

AQUAS

2020



DOGMATIC

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1. Introduction

Thank you for purchasing AQUAS 2020! This documentation has been written to give you a detailed overview of the asset. AQUAS is a set of water shaders for all kinds of environments and performance levels. It is aimed to be as flexible and customizable as possible, while keeping the performance impact as low as possible.

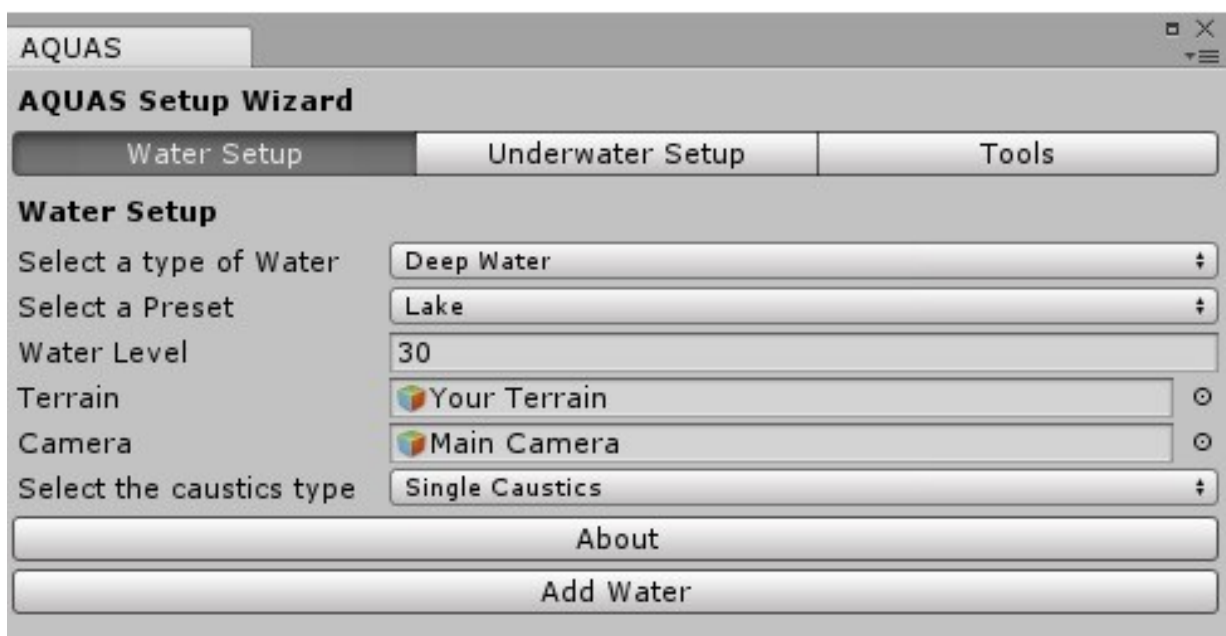
In this manual you will learn how AQUAS works and how to set it up properly. It covers the most common setups to keep setup as quick and simple as possible. Of course no manual can cover every eventuality, so if you need a setup that isn't described in this documentation, please head over to the [Forum Thread](#) and leave a post.

2. Quick Start

1. Import AQUAS 2020

2. Open the Setup Wizard

- Under "Window" => "AQUAS" => "Setup Wizard"
- You should see the "Water Setup" tab

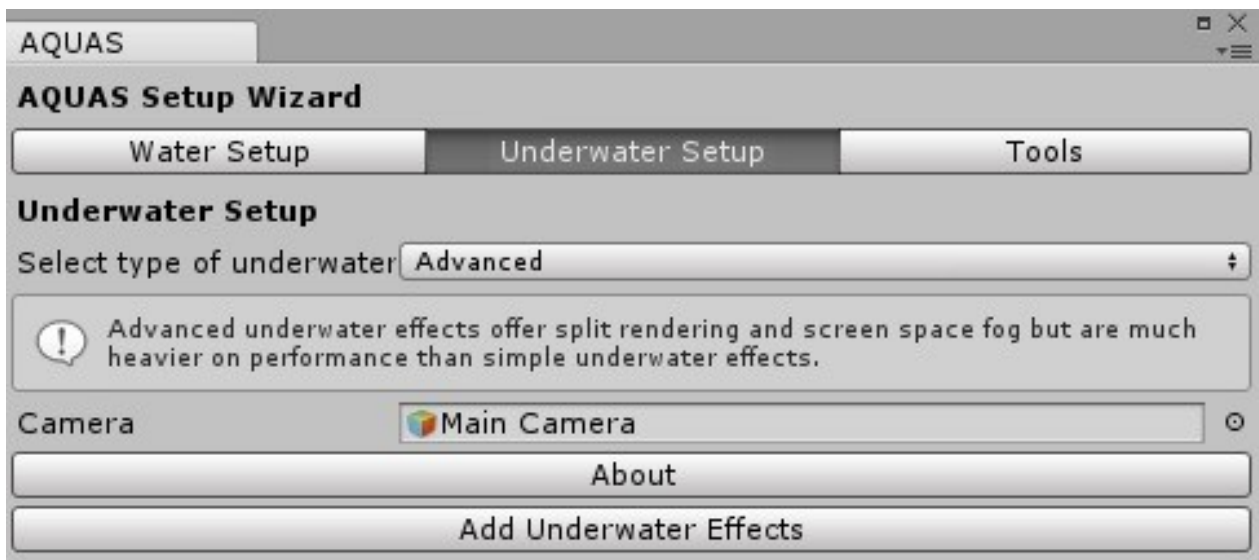


3. Add water to the scene

- Select the type of water, you would like to have
- Select a preset
- Set a water level
- Drop the terrain on the "Terrain" property if you have one. If you don't have a terrain, leave this empty. AQUAS will then position the water plane in the center of the scene
- Drop your camera on the "Camera" property
- Select the type of caustics you would like to use
- Click the "Add Water" Button

4. Add Underwater Effects

- Go to the "Underwater Setup" tab



- Select the type of underwater setup you would like to use
- Drop your camera on the "Camera" parameter, if it's not already there
- Click the "Add Underwater Effects" button

Congratulations! You have just successfully set up AQUAS.

For video tutorials on the use of AQUAS, please visit the following link:

<https://dogmaticgames.wordpress.com/products/aquas-2020/tutorials/>