

Thanks for using HDRP-FreeWater!

Enjoy this freebie in your projects. You can use it on any project including commercial ones. Just don't redistribute as your own because you know...It's just rude and unprofessional at best :) An example scene is included but if you have any problems in the future, check if your material is set to "Transparent" mode and be sure to import proper packages of HDRP and Shader Graph.

Also, let's say it was my laziness while designing it but the shader requires the object to be really really small in Y axis to work properly cause otherwise, it'll look extremely glitchy.

If you like using this, please give a shot to my other cool HDRP assets as I worked really hard on them :) I'm also open to consider voucher requests to some limit.

<https://assetstore.unity.com/publishers/19358>

