

River tool

Installation :

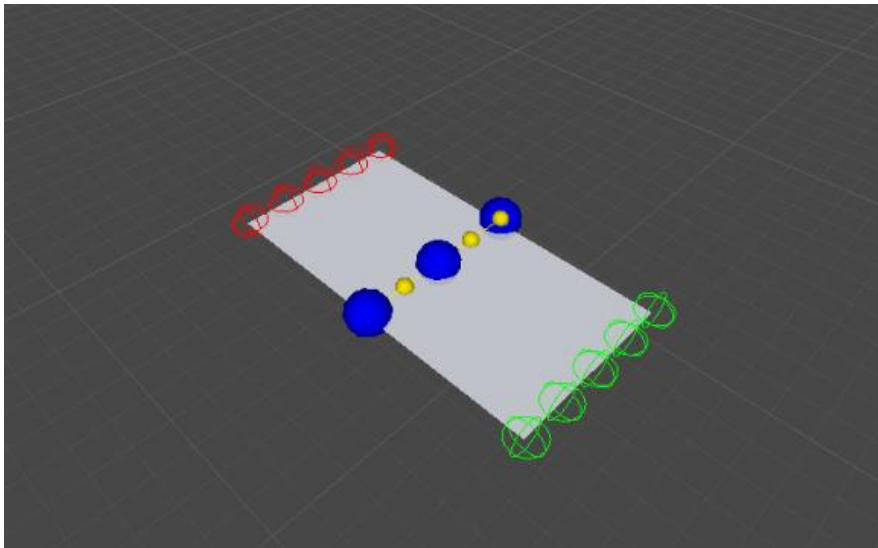
You just have to run Rivertool.package by double clicking on it.

How to use :

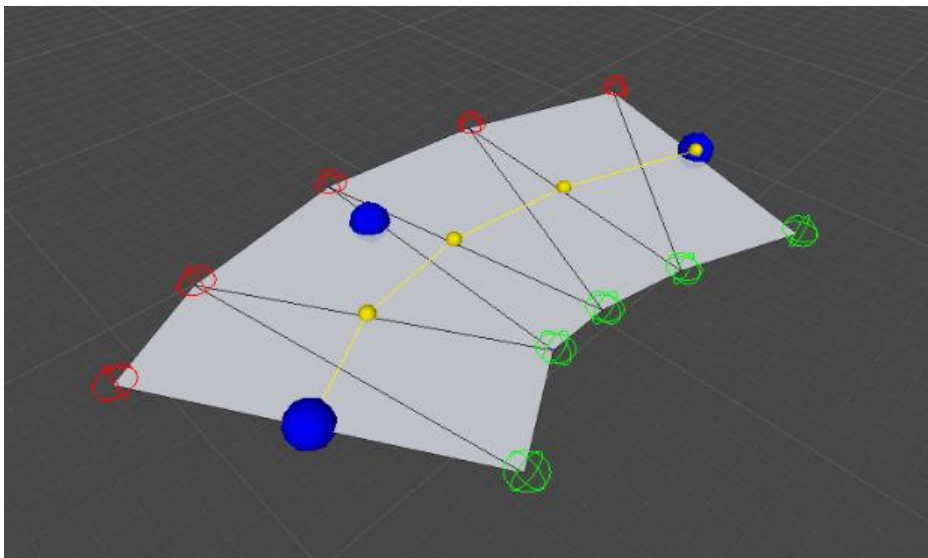
You can find it here :

Tools > River Tool > Add new

Just by clicking on “Add new” you will have a gameobject initied with river tool.

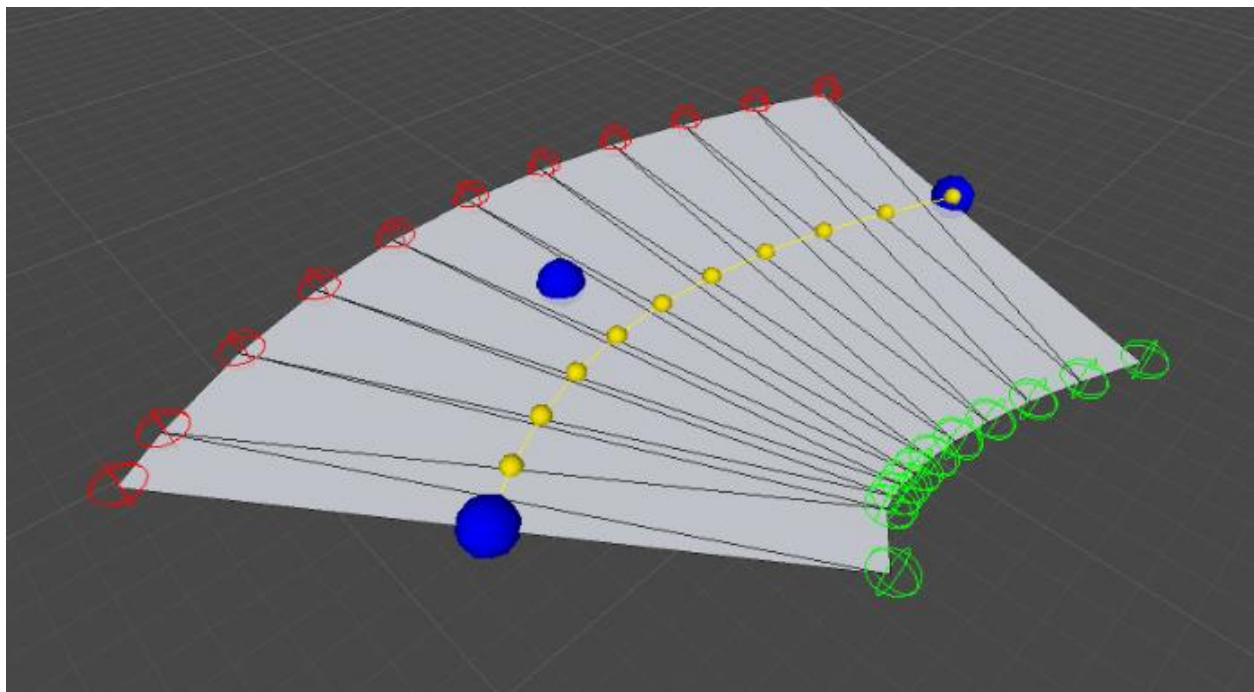
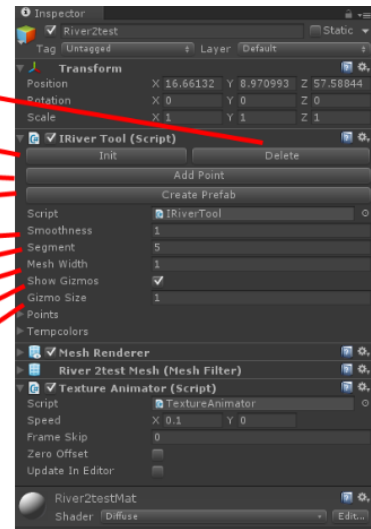


You can manipulate river curve point by just moving them around



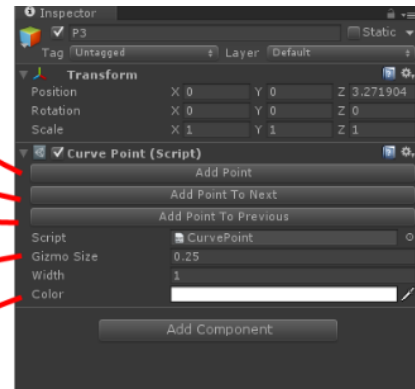
You can set attribute of each river object by selecting river object

- Delete entire river object
- To manual init of and uninited gameobject
- Add point at the last point
- Create a prefab and mesh asset and a material at the end
- Mesh smoothness of river object curve
- Number of segment mesh will have
- Overall mesh width
- Draw gizmos or not
- Overall Gizmo size



Each curve point also have some settings

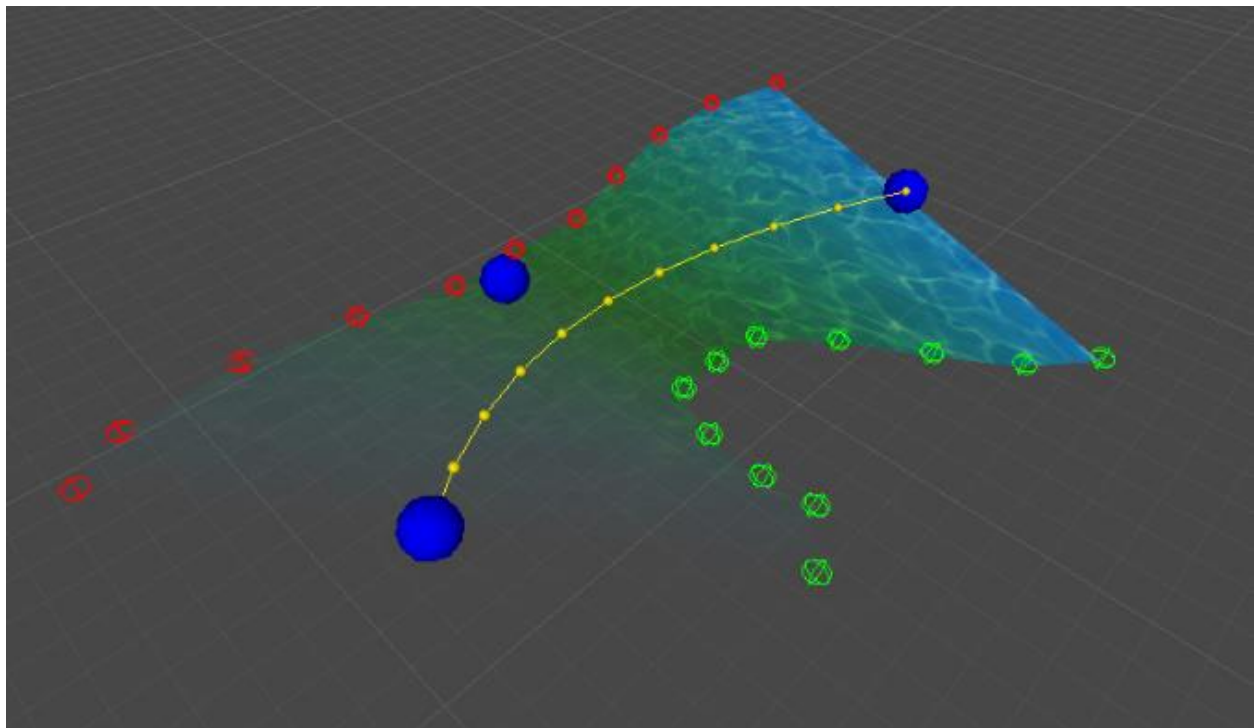
- To add point after last point
- To add point between this and next point
- To add point between this and previous point
- Gizmo size of this point
- vertex color that blend with next point's color



Farther Instruction :

You can set color for each point and it will blend with each other, then you can use a vertex shader for river to blend in your game world, I have also put a script to move your texture along the river , and an advance water shader to compute river flow and water depth in shader/custom .

And scale each curve point individually to shape you river.



Thanks a lot and have fun this handy tool.

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