

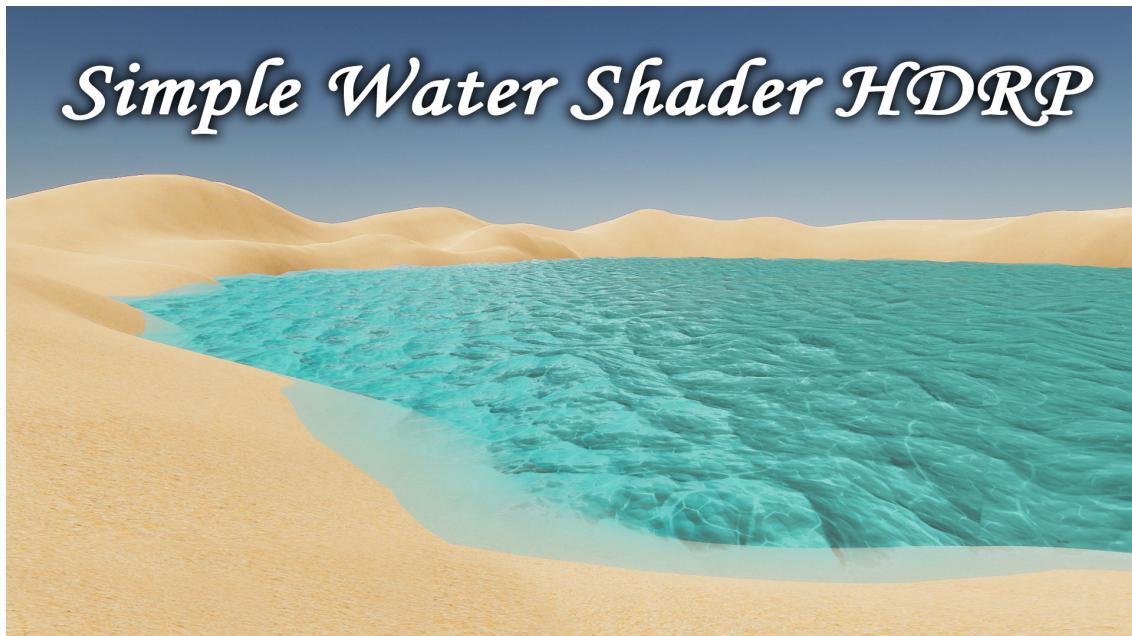
Simple Water Shader HDRP

Simple Water Shader HDRP is a reworked version of the Simple Water Shader URP asset from developer IgniteCoders.

A set Simple Water Shader HDRP adapted for use in HDRP projects, improved and finalized at our discretion.

In this manual you will get acquainted with:

1. What is Simple Water Shader HDRP.
2. How to get acquainted with the demo scene.
3. What settings does the water shader have?
4. What are the differences from the original Simple Water Shader.

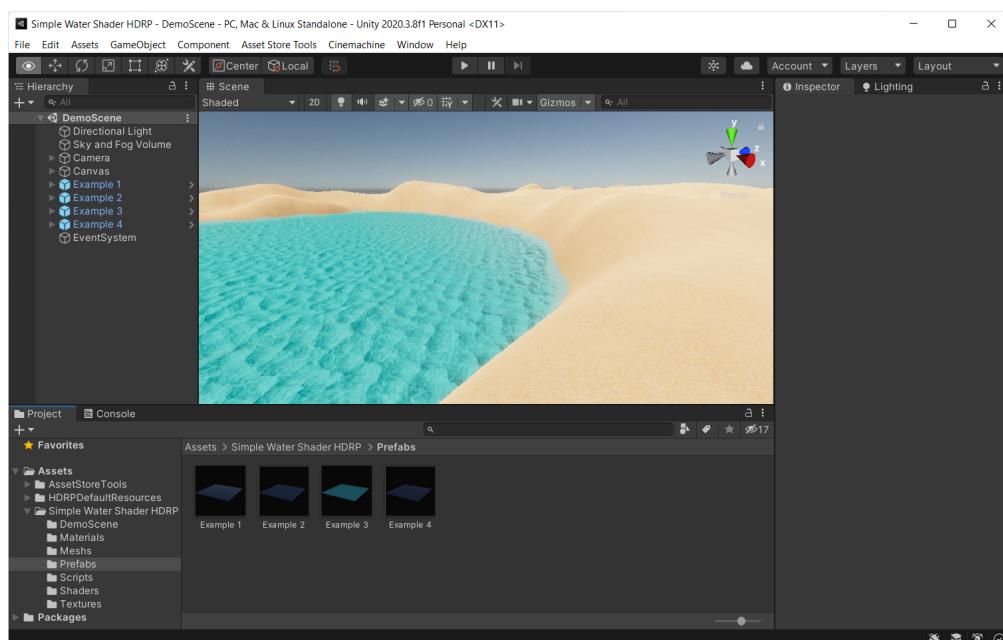
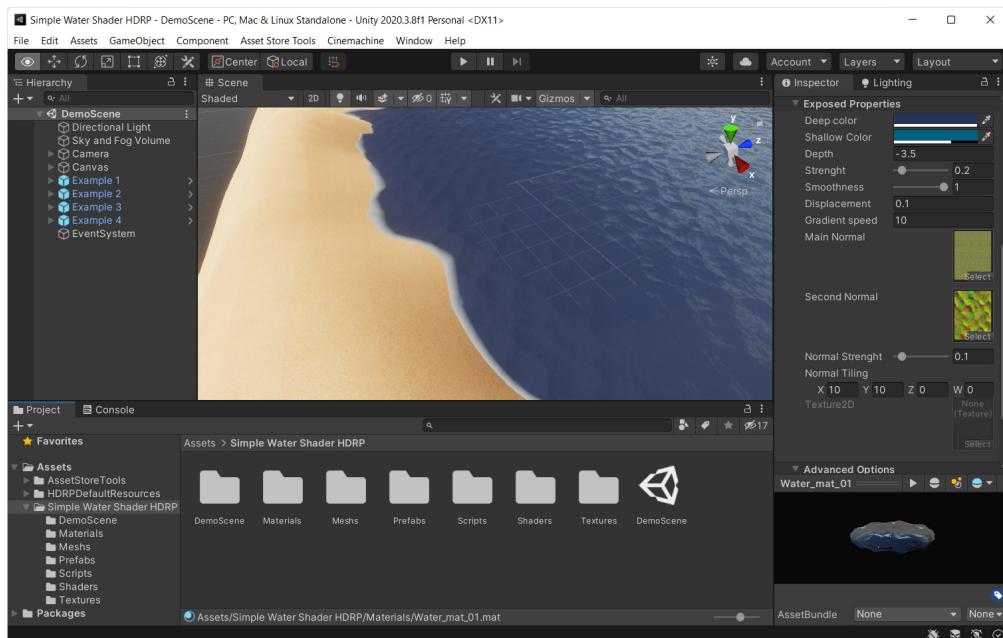


What is Simple Water Shader HDRP

Simple Water Shader HDRP is a shader designed to simulate the surface of water. Shader has settings to create the surface that suits you best.

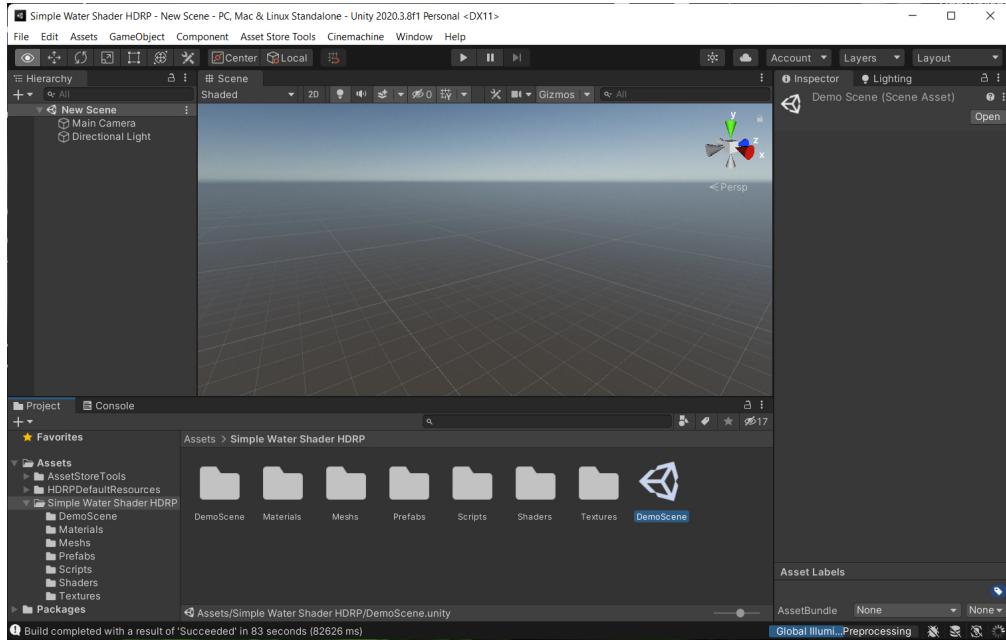
The package has a set of ready-made presets for easy use and understanding the basics of working with shader.

We have included in the package a demo scene with which you can easily familiarize yourself and practice.

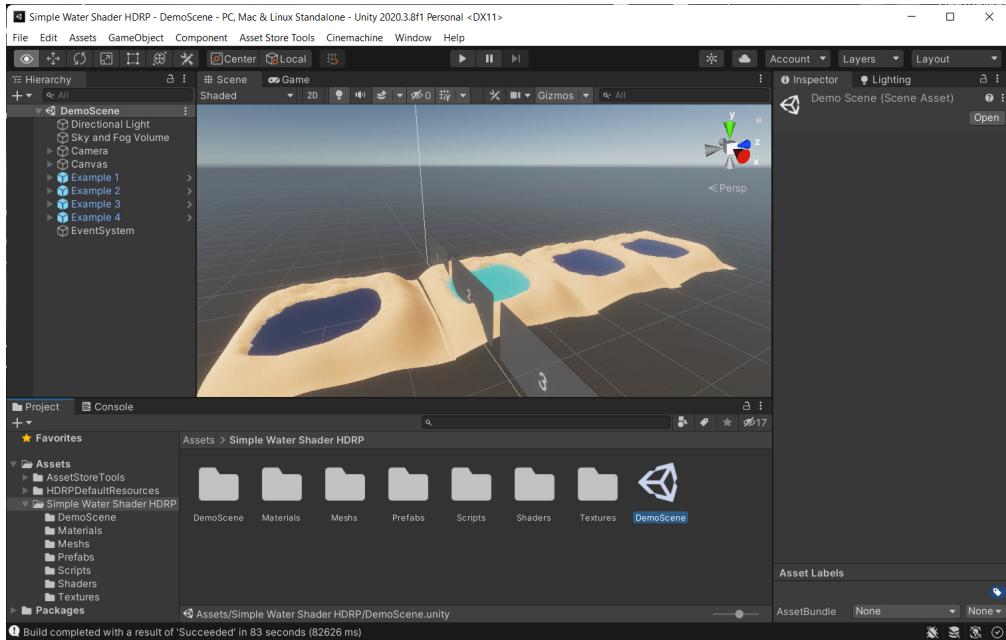


How to get acquainted with the demo scene.

To open the demo scene, go to the root of the Simple Water Shader HDRP folder in the Project Unity tab and open the **DemoScene**.

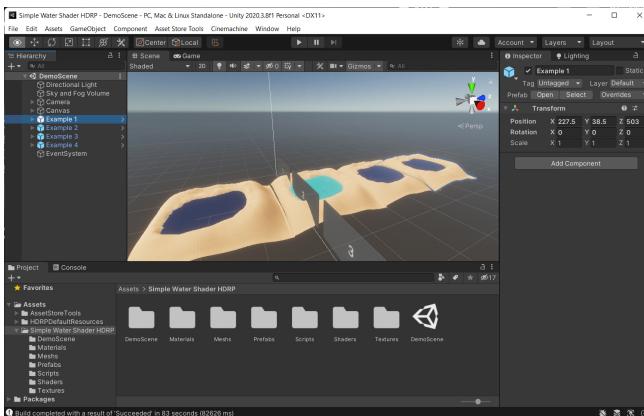


Having opened the file, you can start getting to know our package)))

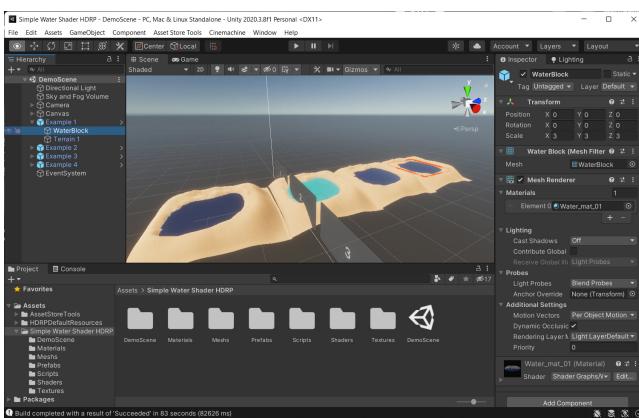


What settings does the water shader have.

To get started with the Asset, expand the Example 1 prefab.

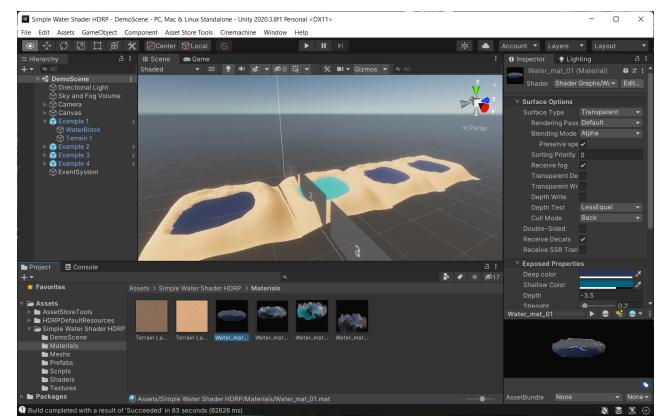
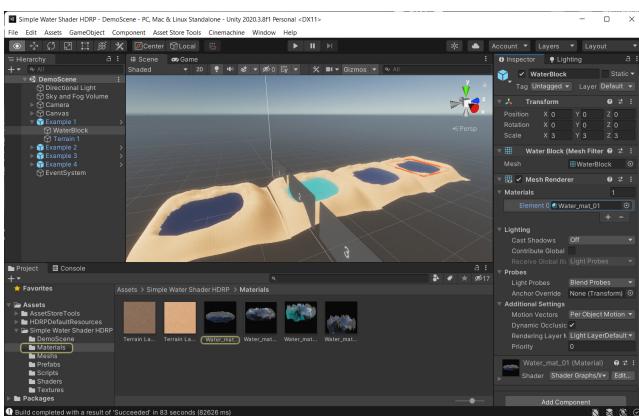


Inside you will see Meshs named WaterBlock.

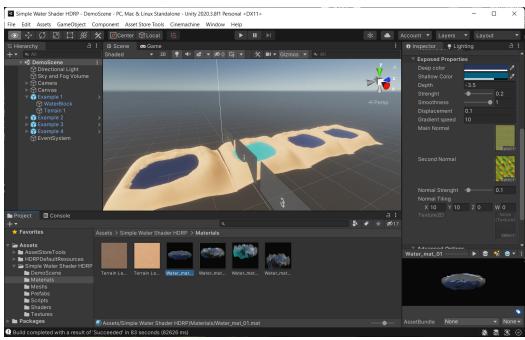


This element contains the Water_mat_01 material which contains the water shader written in the shader graph. If you want, you can change the shader yourself, as this is a standard shader for a shader graph.

Click on Water_mat_01 to go to its location. Open the highlighted item by clicking on it.



In the inspector, move the slider down to Exposed Properties. It is Exposed Properties that contains all the basic settings.



The shader has two color borders to create a realistic water line. It has a flexible system for changing the wave height, as well as changing the wave speed, transparency and reflection strength.

Basic configurable parameters:

Deep color - This is the main color of the shader.

Shallow color - the color of the shallow line adjoining the shore.

Strength - sets how close the Deep color layer will be to the second Shallow color layer.

Smoothness - sets the reflection of light from the surface.

Displacement - sets the height of the waves.

Gradient speed - sets the speed of the wave.

Main normal and Second normal are textures that create elevation differences that create a waveform.

Normal strength - set the strength of the normals.

Go to UNITY in the GAME tab.

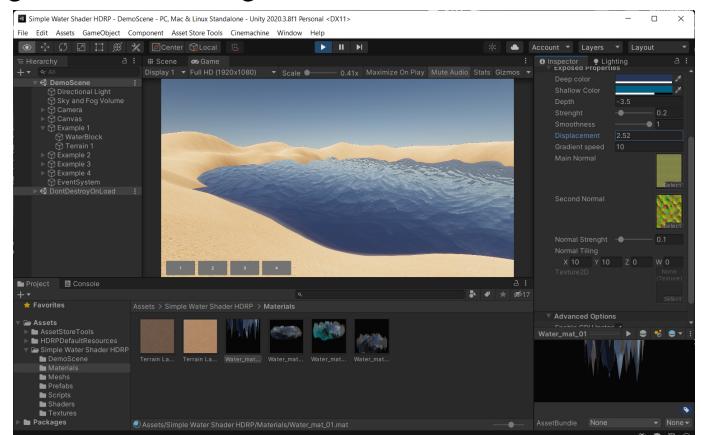
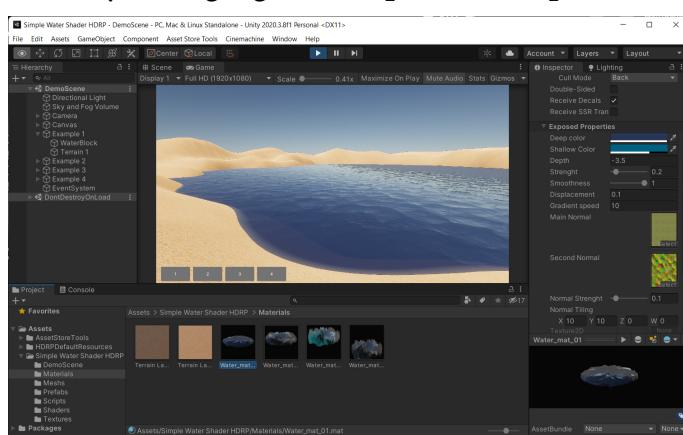
You can start the scene and go to example number 1 by clicking on the button on the screen.

Each material corresponds to a button, so button number 1 corresponds to the material Water_mat_01, and 2 to Water_mat_02.

When you start the scene, by default you see material number 3 (Water_mat_03). Remember that in scene number 3 you need to change the parameters of the Water_mat_03 material.

ATTENTION!!! All changes in the material, even on a running player, are saved !!! To return to the default value, use the **ctrl + z** keys, or the **undo** command.

Thus, by changing the Displacement parameter, you get the following:



What are the differences from the original Simple Water Shader.

Reworked textures to improve their quality.

The glare of the reflection from the sun has been removed.

Added Gradient speed parameter.

Terrains are created in the demo scene for better demonstration.

Created buttons to switch between examples for better comparison.

Rewritten shader for HDRP version.