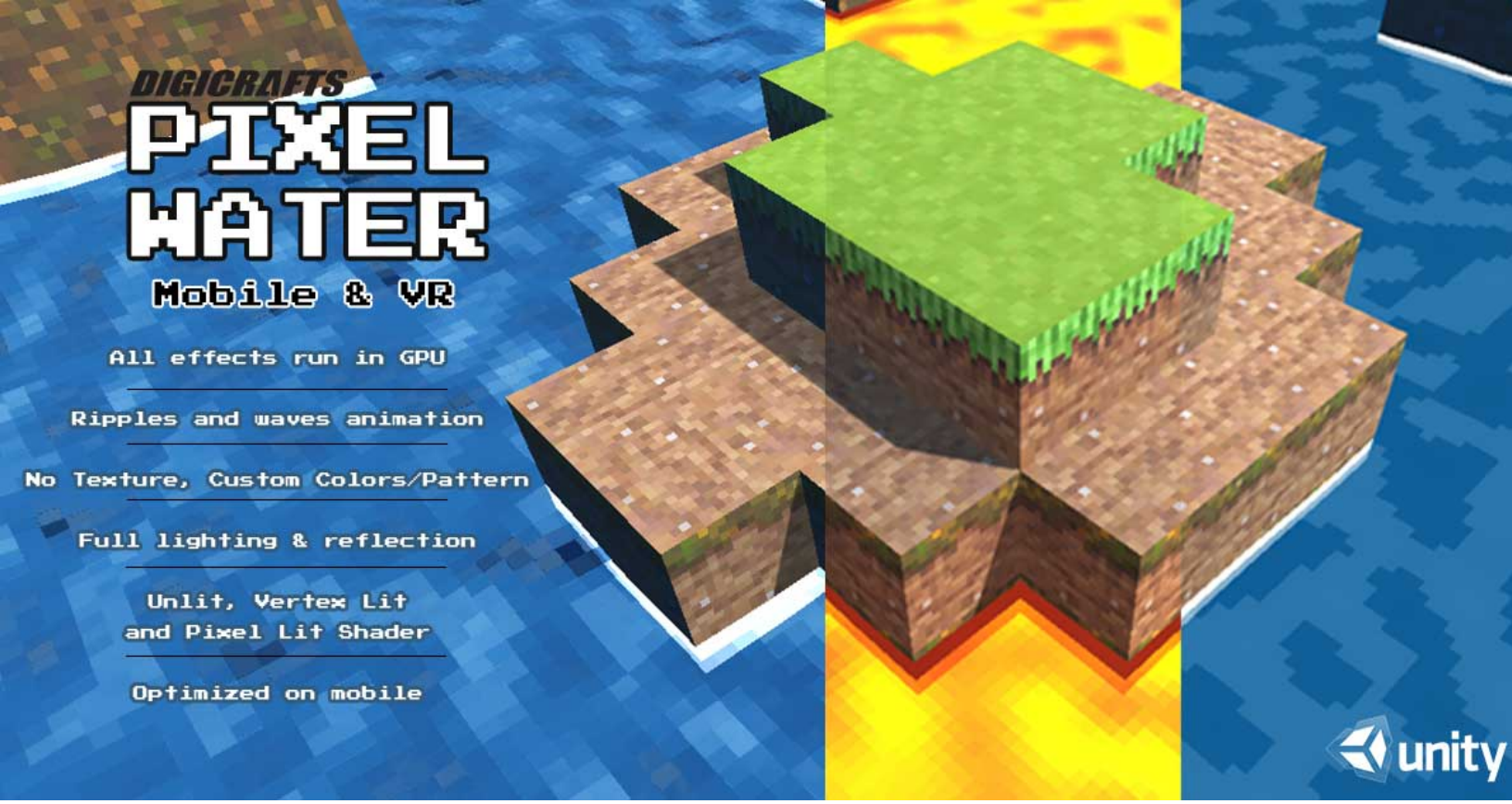


Pixel Water

GPU Animated Water

Document version 1.1
Support email: support@digicrafts.com.hk

Introduction

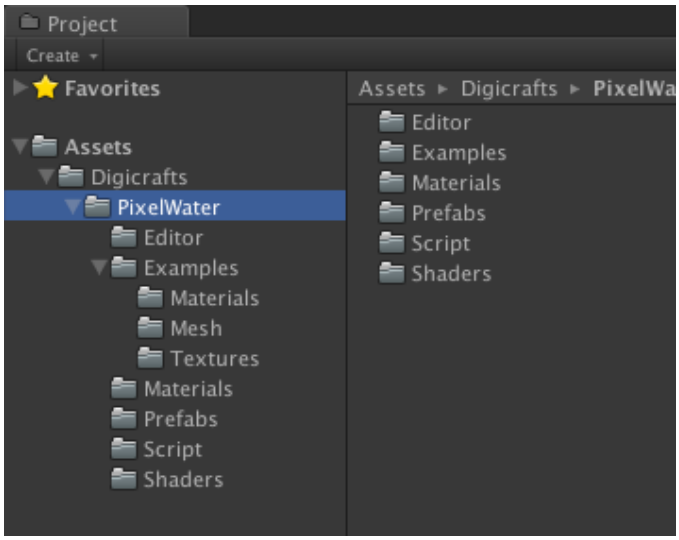
Pixel Water provided an easy tool for creating water with pixelate style. All effect and animation are running on GPU with optimize performance for mobile and VR devices.

Highlighted Features

- Animation and effect calculated in GPU
- Customizable waves & ripples
- Customizable pattern without texture
- Texture Pattern
- Customizable foam effect
- Specular lighting
- Support reflection map
- Emission
- Included unlit and specular lighting shader
- User-friendly inspector. No coding needed
- Optimize for mobile & VR

Install the package

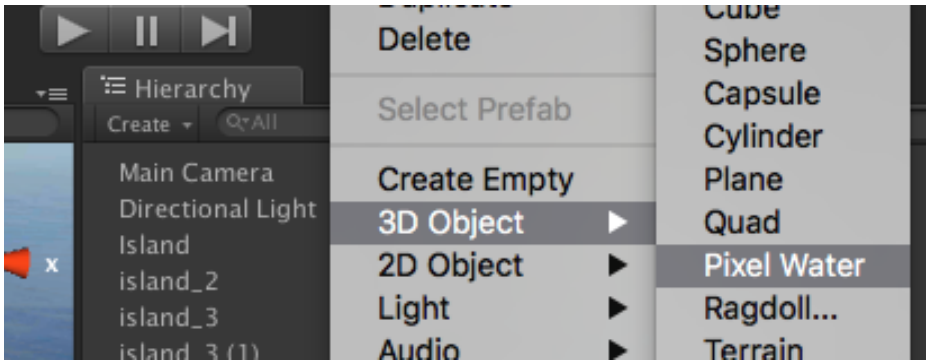
1. Download and import the **Pixel Water** package from Asset Store
2. You can found **Pixel Water** located at the folder Digicrafts/PixelWater.



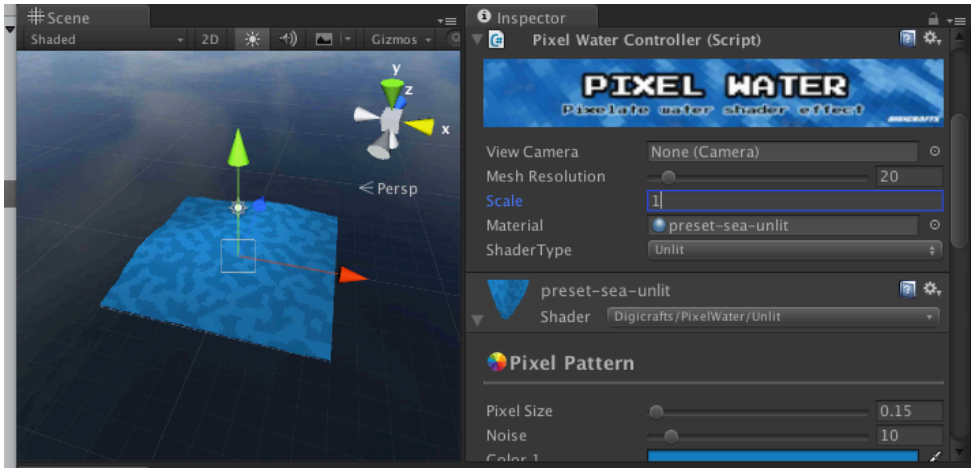
Get Started

After install the Pixel Water package, you can follow the steps below to create the pixel water in your scene.

1. Open your scene. Right click on the "Hierarchy" window. Select "**3D Object > Pixel Water"**. Or, you can create from the menu bar "**Game Object>3D Object > Pixel Water"**

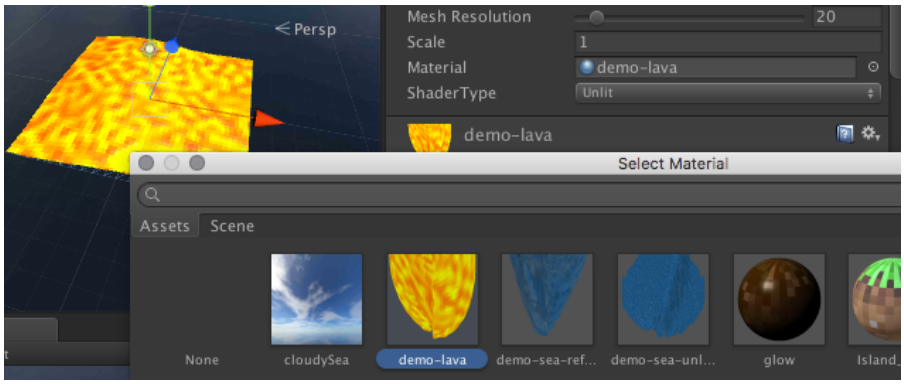


2. A Pixel Water object is created. Select the Pixel Water object and open inspector window.

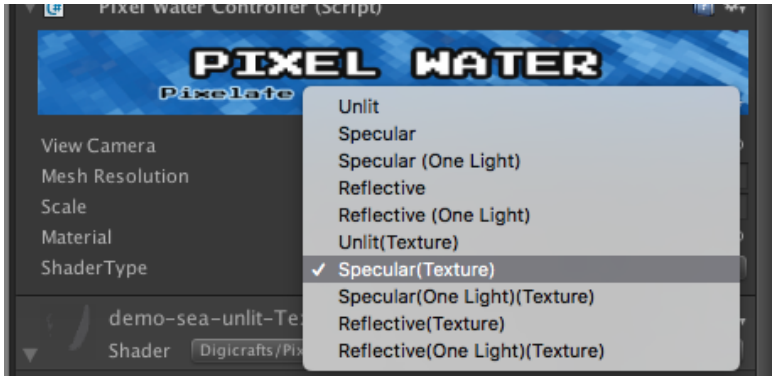


3. Adjust the scale to fit your design. You can also increase the resolution of the mesh if you need a smoother mesh.

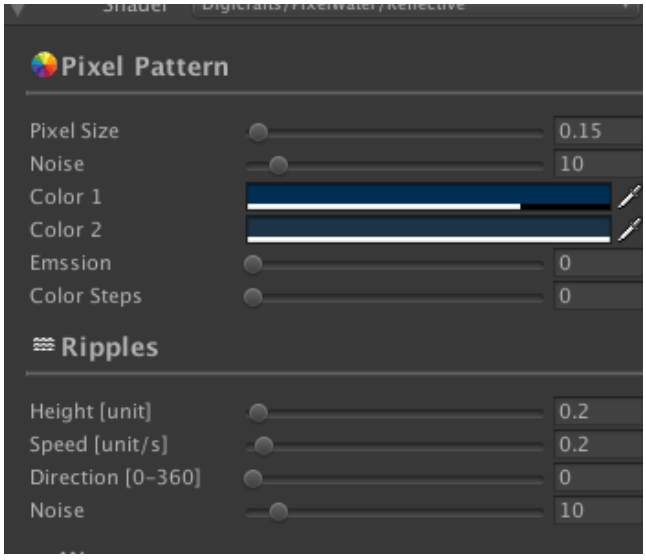
4. In material, select a preset material or create a new material.



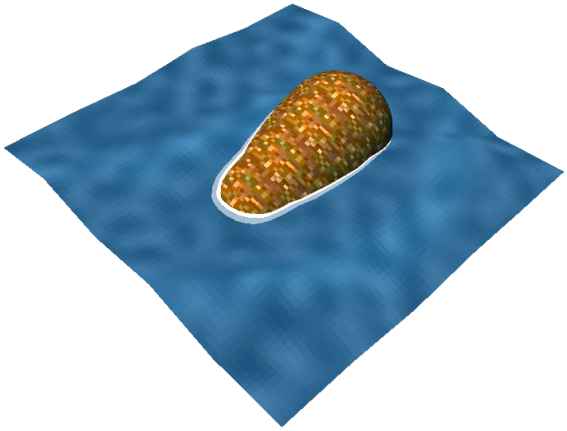
5. Set the type of shader.



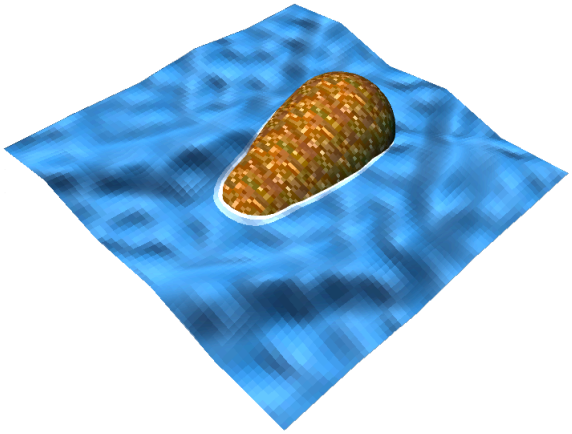
6. The water is ready. Now you can adjust the configuration of the shader to fit your needs.



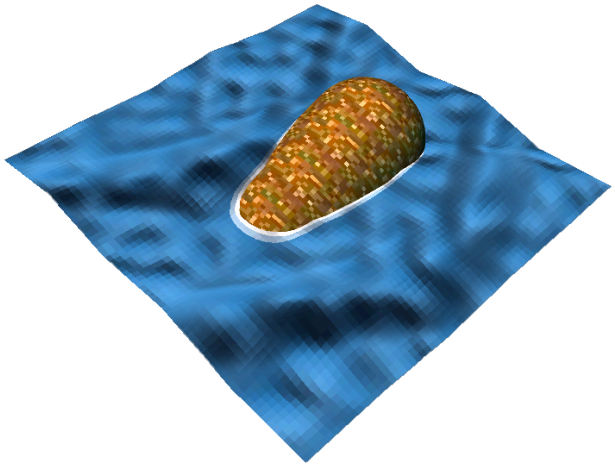
Types of Shader



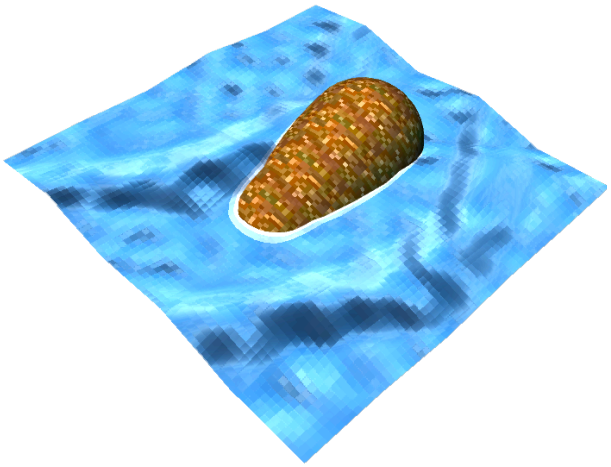
Unlit



Specular Lighting
(Support multiple light)



Specular Lighting
(Support one directional light)



Specular Lighting w/ reflection

Inspector

Pixel Water comes with an easy to use inspector for you to customize the water effect.

Geometry

View Camera – set the camera which use to render the scene. Use main camera if set to null.

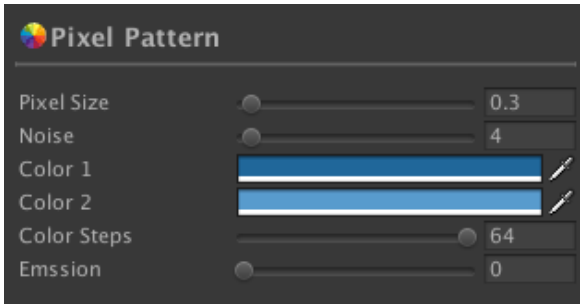
Mesh Resolution – set the number of triangles (each side) for creating the mesh.

Scale – scale of the water. Set this to increase the size of the mesh without scaling the effect.

Material – the material use to render the water. Set material for each water to avoid overwriting the settings.

Shader Type – set the type of shader use to render the water. (For more info, please see the "Type of shader" section)

Pattern



Pixel Size – the size of pixel pattern.

Noise – the size of the noise

Color 1 – start color of the gradient

Color 2 – end color of the gradient

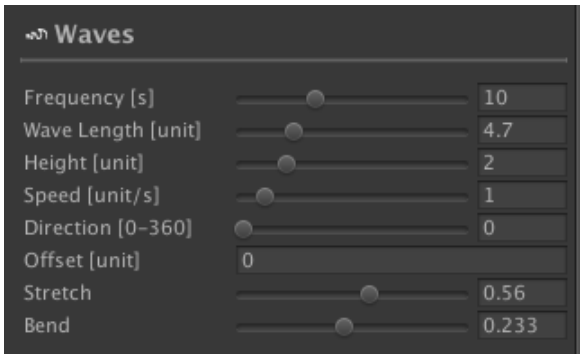
Color Steps – number of steps interpolate between 2 colors. Set to 0 to use color1 only.

Emission – set the power of emission

Ripples

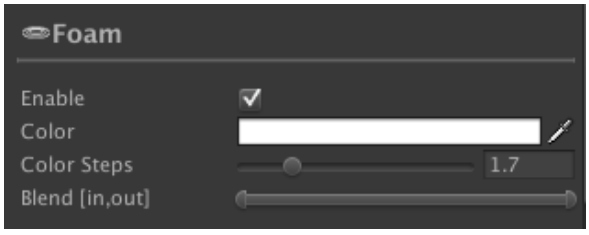
Height – max height of the ripples
Speed – speed of the ripples moving
Direction – direction of the ripples moving
Noise – size of the noise used to generate the ripples

Waves



Frequency – period of the wave
Wave Length – wavelength of the wave
Height – max height of the wave
Speed – speed of the wave moving
Direction – direction of the wave moving
Offset – time offset when the wave start
Stretch – set how the wave height stretching
Bend – set how the wave blend when moving

Foam



Enable – enable/disable foam effect
Color – set the color of the foam
Color Steps – set the steps of the foam gradient
Blend – set how the foam color blending with shore

Lighting (Not apply in unlit shader)

Reflection Map – set the cube map for reflection effect

Reflection – set the power of reflection map

Shininess – set the shininess of specular lighting

Specular Color – set the color for specular lighting