

Flat Fluid

Descripción

Files: [FlatFluid.shader](#)

Path: "CGF/Shaders/FlatLighting"

Shader menu: "CG Framework/Flat Lighting/Flat Fluid"

Description

Unity shader CG Framework/Flat Lighting/Flat Fluid.

Reference

- **Fluid Type** – Fluid Type properties.
 - **Fluid Type** – Type of surface of the fluid.
 - **Smooth** – Selects the Smooth option.
 - **Flat** – Selects the Flat option.
- **Wave Movement** – Wave Movement properties.
 - **Wave Movement** – Sine wave vertex movement.
 - **Wave Frequency** – Frequency of the waves.
 - **Wave Amplitude** – Amplitude of the waves.
 - **Wave Direction** – Direction of the wave movement.
 - **Wave Speed** – Speed of the wave movement.
 - **Wave Noise Map (R)** – Map for an additional height displacement of the vertex.
 - **Wave Noise Level** – Level of the additional height displacement.
 - **Wave Noise Scroll** – Scroll speed of the additional height displacement.
- **Foam** – Foam properties.
 - **Foam** – Foam on mesh intersection.
 - **Foam Texture (RGB)** – Texture applied on the foam area.
 - **Foam Texture Scroll** – Scroll of the foam texture.
 - **Foam Texture Level** – Level of the foam texture.
 - **Foam Texture Smooth** – Smooth of the edge of the foam texture.
 - **Foam Texture Reverse** – If enabled, reverse the foam texture color.
 - **Foam Texture Blending** – If enabled, blend the foam texture color.
 - **Foam Color (RGBA)** – Foam color.
 - **Foam Falloff** – Falloff value.
 - **Foam Distance** – Foam length.
 - **Foam Level** – Level of the color based on the source color.

- **Water Depth** – Water Depth properties.
 - **Water Depth** – Water depth effect.
 - **Shallow Color** – Color of the shallow part of the water.
 - **Shallow Light** – Brightness of the shallow part of the water.
 - **Use Base Color** – If enabled, use the base color as a shallow color.
 - **Water Depth Falloff** – Falloff value of the depth.
 - **Water Depth Distance** – Length value of the depth.
- **Refraction** – Refraction effect.
- **Refraction Map (RG)** – Refraction Map (RG).
- **Refraction Level** – Refraction Level. X value is for the level of the first refraction map copy and Y is for the level of the second refraction map copy.
- **Refraction Scroll** – Scroll the refraction texture. XY value is for the scroll of the first refraction map copy and ZW is for the scroll of the second refraction map copy.
- **Reflection** – Reflection properties. See [Common Features / Reflection](#).
- **Light Colors** – Light Colors by normal direction. See [Common Features / Light Colors](#).
- **Light Textures** – Light Textures by normal direction. See [Common Features / Light Textures](#).
- **Alpha cutoff** – Alpha cutoff.
- **Front Gradient** – Front color gradient. See [Common Features / Front Gradient](#).
- **Right Gradient** – Right color gradient. See [Common Features / Right Gradient](#).
- **Top Gradient** – Top color gradient. See [Common Features / Top Gradient](#).
- **Back Gradient** – Back color gradient. See [Common Features / Back Gradient](#).
- **Left Gradient** – Left color gradient. See [Common Features / Left Gradient](#).
- **Bottom Gradient** – Bottom color gradient. See [Common Features / Bottom Gradient](#).
- **Gradient Steps** – Shading steps of the gradient.
- **Height Fog** – Height Fog properties. See [Common Features / Height Fog](#).
- **Distance Fog** – Distance Fog properties. See [Common Features / Distance Fog](#).
- **Light** – Light properties.
 - **Light** – Light and Ambient light.
 - **Light** – Light and Ambient light.
 - **Directional Light** – If enabled the color of the main directional light affect to the source mesh.
 - **Ambient Light** – If enabled ambient light affect to the source mesh.
- **UV Scroll** – UV Scroll properties. See [Common Features / UV Scroll](#).
- **Stencil Options** – Stencil Options properties. See [Common Features / Stencil Options](#).
- **Stencil Comparison Function** – Stencil Comparison Function.
- **Stencil Pass Operation** – Stencil Pass Operation.
- **Stencil Fail Operation** – Stencil Fail Operation.
- **Stencil ZFail Operation** – Stencil ZFail Operation.
- **Blend Mode** – Blend Mode.

Use

Assign the shader from CG Framework/Flat Lighting/Flat Fluid to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.