Thank you for purchasing the Stylized Water 2!

Please consider leaving a review at the store page **once you're familiar with it.**

This is a quickstart guide, the full documentation can be viewed here:
http://staggart.xyz/unity/stylized-water-2/sws-2-docs

If you're importing the asset without the URP 7.4.1+ installed, you will be prompted to do so, or update.

Before using the shader, ensure your project is in fact using the Universal Render Pipeline. Go to EDIT->PROJECT SETTINGS->GRAPHICS to check if a pipeline asset has been assigned (name may differ)
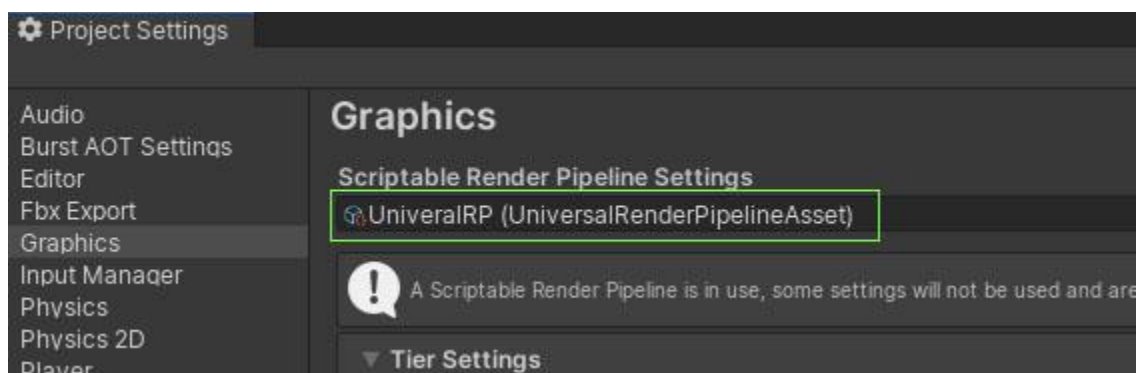

If this is not the case, materials will be pink, please refer to the URP documentation for setup instructions.

The sole requirement the shader has is that URP is configured to render a DEPTH TEXTURE. This is used by a variety of effects.

Should it be disabled, the depth and intersection effects fail to work. Building on Android with this disabled results in the water turning invisible. The OPAQUE TEXTURE is used for the refraction effect, and is required when it is enabled.

Double-click the pipeline asset and verify these options are enabled
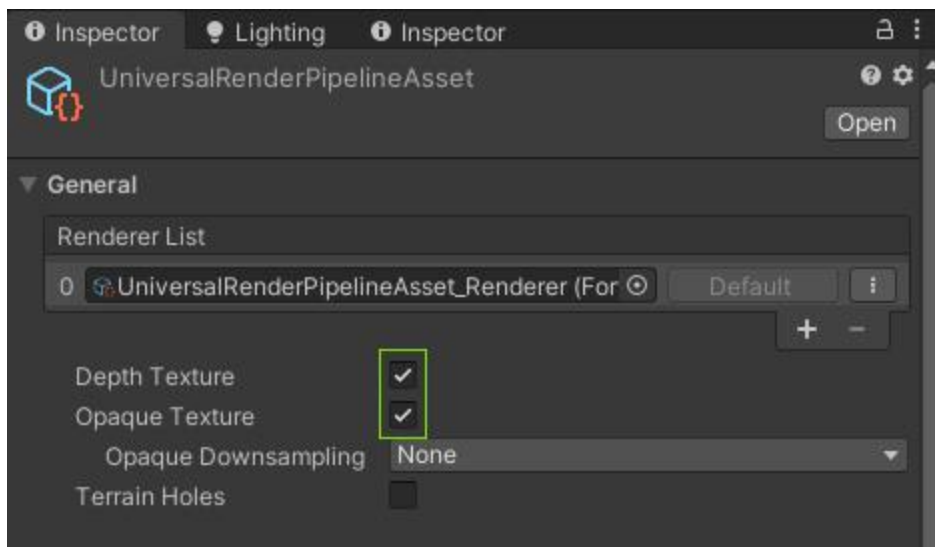
Should these options not be enabled, yet the shader is using features that require either one of them, a warning and quick-fix button will be displayed in the material UI:
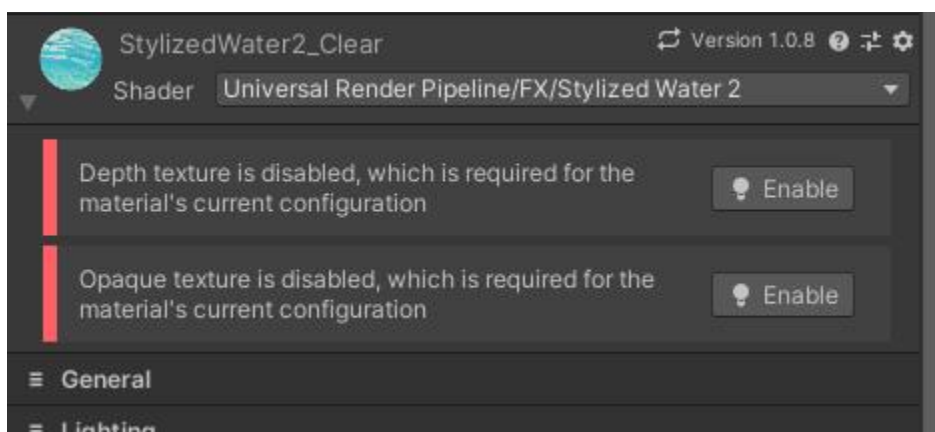
Note that each individual camera can override these settings. If the effects aren't visible in a specific scene, or for a specific camera. Verify that the options aren't set to "Off"
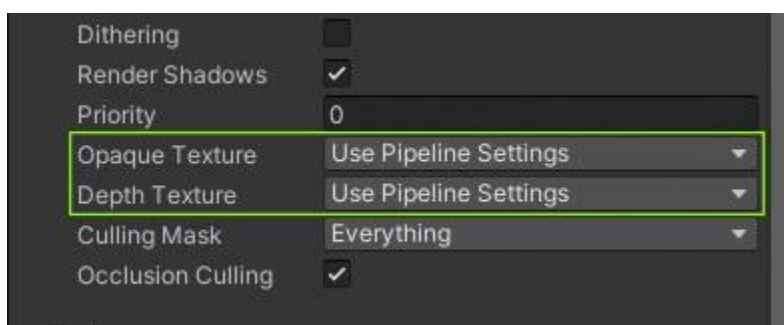
If you're using different pipeline settings, per quality level. Ensure these options are also enabled on them. Otherwise you may notice some water effects not working when building the project, and running the game on a lower quality scale.

Tip: you can double-click the assigned asset to open it in the inspector
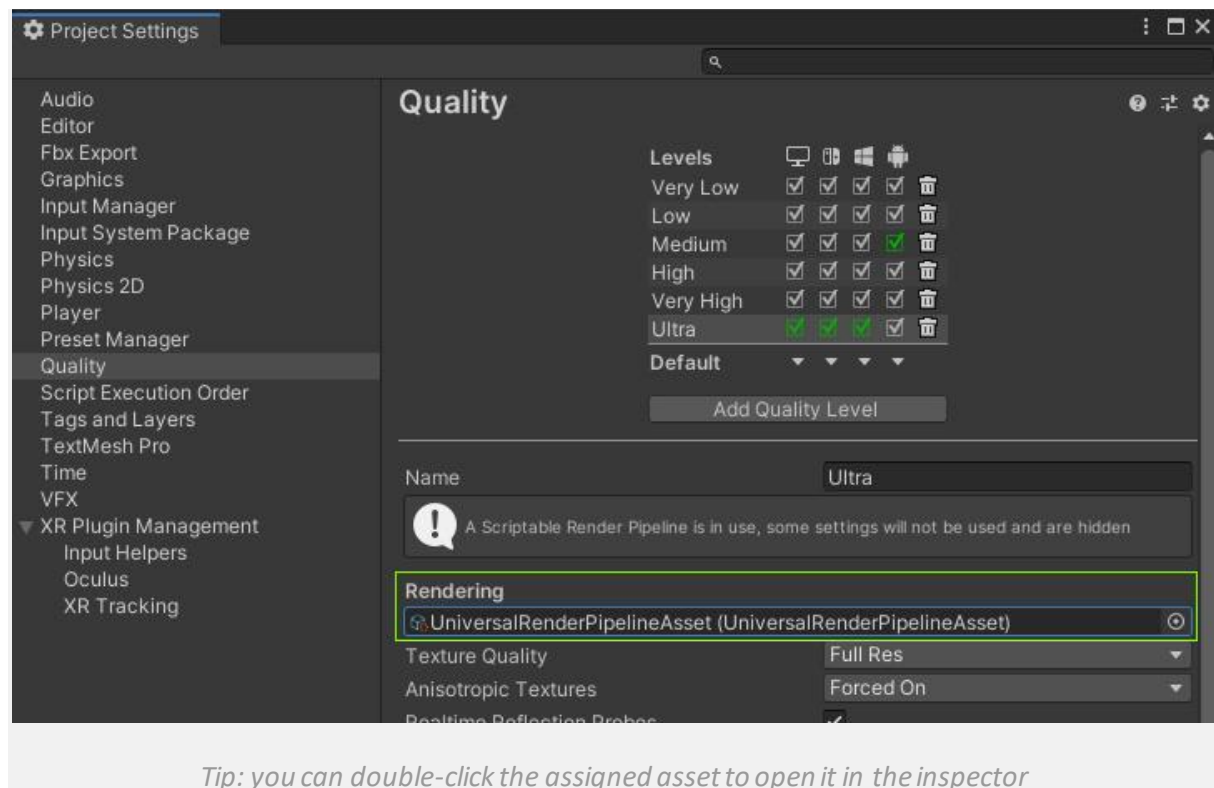
ADDING WATER TO YOUR SCENE

- Drag one of the prefabs found under *Assets/StylizedWater2/Prefabs/* into your scene.

- Adjust the material properties to your liking.

Alternatively:

- Create and assign a new material to your water mesh and assign a shader found under *Universal Render Pipeline/StylizedWater2*.

Every material has a tooltip that explains its function (if not obvious). Hover over it with the mouse to view a description.

It is advised to create your own materials, so your settings are not accidentally overridden when updating the package.

DIFFERENT WATER MATERIALS

If you'd like to have separate water bodies in your scene, each with a (slightly) different appearance, you will need to create a unique material instance for these meshes.

Create and assign a new material to your water mesh and assign the shader found under *Universal Render Pipeline/FX/StylizedWater2*. Or simply duplicate an existing water material.