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# What's A.U.R.W.?

A.U.R.W. is ABKaspo's Ultra Realistic Water (A.U.R.W.), a project which tries to help every indie developer. The free version "Easy Water" is only a very small part of the potential of this small project.

All by ABKaspo's Development Team & ABKaspo's Direction.

Free Version :

## How To Set-Up?

This version is very easy to set-up. Once downloaded the package, create a simple plane and add the material. But you must go to Edit -> Project Settings -> Graphics, and press right click the "Scriptable Render Pipeline Settings", then click properties. You should see a window, check if "Depth Texture" and "Opaque Texture" are on, if it doesn't turn on these.

If you find any error contact us:

[abkaspo@gmail.com](mailto:abkaspo@gmail.com)

## About Material Values

Most values are intuitive, but there are some that don't. "Tiling" and "False Displacement Tiling" are a powerhouse. We did this to do a smaller value. In settings category there are some boolean or toggles to help with a graphics settings systema

Lite Version :

## How To Set-Up?

We just used Universal Render Pipeline, so, like free version you just have to create a material, in shader select Shader Graph -> ABKaspo\_LiteWater

There Are some boolean values, that's cause we've created a script, which helps with graphics options.

If you find any error contact us:

[abkaspo@gmail.com](mailto:abkaspo@gmail.com)

## WebGL Support

We don't really know about WebGL, in the shader there isn't any support.

## Scripts

We are working to create somethings like advanced reflection or webGL support, but for now we created the AURW\_OceanLiteOptionManager, a script which help the graphics configuration, you can use it with “[using ABKaspo.Assets.AURW.Lite.OptionsManager](#)” or just simply modify the script, it just help the graphic configuration