

# A.U.R.W. URP EDITION

What's A.U.R.W.? .....	Pag 2
How to set-up? .....	Pag 3
How manage material values .....	pag 4
Shader Graph, how works? .....	Pag 5

## What's A.U.R.W. ?

A.U.R.W. It's a package for Unity Wich will be used for do games.

In this case may be used for do small games.

AURW it's an acronym:

A : ABKaspo

U: Ultra

R: Realistic

W: Water

This is the URP version. Now (using unity 2021.3) i cant use HDRP render beacuse my PC it's a potato with 32gb RAM but in the future I will buy a new graphic card 😊

But now you there's only URP version.

[AURW URP Version](#)

[ABKaspo Unity Asset Store Page](#)

[ABKaspo's YouTube Channel](#)

[Follow us on Instagram](#)

If you need help contact: [abkaspo@gmail.com](mailto:abkaspo@gmail.com)

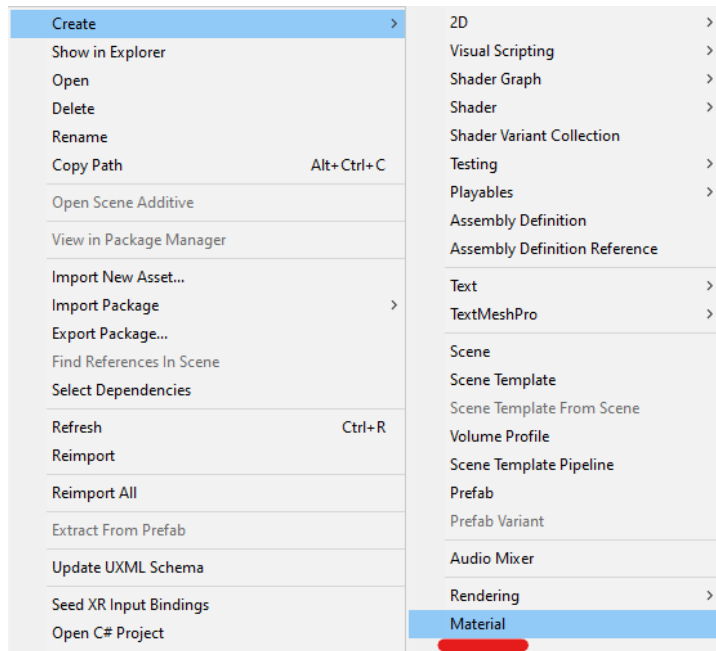


A.U.R.W.  
URP EDITION

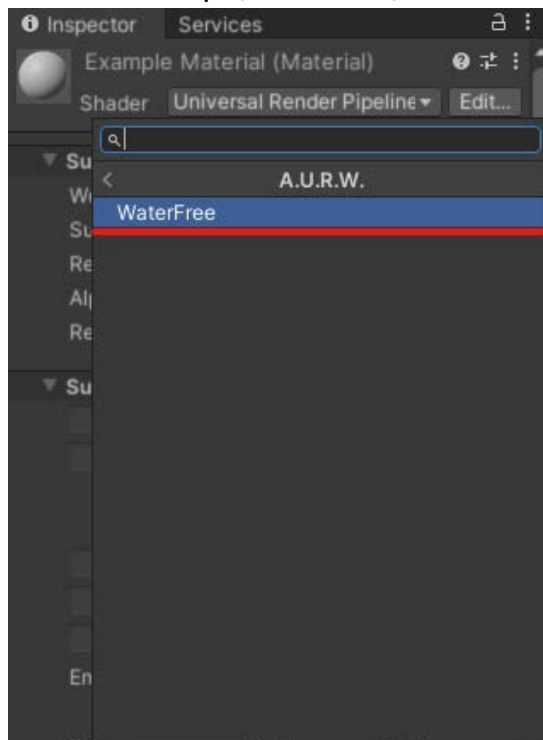
## How to set-up?

In the package there's a material example, you can use it, but if you want create a material by yourself you have to do:

### 1. Create a material



### 2. Select ABKaspo/A.U.R.W./WaterFree



And now you've the shader, but how manage the values?

## How manage the values?

There are some values divided by headers:

### 1 : Surface Settings:

1. Deep Water (color value)
2. Shallow Water (color value)
3. Smoothness (float)
4. Water Near (Color value)
5. Depth (float value)
6. Depth Strength (float value)
7. Foam Render (boolean value)
8. Foam Texture (boolean value)
9. Normal Mapping (boolean value)
10. Second Normal Render (boolean value)
11. Alpha (boolean value)
12. Fresnel Power (float value)

### 2 : Foam

1. Foam (Texture2D)
2. Foam Tiling (float value)
3. Foam X Animation (float value)
4. Foam Y Animation (float value)
5. Foam Speed (float value)

### 3 : Normal Mapping

1. First Normal (Texture2D)
2. Second Normal (Texture2D)
3. Foam Normal (Texture2D)
4. Normal Speed (float value)
5. Normal Tiling (float value)
6. Normal X Animation (float value)
7. Normal Y Animation (float value)
8. Normal Multiplier (float value)
9. Normal Strength (float value)

Now I'm explaining how work any values.

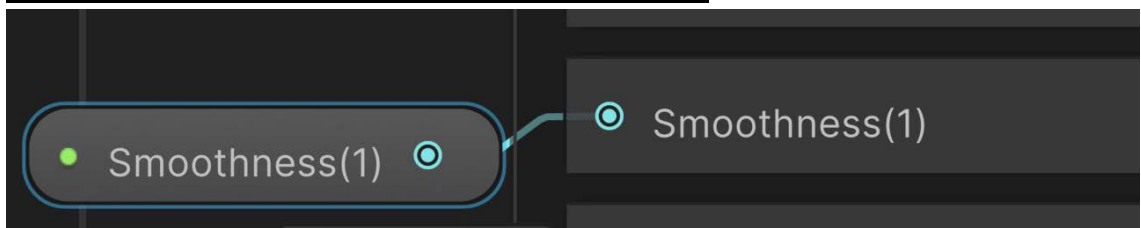
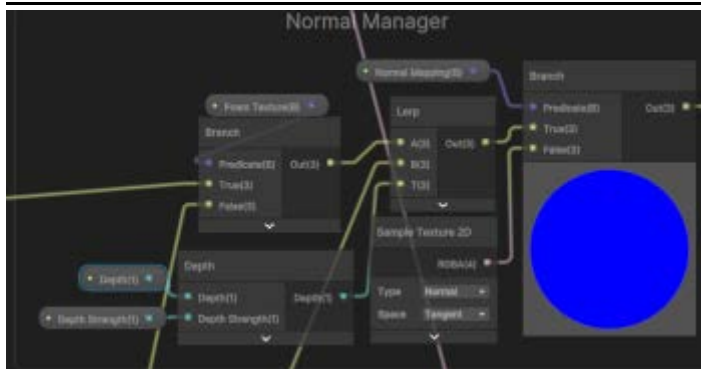
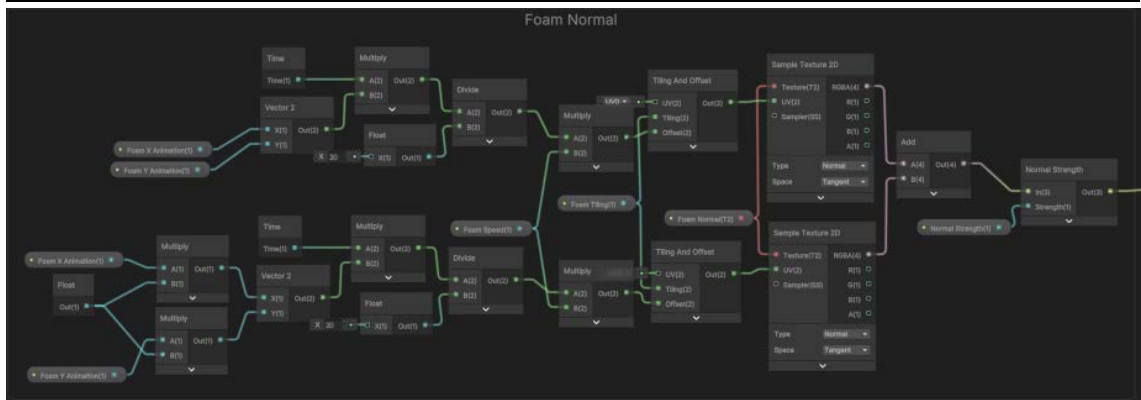
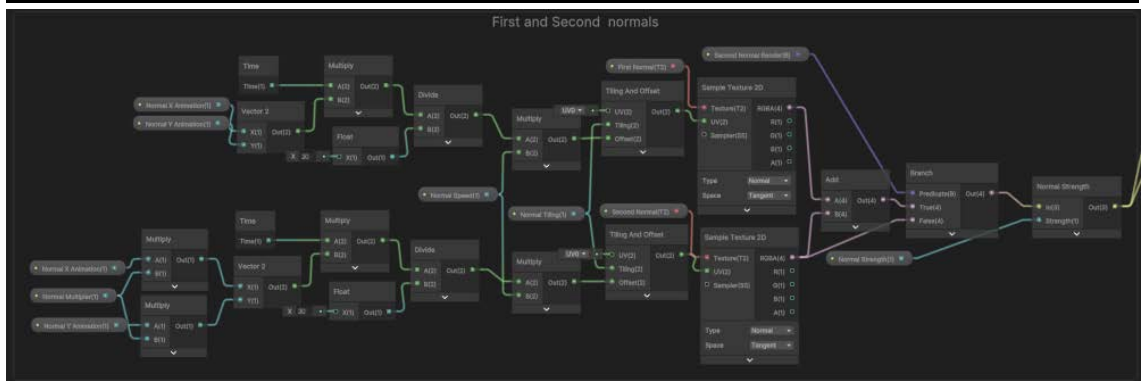
- 1.1 It's a color wich modifies a fresnel effect, the part black that is the far side
- 1.2 It's a color wich modifies a gradient, that is the foam color
- 1.3 This value modifies the smoothness of material, the value, more higher it's, the brighter it's
- 1.4 This color modifies the part withe of fresnel effect
- 1.5 This value modifies the distance of foam form coast
- 1.6 This value set the strength of the gradien wich i used to do the foam
- 1.7 This toggle set the render of the foam (includes the color and texture)
- 1.8 This toggle set the render of the foam texture (only the texture)
- 1.9 This toggle set the render of the normals textures (all normals)
- 1.10 This toggle set the render of the second normal
- 1.11 This toggle set the alpha of all colors

- 2.1 this texture set the foam
- 2.2 This value set the tiling of the foam (includes the foam normal)
- 2.3 This slider set the animation on X axis (direction)
- 2.4 This slider set the animation on Y axis (direction)
- 2.5 This set the speed of the animation of the foam (includes the foam normal)

- 3.1 This texture set the first normal
- 3.2 This texture set the second normal
- 3.3 This texture set the normal of the foam
- 3.4 This value set the speed of normals (only first and second normal)
- 3.5 This value set the tiling of normals (only first and second normal)
- 3.6 This value set the X animation of normals (only first and second normal)
- 3.7 This value set the Y animation of normals (only first and second normal)
- 3.8 This value set the speed multipler of second normal
- 3.9 This value set the strength of normals

## Shader Graph, How works?

**This is a technical specification, I only show pictures.**



# Alpha

