

# DOCUMENTATION



**BASIC  
TOON  
WATER**

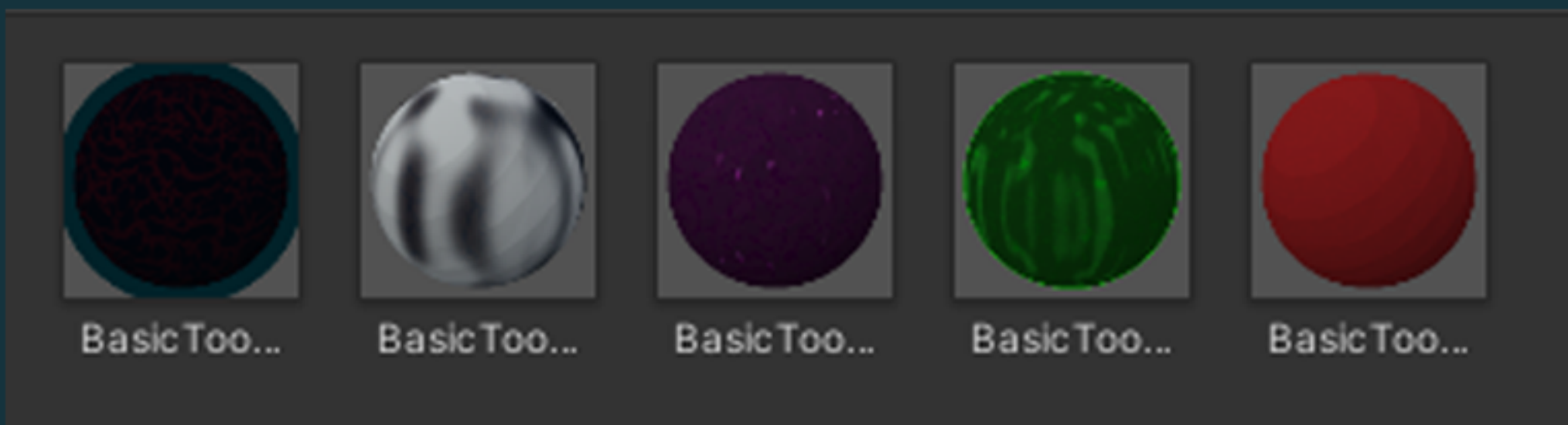
SHADER

*dragonetti*

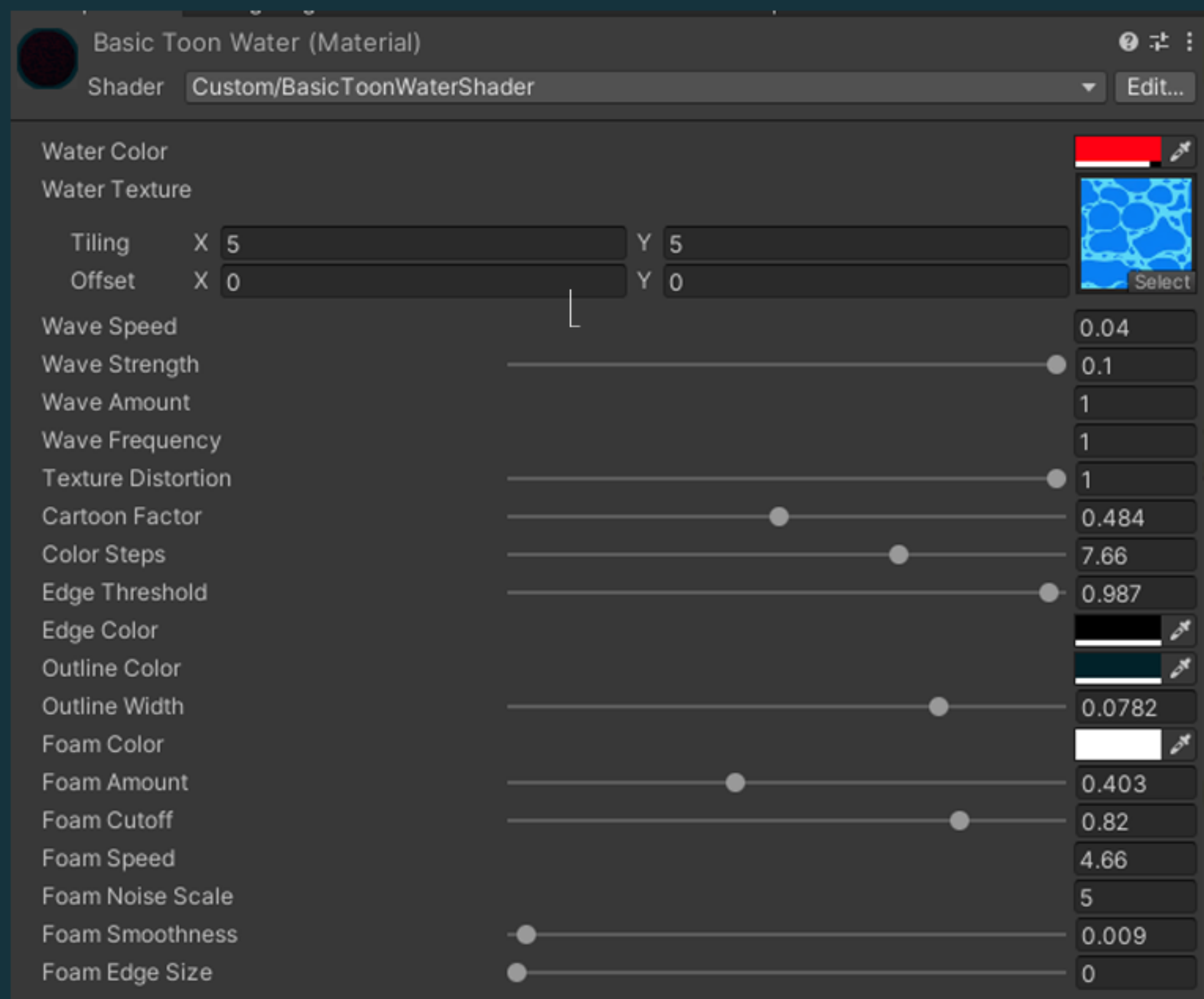
# WHAT IS IT?

Basic Toon Water Shader allows you to create water effects in a basic toon style for your 3D objects, without being limited to a specific look. It includes materials that you can easily integrate into your projects.

## EXAMPLES



To apply the material to your 3D objects, simply drag and drop the material from the Project window onto your object in the Scene view or the Material slot in the Inspector.



**Water Color** - Adjust this value to change the water color

**Water Texture** - Select texture pattern for water

**Wave Speed** - Controls how fast waves move

**Wave Strength** - Sets wave height/intensity

**Wave Amount** - Determines number of waves generated

**Wave Frequency** - Adjusts distance between waves

**Texture Distortion** - Sets how much waves deform texture

**Cartoon Factor** - Controls intensity of cartoon appearance

**Color Steps** - Number of color bands for shading

**Edge Threshold** - Sets where edges appear

**Edge Color** - Adjust color of water edges

**Outline Color** - Sets color of water outlines

**Outline Width** - Controls thickness of outlines

**Foam Color** - Sets color of water foam

**Foam Amount** - Controls amount of foam generated

**Foam Cutoff** - Determines where foam starts/ends

**Foam Speed** - Controls foam animation speed

**Foam Noise Scale** - Adjusts foam texture detail size

**Foam Smoothness** - Sets sharpness of foam edges

**Foam Edge Size** - Controls width of foam edges

# contact

If you have any questions or need assistance, feel free to contact me at [ogandragonetti@gmail.com](mailto:ogandragonetti@gmail.com). I'll be happy to help you!