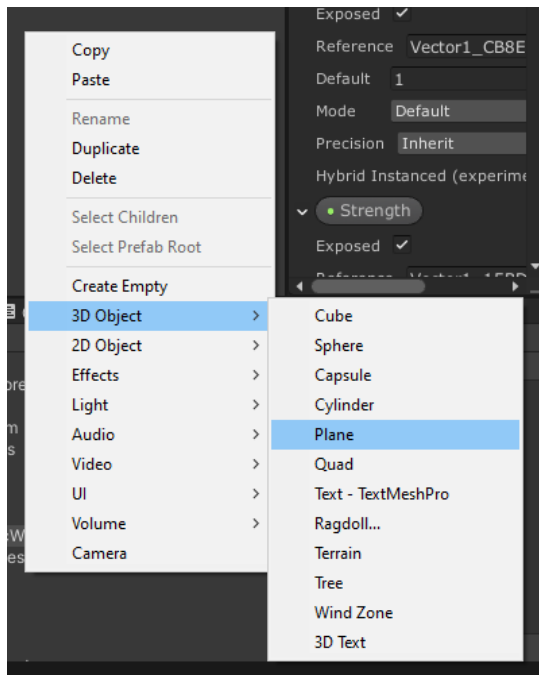
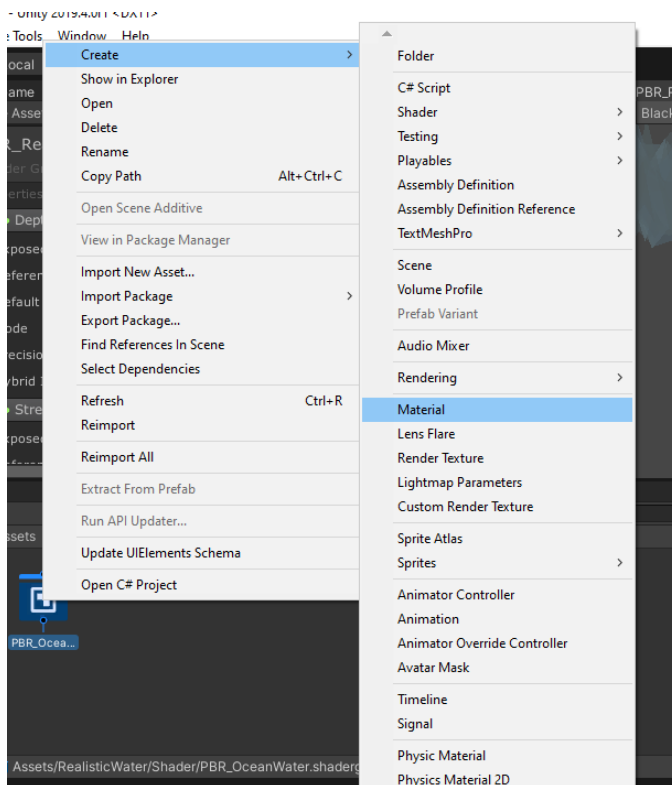


Ultra realistic ocean water shader



1. For using this shader, all you need is a plane mesh which you can add by right-clicking in the hierarchy tab and selecting 'Plane' under the '3D object' option.



2. To create a Material, right-click on the shader, go to 'Create' and select 'Material'. A new material will be created here.