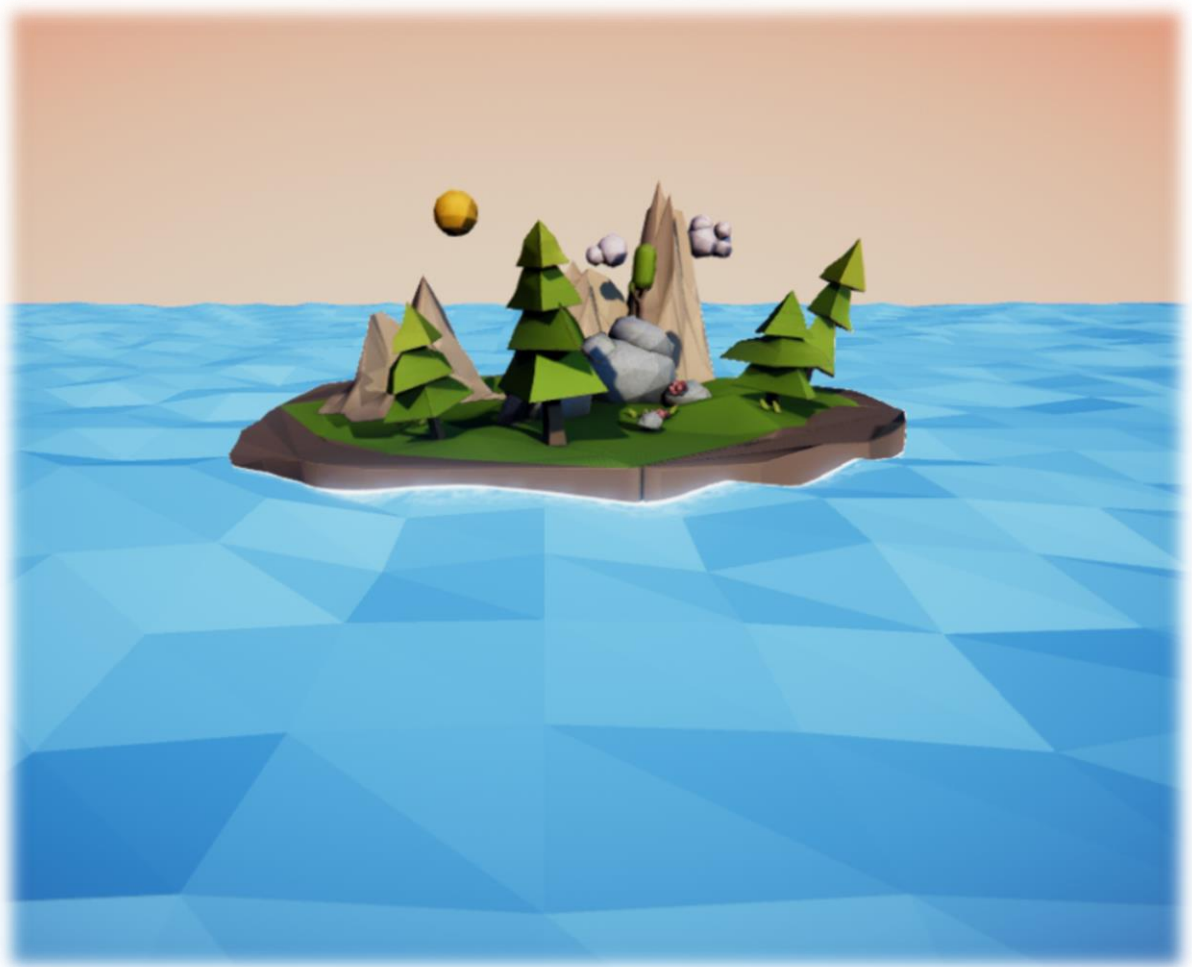


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LOW POLY WATER

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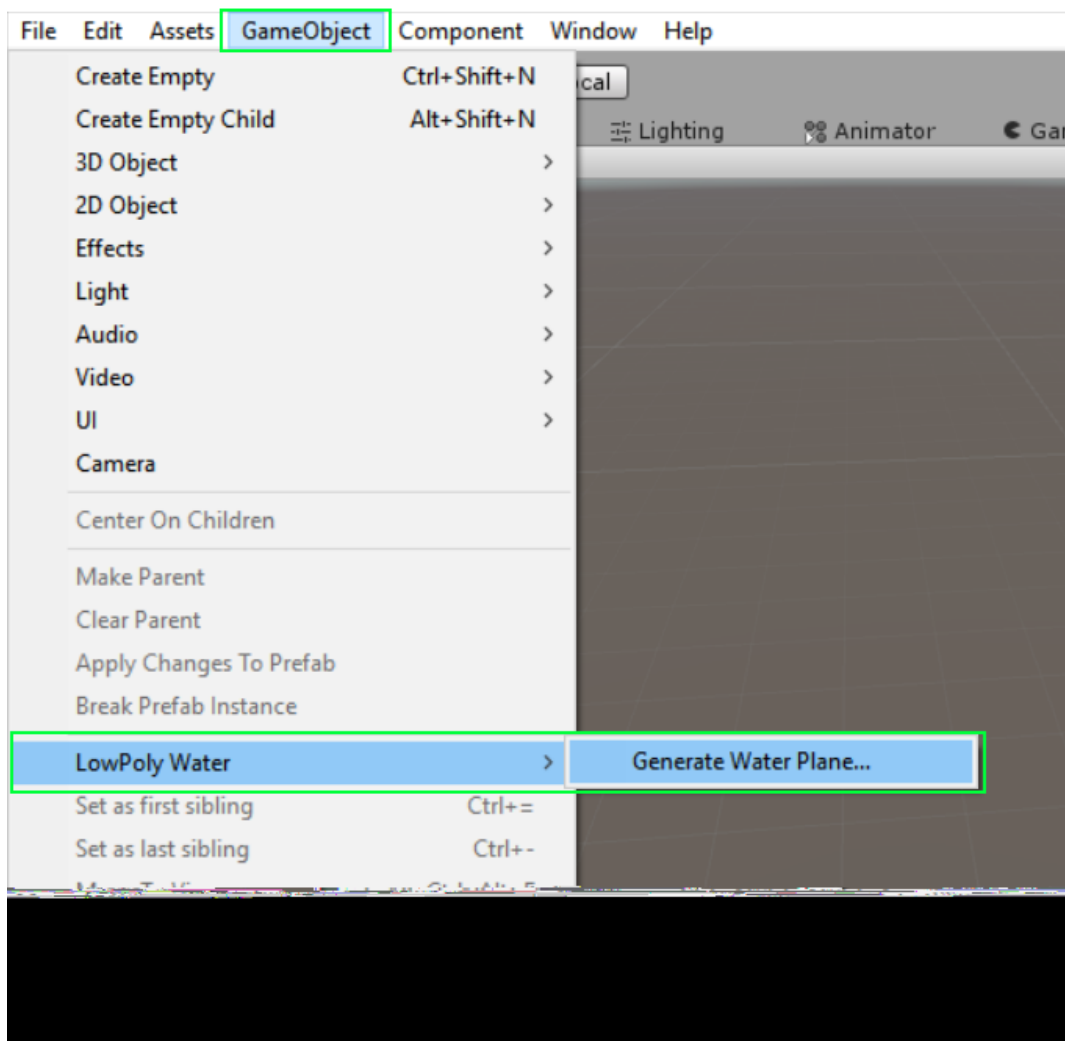
What's in this package?

Low Poly Water package allows you to generate water wave effect on plane meshes with low poly style. You can apply this effect on a standard plane gameobject or you can create custom plane meshes with the system included in this package.

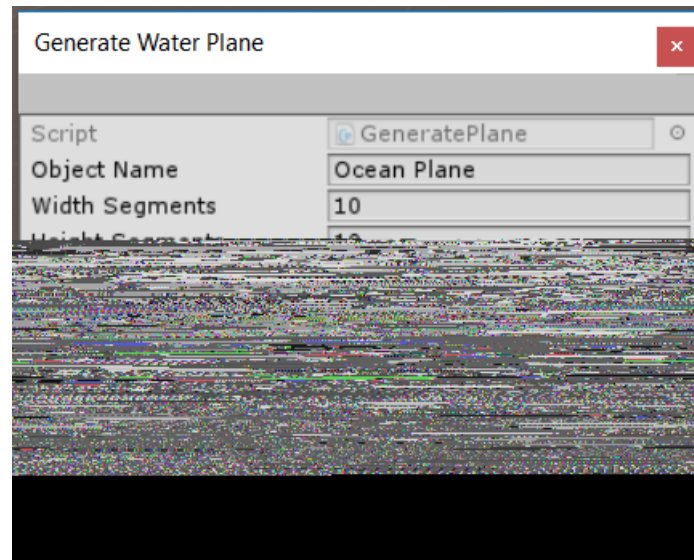
Creating Low Poly Water Planes

You can generate low poly water planes with custom meshes via Unity Editor.

1. After you import this package into your project you'll find a new menu item: **"GameObject > Low Poly Water > Generate Water Plane"** in the editor:



2. When you click “**Generate Water Plane**” option, a wizard will popup created by *GeneratePlane.cs* script:



Object Name (Optional): The name of the gameobject that will be created. If this option is left empty, by default the gameobject's name will set to “Plane” and will appear so in the Hierarchy.

Width Segments: The number of pieces the plane will be divided in the horizontal axis.

Height Segments: The number of pieces the plane will be divided in the vertical axis.

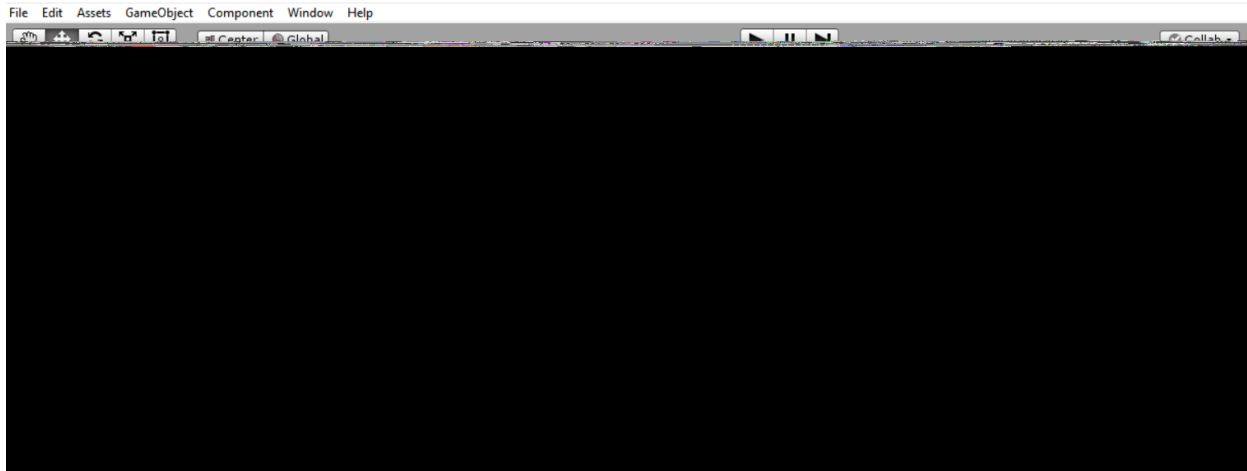
Plane Width: The number of world units wide the plane will be. (Generally it's best to create objects at the correct scale natively, rather than scaling them afterward)

Plane Length: The number of world units long the plane will be.

Add Collider: Creates a box collider for the plane if checked.

Material: By default, the material is set to “*LowPolyWaterMaterial*” which comes with this package. (You can set this to different materials for different effects)

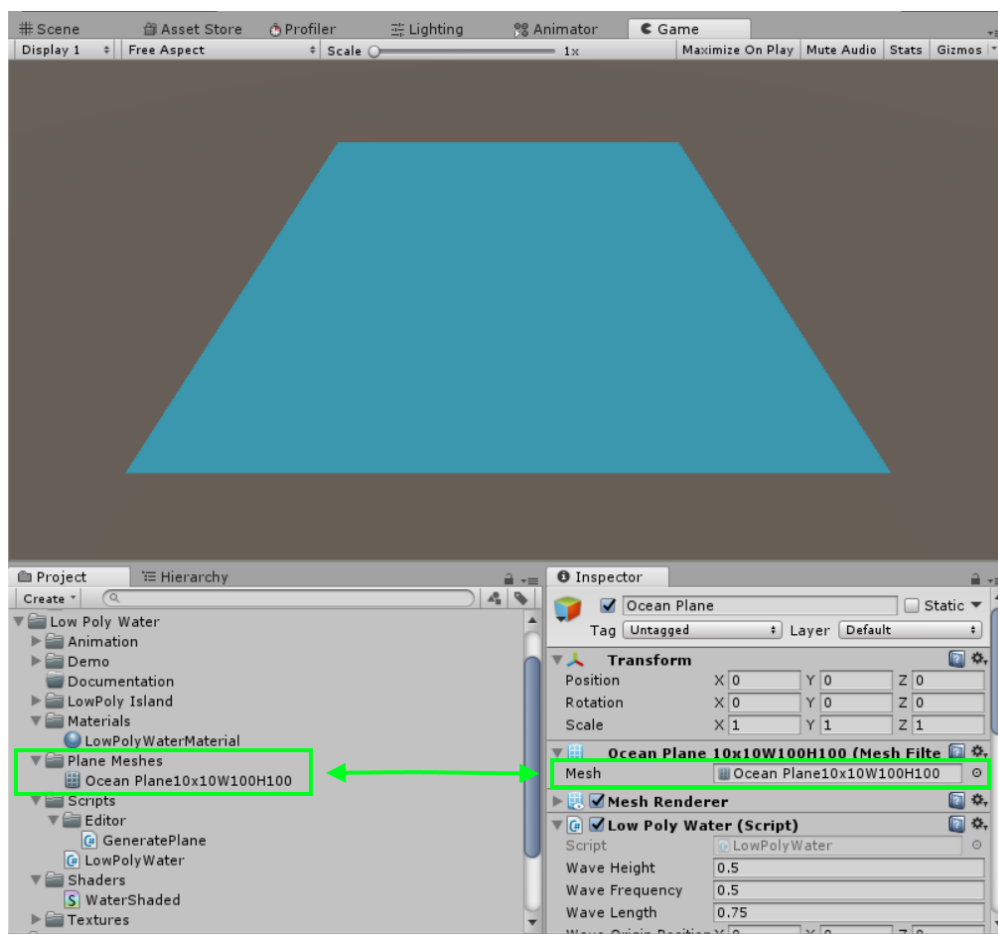
3. After you click **“Create”** button, a new plane gameobject will be created at the origin with a custom mesh. By default, **“LowPolyWater”** script will be attached to this gameobject:



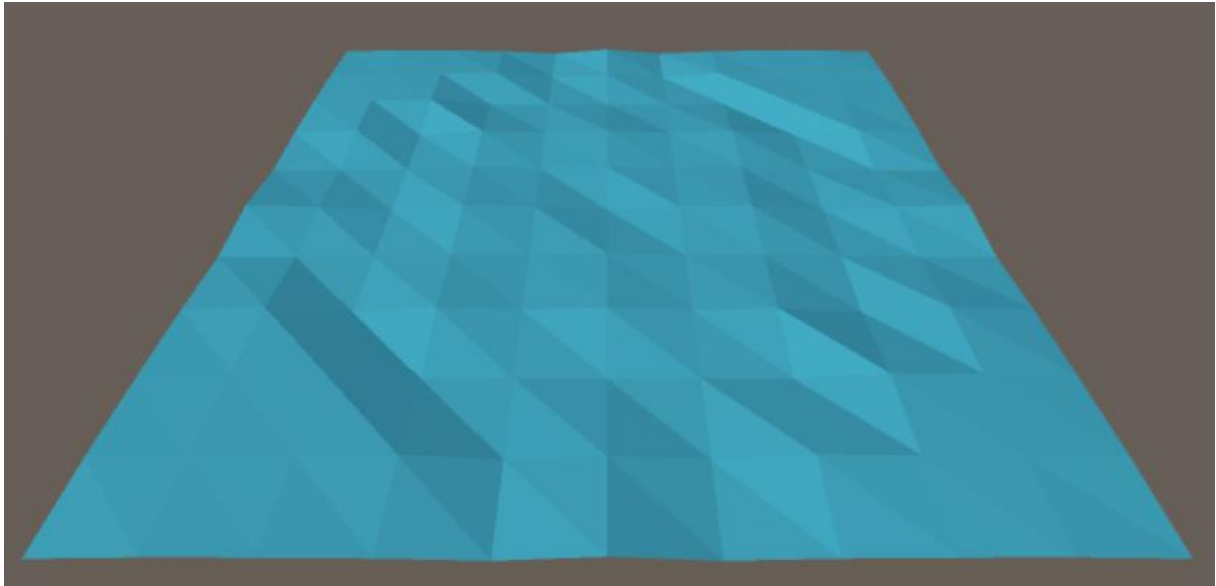
Note: Plane's mesh asset will be saved under project's "Assets\Low Poly Water\Plane Meshes" folder. The mesh name format is:

ObjectName[widthSegments]x[heightSegments]W[planeWidth]H[planeHeight];

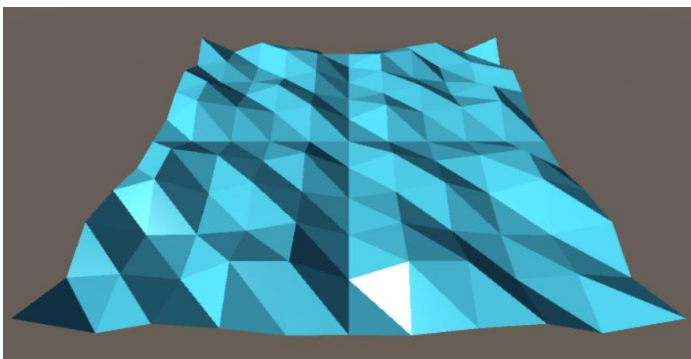
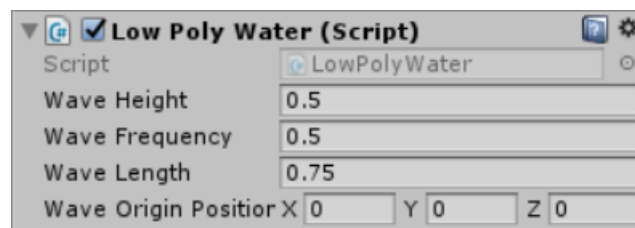
(You can change the asset save location and mesh naming convention in *GeneratePlane.cs* script)



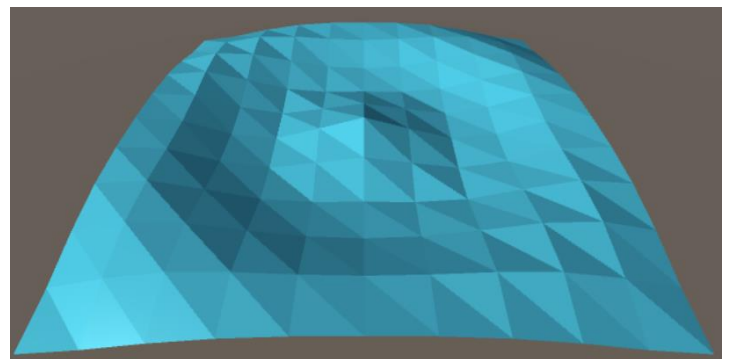
4. After you create the plane mesh, **hit play** and you should be able to see the wave effect applied on the mesh with low poly style:



5. With Low Poly Water script attached, you can create different wave variations by trying out with variables. In play mode, adjust these variables to create the wave effect you want to generate.



WaveHeight: 3
WaveFrequency: 0.5
WaveLength: 0.75



WaveHeight: 3
WaveFrequency: 0.5
WaveLength: 50