

# Underwater Effect!

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## **Description:**

Underwater Effect is an underwater environment pack to create underwater scenes seamlessly. Package includes various customizable variables as below;

## **Features:**

- Underwater script for one-click customization of underwater scene variables like Environment / Sky Fog, Fog Color and Density, Caustic Color, Brightness, Size and Speed, Water Type, Water Muddiness Color and Intensity, Water Texture and Distortion Speed, Water Transparency etc.
- Underwater shaders for customizing Texture / BumpMap slots, Water Color Input, Wave Distortion, Opacity, Reflection and Reflection Strength etc.
- Caustic shader / script for customizing Caustic Speed, Caustic Textures, Caustic Color Input, Opacity, Caustic Tile Size etc.
- 6 sets of caustic textures consisting of 32 frame each in 256 / 512 pixel sizes.
- 3 terrain textures with one default and one modified terrain plane.
- 4 water textures.
- Underwater fixtures and plants.

## **How it works:**

Example scenes can be used to build scene.

Alternatively, look for folder “Prefabs to USE” and simply drag and drop prefabs from folder named “Main” folder consisting of basic underwater scene elements and “Optional” folder consisting of optional underwater objects to add to the scene.

## **Building Scene from scratch:**

Assuming you already have a terrain and direction light (Sun) in place for the scene (from Prefabs or elsewhere), follow below steps to create the underwater environment;

### **Step 1 - Creating Caustics-**

Create an empty game object and rename it ‘Caustic’. **(Important)**

Create another empty game object and rename it ‘Water’. **(Important)**

Select ‘Water’ and click Components/Underwater Effects!/Water/Apply effects to water.

This will create the basic scene, however you need to tweak few Caustic settings manually.

Under game object 'Caustic' select UWCaustics.cs script, wherein caustic FPS (Frames per second) can be altered for changing speed of caustics (By default value is kept as "20"). Drag and drop any set of caustic textures to 'Frames' variable. If the textures appear in random order, simply click on the script menu settings and select 'Sort Frames by Name' value and the textures will appear in order. Select Caustics shader and drag and drop Caustic Material from "Resources" folder to the caustic game object (cookie), if not selected automatically.

Your Underwater environment is ready!!!

#### **Known issues:**

Null reference exception error on start of the project – Below error is harmless and will not occur once the error log is cleared. Regardless of clearing the error log or not this error is occurring since the script is not updated on load and will not affect the performance whatsoever.

Projector orientation (rotation) may not be arranged automatically, giving off projection. Change X value to 90 and this should fix this.

Caustic Textures need to be arranged as per above step to avoid null reference error.