Index

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.

URP:

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

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

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

HDRP:
Free Edition
How To Set-Up?

We just used High Definition Render Pipeline, so, like free version you just have to create a material, in shader select ABKaspo/A.U.R.W./HDRP/Easy Water

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

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Scripts

There are two scripts, because this is more advanced than AURW URP. The UnderWater Effect script modifies a multiplier of *Under Water A* according to the position of the camera. And our classic GraphicsController, it's a script which helps with the graphic controlling.