

Stylized Cartoon Water Shader Documentation

1. We suggest using Linear color space which can be found from (Edit>Project>Settings>Players).
2. If you do not have post processing installed, we suggest install it from (Window>Package Manager). Click the All button and select "Post processing". After that, click the Install button.
3. Most PBR maps use the channels below.
Color Map with transparency in alpha channel.
Mixed Map with Metallic in R channel, Roughness in G channel and AO in B channel.
Normal Map(OpenGL)
Emissive Map
4. Here is the custom shader that we use in this package with Chinese translation.

