



STAGGART

CREATIONS

The Beta shader is an effort to move the visual fidelity of this shader forward. It has been recreated in Amplify Shader Editor which outputs a surface shader, making it compatible with all of Unity's rendering features, as well as offering other benefits. The shader is targeted at Desktop platforms, the mobile shaders will follow suit later.

Users are encouraged to use this shader in their project, as the current (Shader Forge) shaders will eventually be removed from this package.

The minimum supported version is Unity 5.4

Please do note, when using the Beta shader, it must be accompanied by the "StylizedWater_BETA" component for it to work correctly.

It features:

- Recreated in Amplify Shader Editor entirely
- Realtime reflections
- Skybox lighting
- Reflection Probe support
- Mask surface highlight by heightmap (wave foam)
- Wave direction configuration
- Improved texture cross-panning
- Improved glossiness
- Improved depth, with shallow water color parameter
- Unlit mode

Known issues:

- Incompatible with HDR cameras

Should you run into any issues or have questions/feedback, please do not hesitate to reach out! I will do my best to respond as soon as I can.

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