# Minecraft



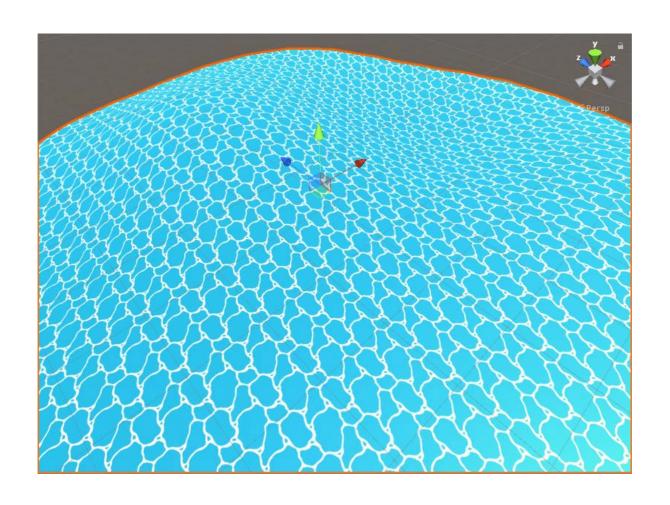
#### Minecraft

- Building demo
- Left click → destroy block
- Right click → place selected block
- 1 9 → switch selected block



### Cartoon Water Package

- I modified a package from <u>Kaisirak</u>
- Custom shader that
  - Displaces height
  - Ripples texture





✓ CartoonWater				☐ Static ▼
Tag Untagged	† Layer Default †			
Prefab Select	Revert		Apply	
🙏 Transform				<u>□</u> \$,
Position	X O	Υ 0	Z 0	
Rotation	X O	Y 0	Z 0	
Scale	X 70	Y 1	Z 70	
Water Plane Mesh (Mesh Filter)				<u>□</u> \$,
Mesh	■ waterPlaneMesh			
✓ 💹 🗹 Mesh Renderer				<u> </u>
Cast Shadows	On +			
Receive Shadows	Day Object Mexico			
Motion Vectors Materials	Per Object Motion			
Light Probes	Blend Probes			<b>‡</b> ]
Reflection Probes				÷
Anchor Override	None (Transform)			0
CartoonWater				[2] ❖,
Shader Custom/CartoonWater				•
Color				
Albedo (RGB)				
Albedo (KGB)				1 3 L
Tiling X 30	Y 30			
Offset X 0	Y 0			Select
Metallic	0			0
Smoothness				0.499
Tessellation				32
NoiseScale				1.718
WaveSpeed				4.34
HeightScale				0.956
Speed	0			0.001
SpeedX				1
SpeedY				1
Intensity	0			1
Frequency	-			1.13
Angle				2.61
Delta				100
Intence	0			10
Emboss		·		0.581
Render Queue			From Shader ‡	2000

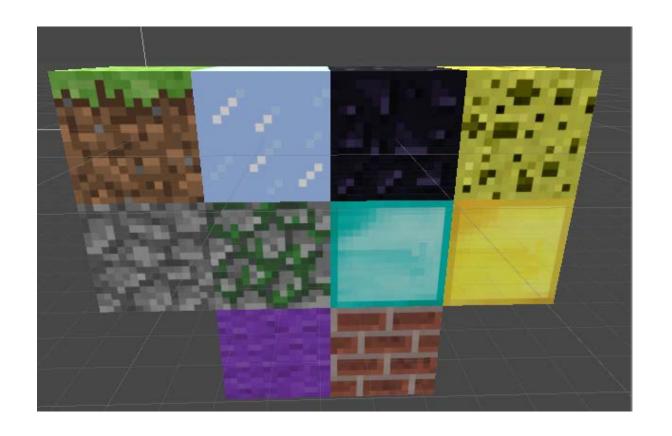
## Cartoon Skybox

- Farland Skies Cloudy Crown
- Asset store



#### Minecraft Blocks Package

- I modified models from: tf3dm
- Textured block models



# Adding Outlines

#### Outline Effect

Shaders/Fullscreen & Camera E...

cakeslice

\*\*\*\* (135)

Free





Needs Unity upgrade to version 5.5.2











Sprite/Line/Mesh renderer support

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

Alpha cutout option

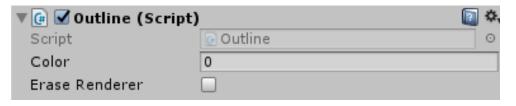
Additive outline rendering option



#### ▼ RigidBodyFPSController MainCamera

<b>▼</b> 🖟 ✓ Outline Effect	(Script)	[] ∜,
Script	<b>©</b> OutlineEffect	0
Line Thickness	<del></del>	3.71
Line Intensity		10
Fill Amount	<b>←</b>	0.031
Line Color 0		J.
Line Color 1		J.
Line Color 2		J.
Additive Rendering		
These settings can Corner Outlines Add Lines Between	affect performance!	
Advanced settings Scale With Screen	5☑	
Alpha Cutoff		0.5
Flip Y		
Source Camera	♠ MainCamera (Camera)	0

Apply OutlineEffect.cs to the main camera in your scene





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



### Normals

