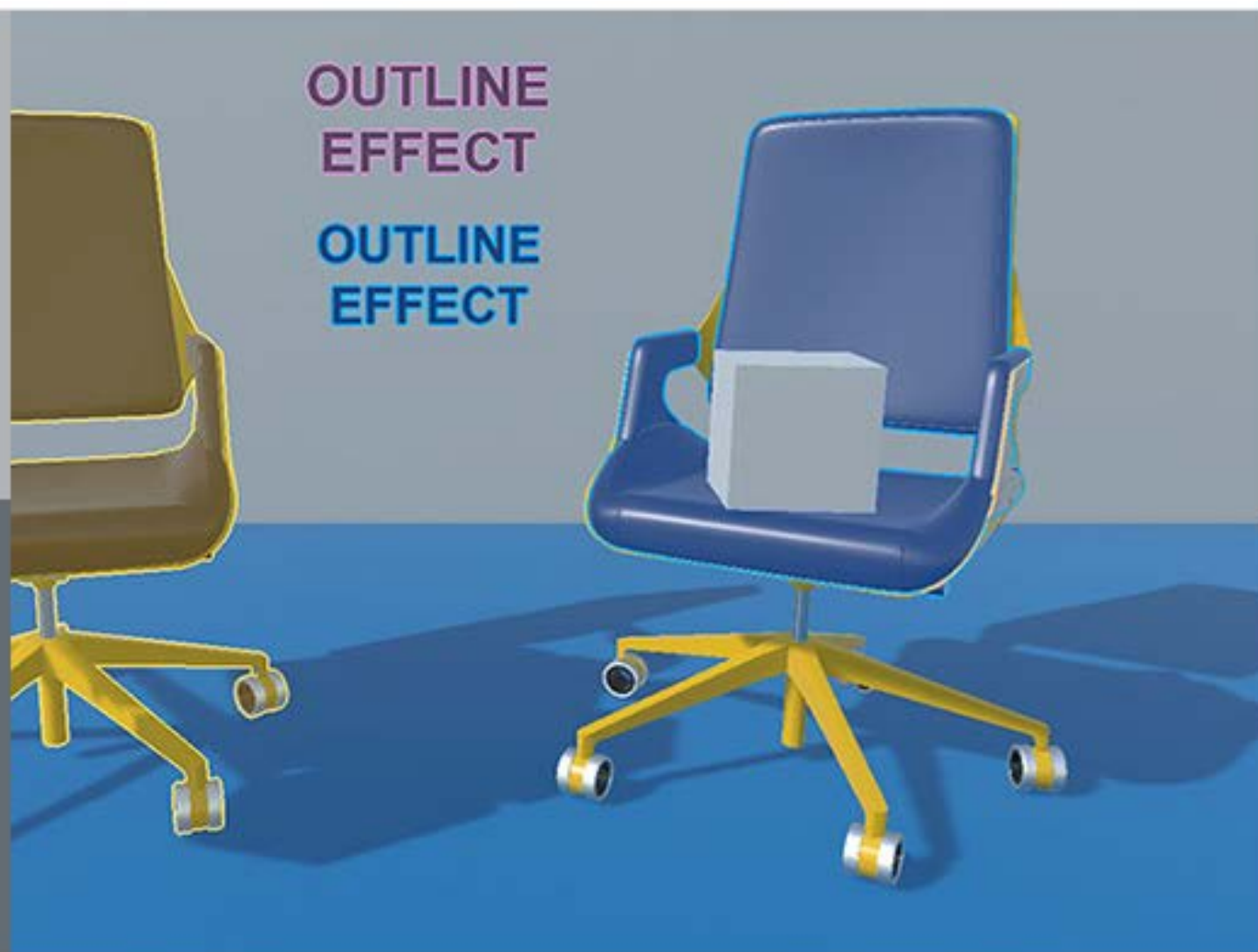
FEATURES:

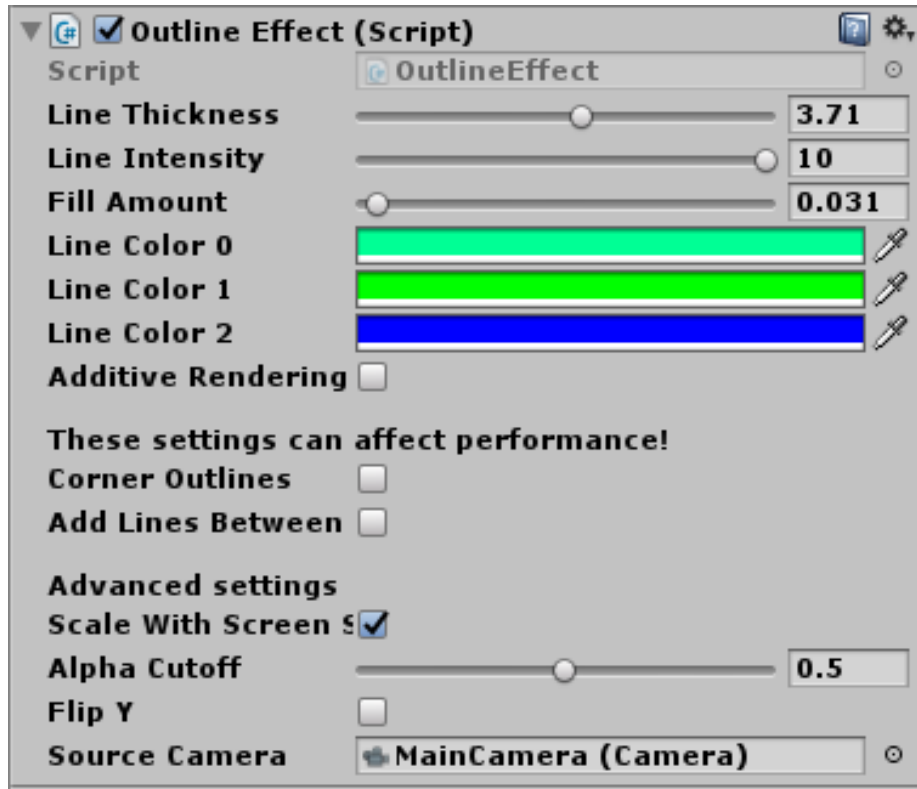
Sprite/Line/Mesh renderer support

HDR support (useful for bloom, etc...)

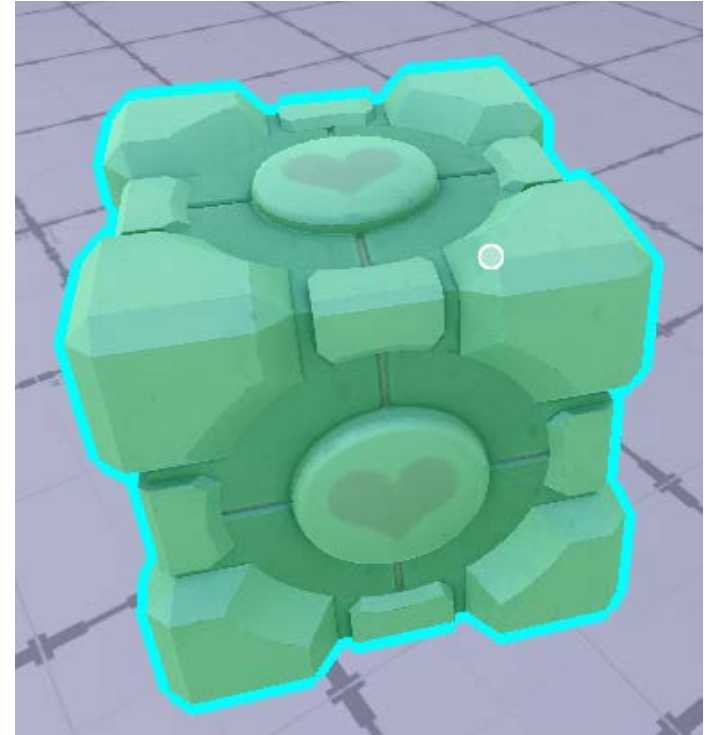
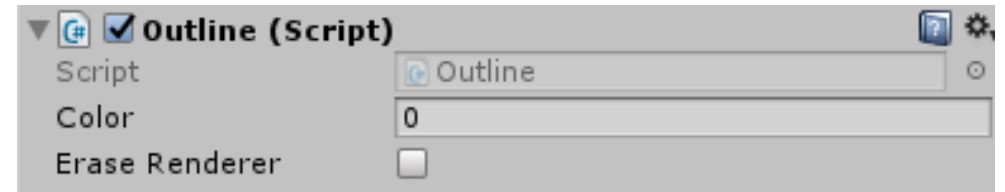
Alpha cutout option

Additive outline rendering option





Apply OutlineEffect.cs to the main camera in your scene



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



Normals

