Water Magic Shader URP

11.27.2023

Version 1.1.0

—

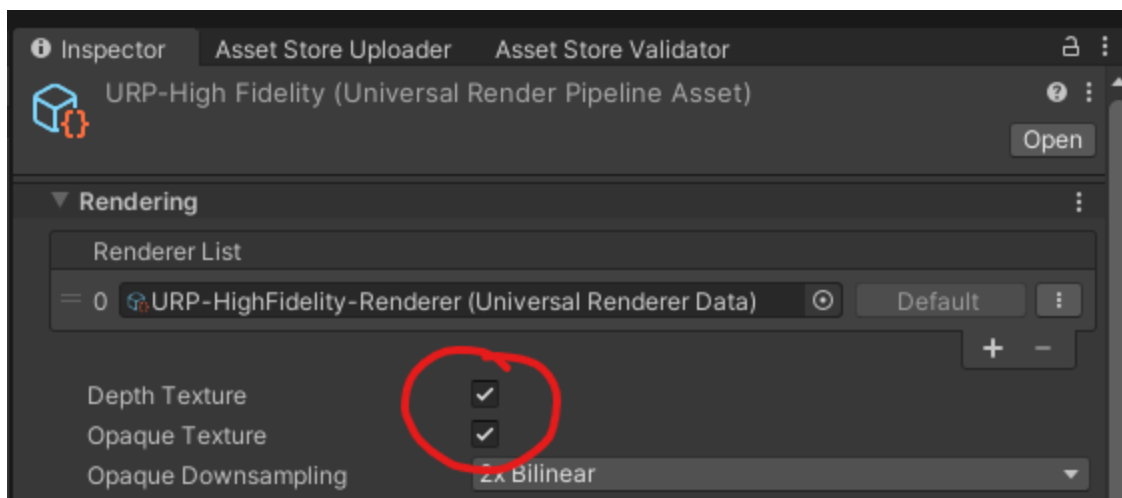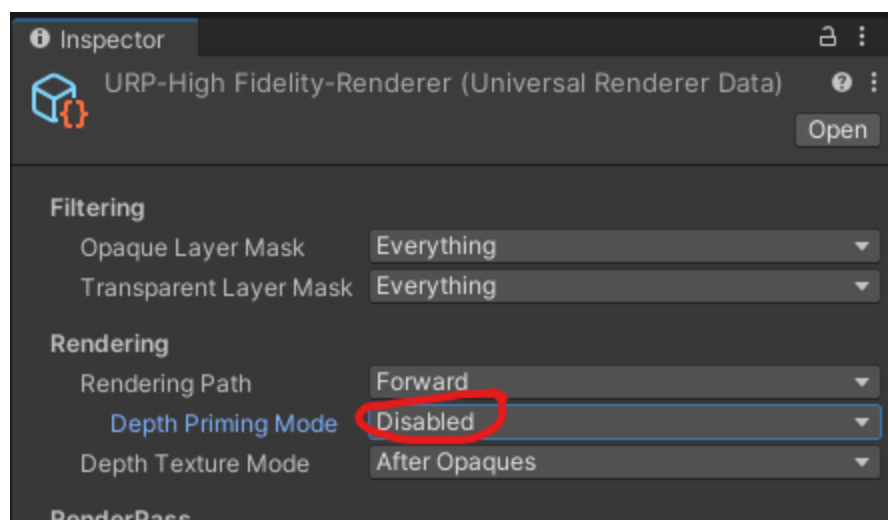Neko Legends
http://nekolegends.com

Overview

The Neko Legends Water Magic Shader can be used in various objects and characters for water-like effects. Simply set the material to the Water Magic Shader on a mesh to see the effects.

The demo scenes will not work unless the free [Shared Assets Demo](#) dependency is installed.
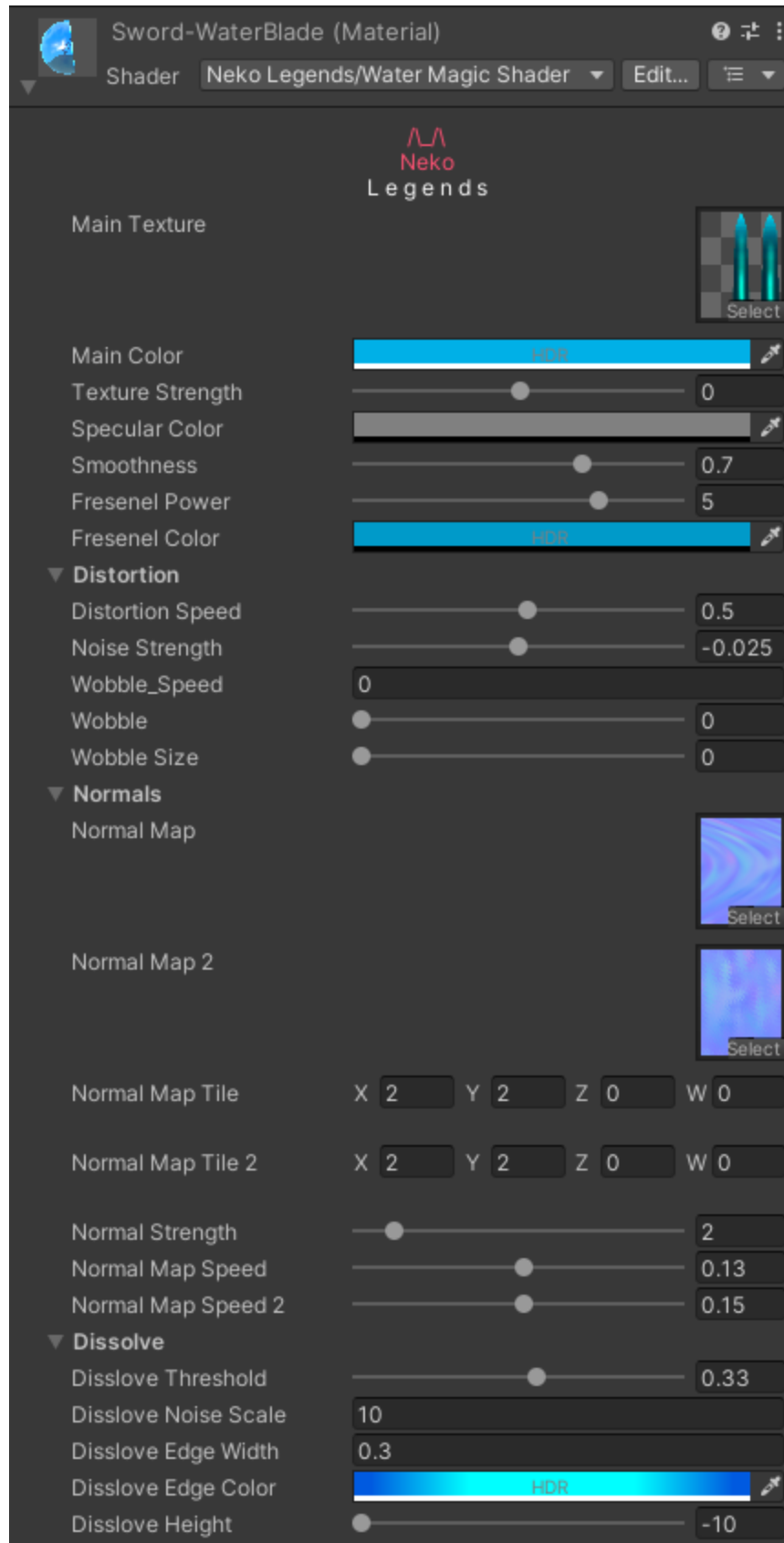
Tested on **Unity 2021.3.32f1**. And **Unity 2022.3.14f1**.

Shader Setup And Properties

I.   Works with forward and forward+ rendering. However on forward rendering, make sure the depth priming mode is set to *disabled*. Also Depth Texture and Opaque Texture needs to be enabled.

II.   The best way to learn about the shader properties and what they do is to play with the included demo.

Support

Need some help or have burning questions? Reach out to me at
support@nekolegends.com

And hey, if you're feeling extra awesome and want to support me on my journey, why not leave a review? Your feedback means the world to me and helps me continue to improve and develop amazing new features as well as more variety of characters!