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** – Frecuency 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** – Fallof 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** – Fallof 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.