



Getting Started

1. Configure your URP Renderer:
 - a. Enable **Depth Texture**
 - b. Add **Dragon Water Render Feature**
2. Create empty game object in scene hierarchy root
3. Set its **position** and **rotation** to **0,0,0**
4. Add **Water Surface** component
5. Change its geometry type to **Infinite Ocean**
6. Assign profiles:
 - a. Assign **Standard Wave Profile**
 - b. Assign **Standard Material Profile**
 - c. (optional) Assign **Standard Underwater Profile**
7. Done!

Complete documentation available at:

<https://docs.bartekdragon.com/water/about>