

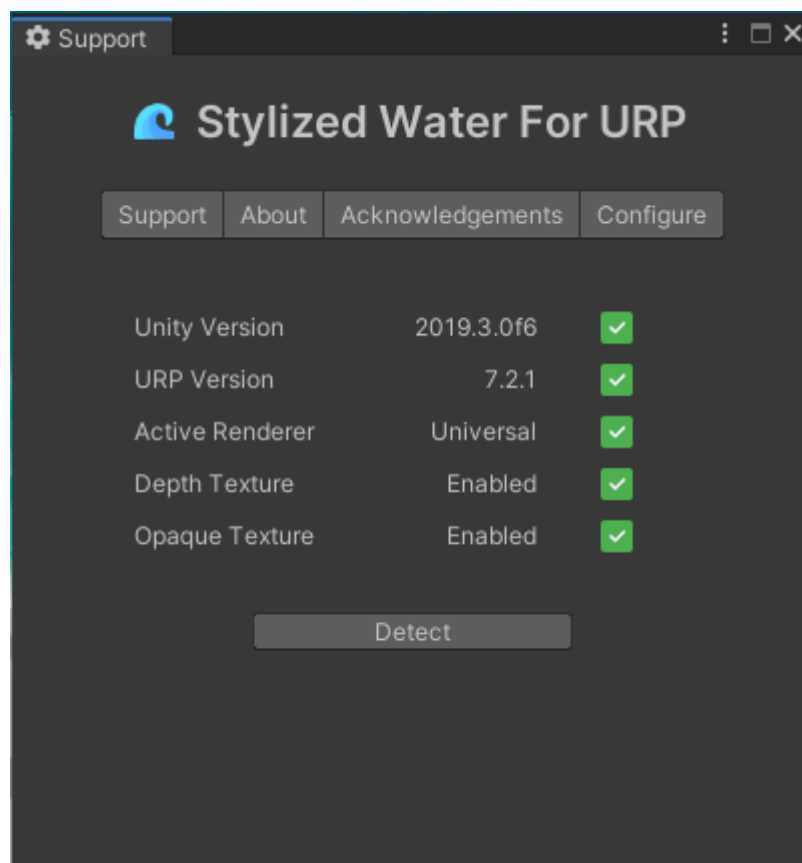
# **Stylized Water For URP**

# Quick-start

## Import and Configuration

✓ Before importing you should make sure that you have the **Universal RP** package installed in your project. More information about which versions are supported can be found [here](#).

Upon importing the asset from the store, you will be greeted by the support window. Open the *Configure* tab if it's not selected already and click on the *Detect* button. This will check if everything is set up correctly in your project.



If something is not set up correctly, a warning/error icon will appear. The following issues may need to be fixed.

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## Unity Version

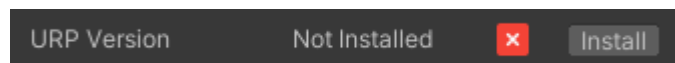
Download a new Unity version. Check the [compatibility](#) page for all the supported versions.



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## URP Version

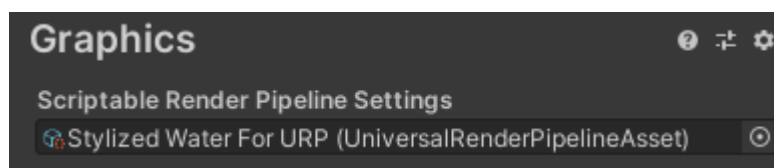
Download a new URP version through the package manager. Check the [compatibility](#) page for all the supported versions. You can also use the *install* button to install the latest available URP version automatically through the package manager.



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## Active Renderer

Change the active renderer under *Edit > Project Settings > Graphics* by dragging in your *UniversalRenderPipelineAsset*. The *fix* button in the support window will open this menu for you.



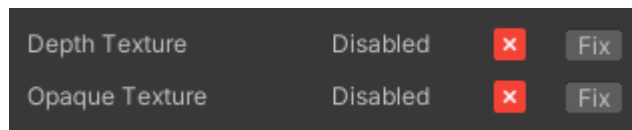
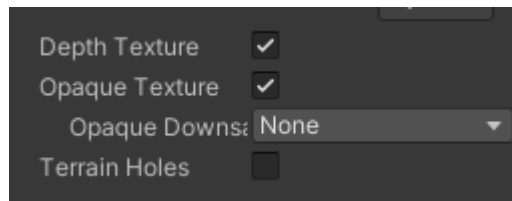
It is possible the the dialog menu for selecting a *RenderPipelineAsset* does not display all the ones that are in your project so you might need to manually drag them into the slot from your project folder.

If you don't already have an *UniversalRenderPipelineAsset* in your project, you can find one under *Stylized Water For URP > Demo > Renderers*

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## Depth/Opaque Texture

Select your *UniversalRenderPipelineAsset* and enable the depth/opaque texture toggles.



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## Creating a water object

To create a body of water you have 3 options.

1. Use the *GameObject > 3D Object > Stylized Water* menu to create a circular, square or hexagonal body of water.
2. Use one of the water prefabs located under the *Prefabs* folder.
3. Drag the *StylizedWaterForURP.cs* script onto the mesh you will be using as water. The object should also have a compatible material applied to it that uses the Stylized Water For URP shader.