
Version History

1.3.1

- New: greyscale for recording shore line foam position
- Fixed: mirror reflection projection error
- Fixed: reflection camera rendering wrong side

1.3

- New: added a editor window to create ocean according to input data.
- Fixed: mirror reflection bugs.
- Fixed: bugs in Galaxy S3.

1.2.2

- New: Added a low quality ocean which has better performance adapts to low end mobile devices. Low quality ocean is without shore line foam effect.

1.2.1

- Fixed: Shore line foam effect optimized.
- New: Make shore line intensity editable.
- New: Make reflection intensity editable.
- New: Make wave move speed editable.

1.2

- New: Shore line effect.

1.1

- New: Mirror reflection for Unity Pro.

Mobile Ocean & Water

Thank you for buying Mobile Ocean & Water !

If there is any question/issue please contact me at kuangtoby8105@gmail.com . I will be glad to help you out.

Also you can Discuss in forum :

<http://forum.unity3d.com/threads/204328-Mobile-Ocean-amp-Water?p=1382191>

To get latest version in asset store : <https://www.assetstore.unity3d.com/#/content/11384>

Mobile Ocean & Water can generate ocean according to your needs.It requires Unity 3.5.5 or higher , and runs on iPhone 4s or better devices.

NOTICE:

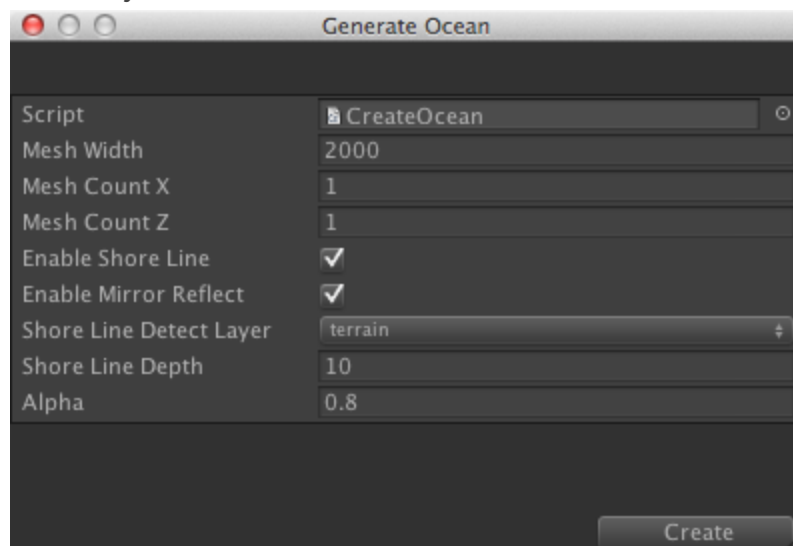
-Directional light is necessary.

-Mirror reflection needs Unity Pro.

1.Create Water

To generate ocean,you can open a Editor window in menu:

GameObject/Mobile Ocean/Generate Ocean



Mesh Width: The width(Unity meter) of mesh.

Mesh Count X and Mesh Count Z: The mesh count in the X and Z axis direction.

Enable Shore Line: Whether or not enable the shore line effect.

Enable Mirror Reflect: Whether or not enable the Mirror reflection.

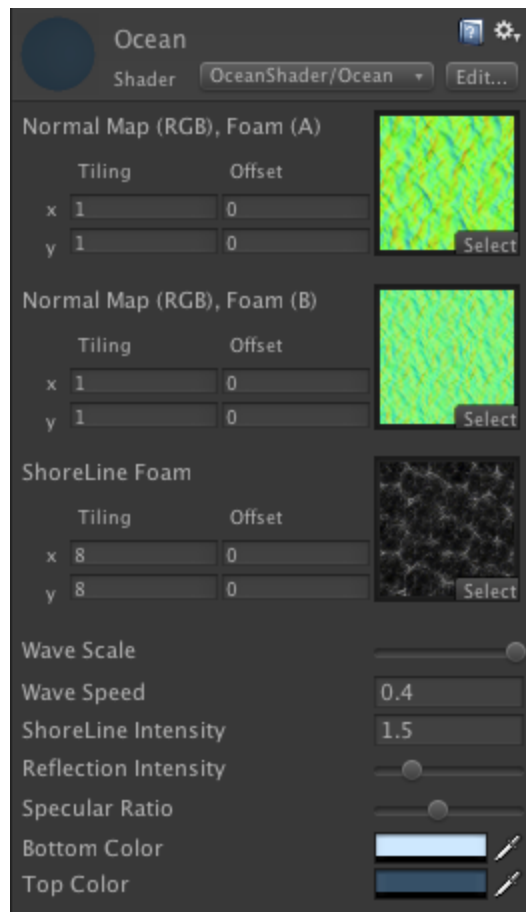
Shore Line Detect Layer: Terrain's layer(Need collider).

Shore Line Depth: If a region's vertical distance between water and terrain is less than this value, the shore line will be shown in region.

Alpha: The transparency of ocean, from 0 to 1.

Notice: Different scene or terrain need generate different ocean.

2. Material: /MobileOcean/Materials/Ocean



Wave Scale: The wave scale

Wave Speed: The wave move speed

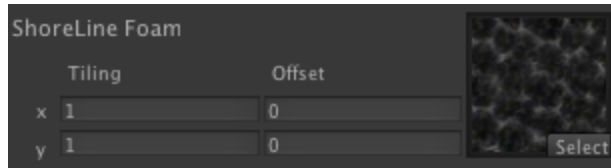
ShoreLine Intensity: Intensity of shore line effect

Reflection Intensity: Intensity of reflection

Specular Ratio: Adjust the specular range

Bottom Color: Set the specular color of water

Top Color: Set the color of water



Set the tiling of *ShoreLine Foam*

Frequently asked questions summary:

1. Why I can't see the mirror reflection even if I had mirror reflect checkbox enabled in generate ocean window?

The mirror reflection needs Unity Pro.

2. Why the water looks pixelated?

Maybe it's because the *Wave Scale* of material is too small. Try to increase it.

3. There is jagged edges in border between water and terrain.

Try to increase the *Near* value of your camera's *Clipping Planes*.

4. The water is all black.

Check the directional light is available.