Realistic Water – URP Shader

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1. Introduction
Realistic Water is a high-quality water shader designed for the Universal Render Pipeline (URP). It provides animated waves, depth-based color blending, and subtle environment reflections, suitable for realistic and semi-realistic games.

2. Requirements
- Unity 2021.3 LTS or newer
- Universal Render Pipeline (URP) 12.x – 14.x
- Desktop & Mobile compatible

3. Package Contents
- Water Shader (.shader)
- Sample Material (.mat)
- Demo Scene
- PDF Documentation

4. Installation
1. Import the package into Unity
2. Enable Universal Render Pipeline
3. Open demo scene or create a new material and assign the shader

5. Setup Guide
Apply the material to a water mesh and adjust parameters to match your scene scale and lighting.

6. Shader Parameters
- Wave Speed
- Wave Intensity
- Water Color
- Transparency
- Depth Blend
- Reflection Strength

7. Demo Scene
The demo scene shows a recommended setup for lighting and depth blending.

8. Troubleshooting
Pink material: Check URP setup
No animation: Increase Wave Speed

9. Support & Contact
Please contact via Unity Asset Store page for support.