River Auto Material Manual



Simple Spline Tool [Beta]

By our spline tool you could create simple mesh for your river or paint by vertex paint on meshes and spline and customize your river in selected places. More advanced systems that will manage shape of your terrain etc.. you will find at asset store as road systems. Here are few steps that will give you ability to create simple mesh for your river:

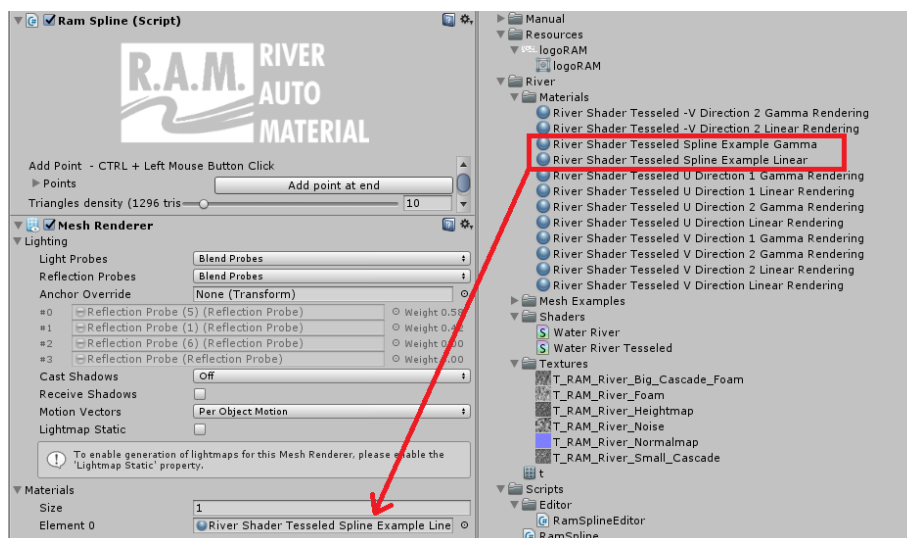1. Create river object at your scene:
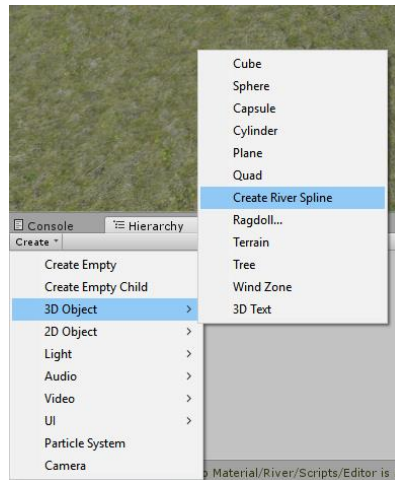
2. Check spline object at your scene hierarchy.

3. Add points (raycast from mouse) when you click **CTRL + Left Mouse** . Setup few points like that.
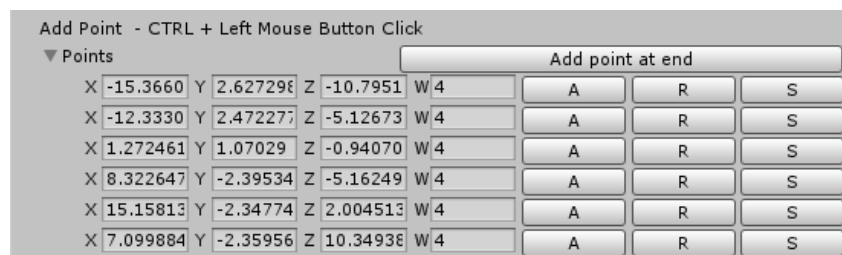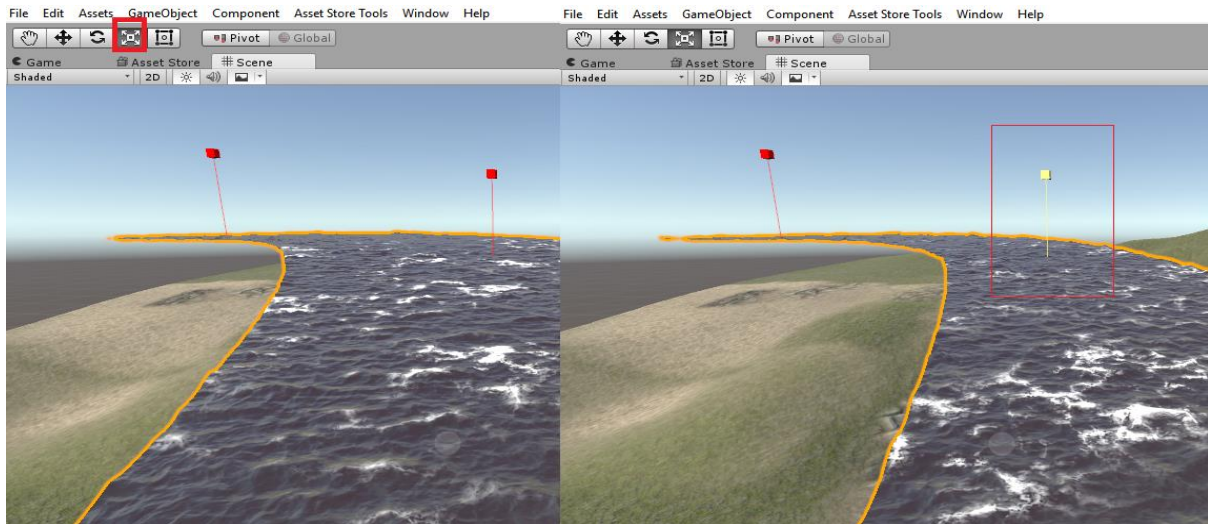

4. Setup your material: linear or gamma rendering material from our library or create your own. Just drag and drop material from project into mesh renderer component.
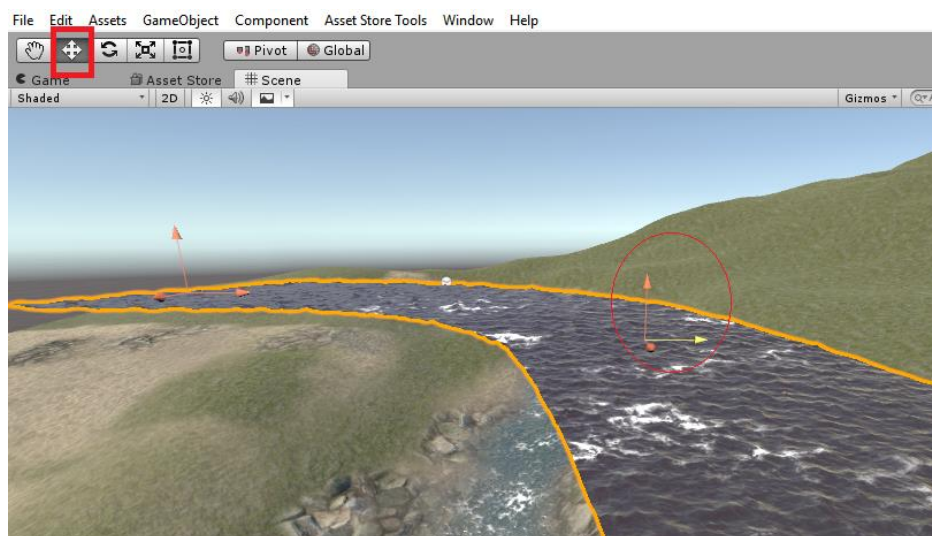

5.You could start scaling your river in specific point by clicking "R" or by this marked button. During moving the box up or down at your screen, river will get different scale at selected point.
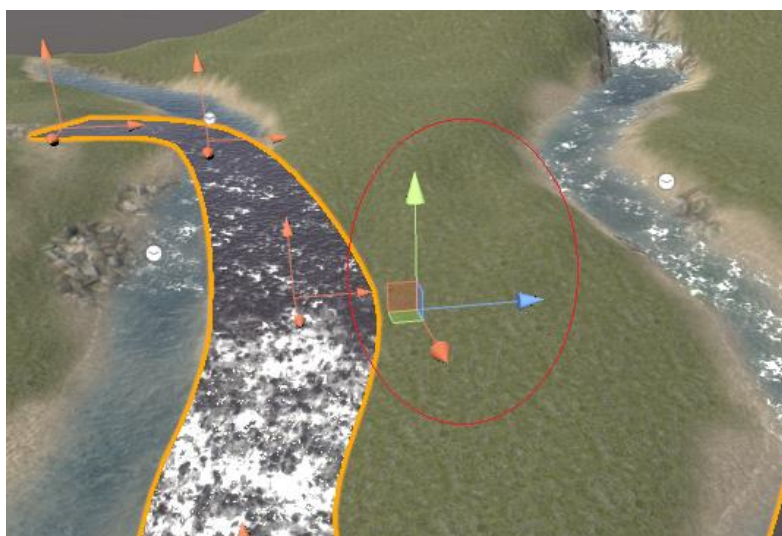
6. You could start to move your river specific points by clicking "W" or by this marked button. By moving selected arrow at your screen river point will change point position.
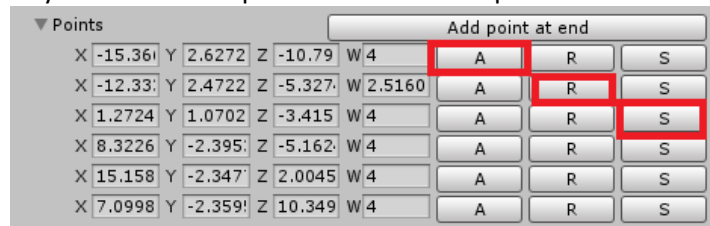

7. You could move whole river by selecting big object arrow.

8. Additional point options:
- remove points by "R" button
- add point after this selected point by "A" button.
- select "mark" point at spline by "S" button. Helpful before remove operation.

9. Mesh resolution. You could control it by changing triangle density number in U or V direction. From our perspective 4-8 is pretty good value. You could add more triangles in specific area by adding more control points instead of adding them globally by this slider. Just take a look at few examples:
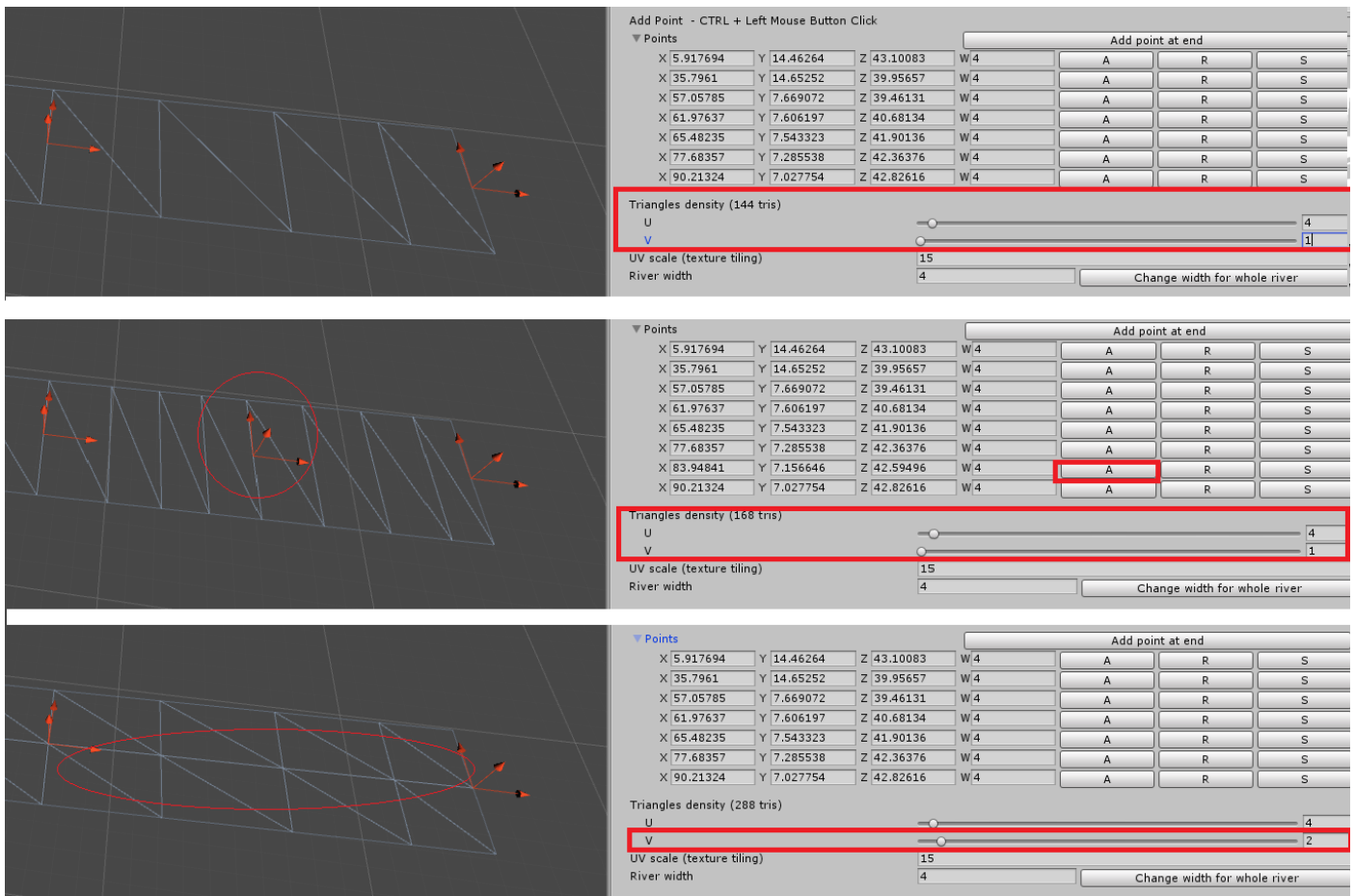

Note: For tessellated shader it's good to hold pretty square mesh because of equal triangles. Ofc do not add V density too much. Tesselation will handle non square mesh but when difference is too huge it could start to look weird. In close distance tessellation will handle and fix most mesh problems with river shape so there is no need to adding huge density in the mesh – trust tessellation 😊

10. UV scale and texture tilling give you ability to change UV density and texture tiling without changing the material property
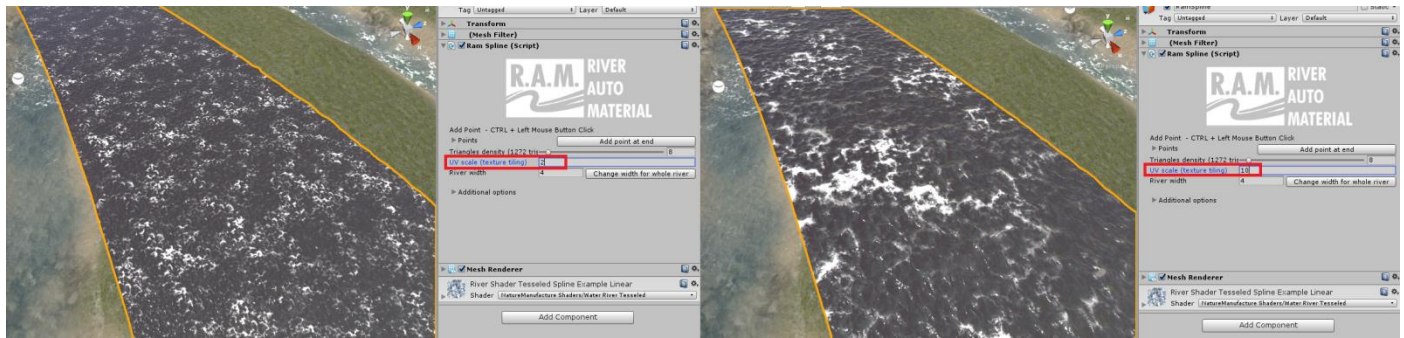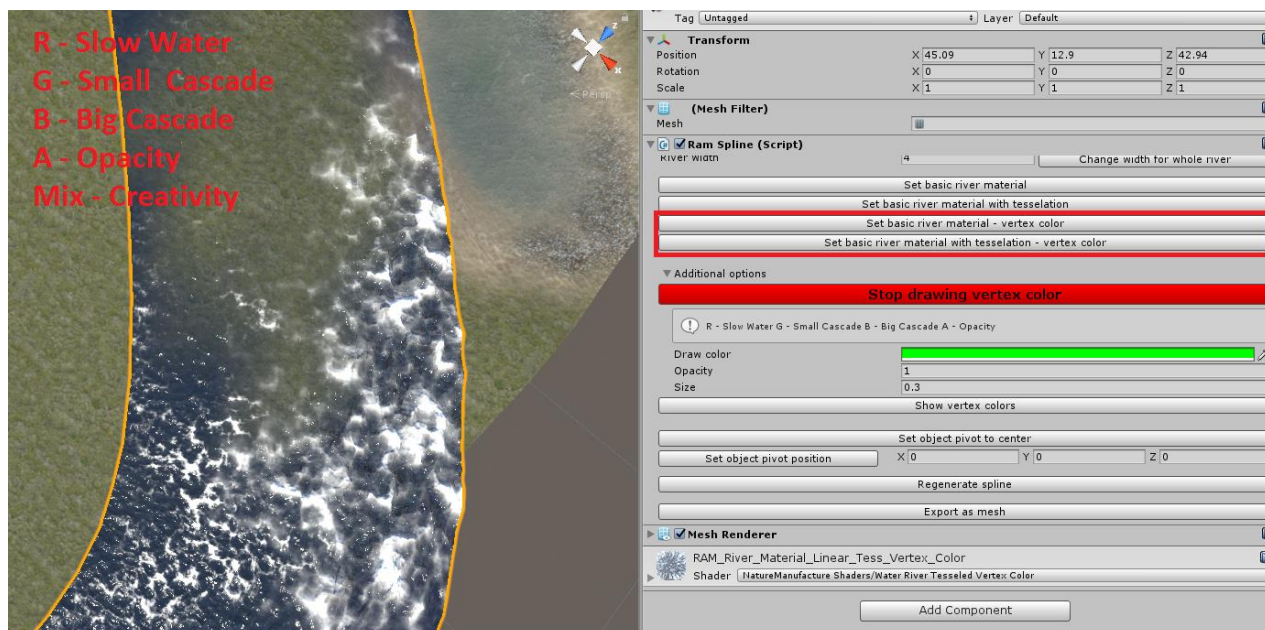

11. You could change river width for whole river by river width value.
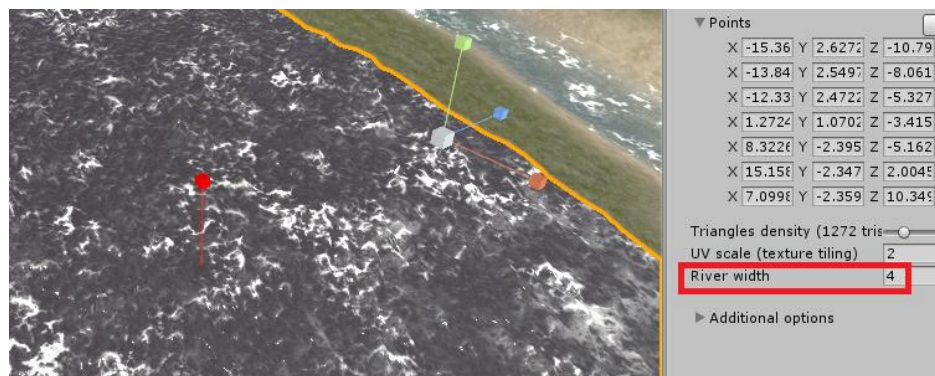
12. In additional options you could:
- change river object pivot position to its center or specific position.
- export it into unity asset instead of editable spline object.
- regenerate mesh object if you need. For example after copy/paste into other scene .
- vertex color tools

13. About vertex color:

- When you start playing with vertex color you have to choose vertex color shader variant.
- Each color/mask give you ability to paint by different water stage.
- It's useful to blend with other water systems or paint specific behave in specific place.