

Water Shader (URP & LWRP)

Introduction

This is a water shader. If you want to use a beautiful water surface effect in your game. Then this asset is perfect for you. This asset includes two totally different style water shaders. It can make your game more realistic. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The graph shader file exposes multiple parameters for you to adjust. Let you adjust the water effect of many different parameters by yourself. Due to the cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)

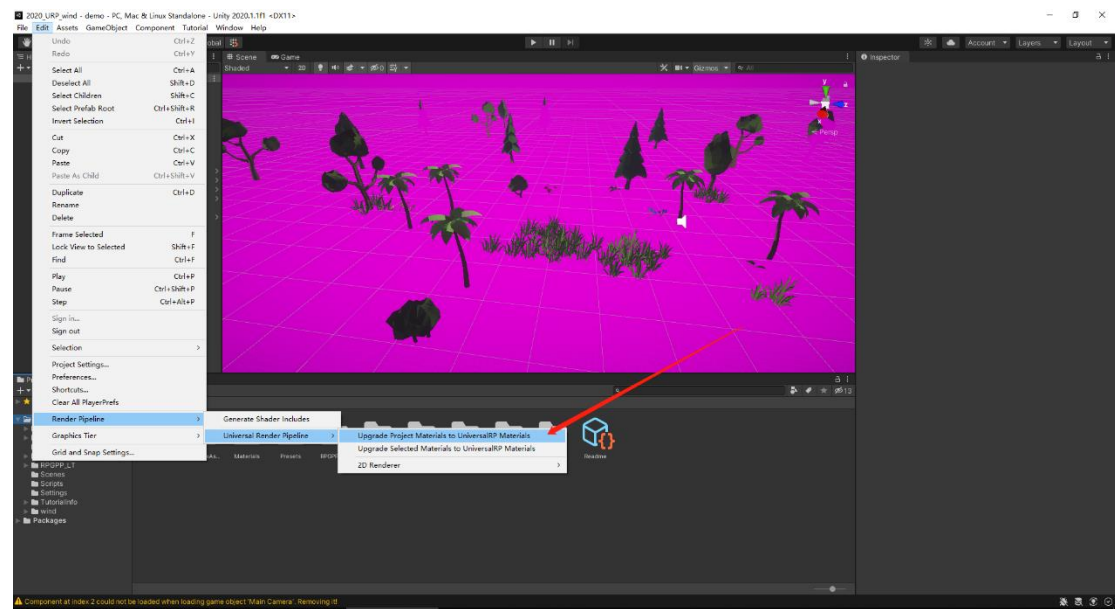
In order to show this effect better, I imported 1 free asset from unity asset store, which means that you also need to import them when you use this asset. Don't worry that they are all free. After importing, you need to upgrade their materials to URP. Here are asset store links:

<https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410>

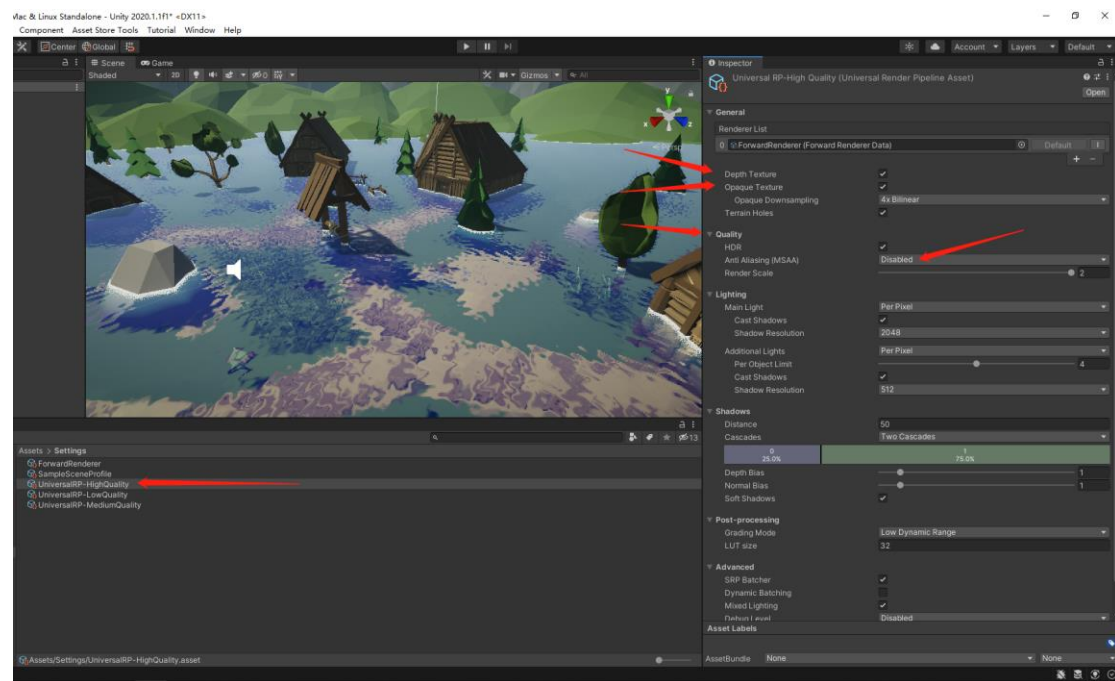
Main Features :

1. Easy to integrate into your project, no need to write any shader and code
2. Water surface effect with foam
3. Contains 2 water materials that have been adjusted
4. Support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)
5. You can modify the attributes exposed by the shader.
6. Support Android, IOS, Windows and other platforms
7. Clear demo
8. Cheap

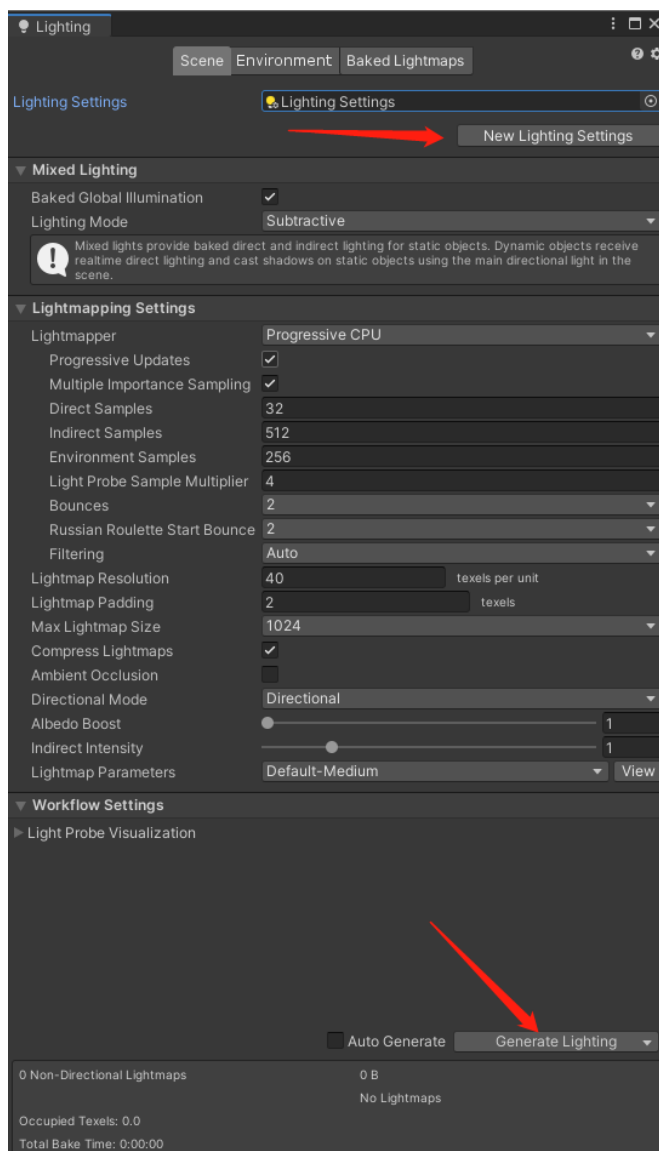
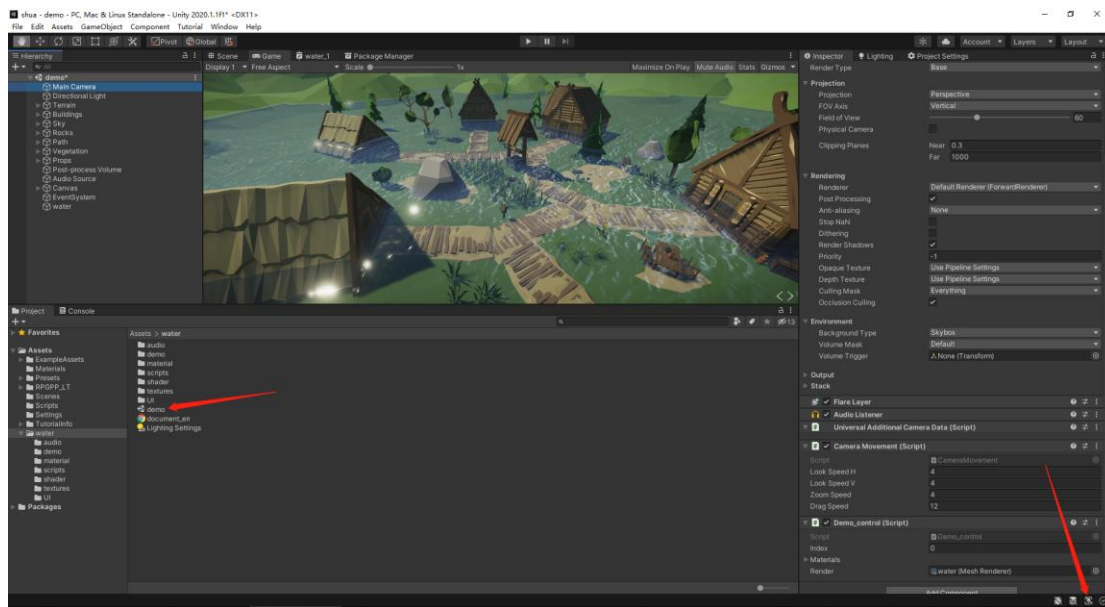
After importing the dependency Package, You must upgrade the materials to URP:



You must change the UniversalRP Quality Setting, It is best to keep the following picture consistent.



Change the light setting, open the demo scene and reset the light setting.



Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

Email: sgzxzj13@163.com