URP 2D Water Manual

You can use this shader only in the Universal Rendering Pipeline.

Features:

- Optimized and mobile friendly
- Works on Universal Rendering Pipeline (URP)
- Works on all platforms (Mobile, PC, Console)
- Color customization. No texture needed
- Refraction and distortion effect
- Wave effect
- Buoyancy physics
- Bubbles effects
- All the effects are configurable

Before being able to use this shader you should setup the Universal Rendering Pipeline (URP) into your project or start an URP project in the Unity Hub. See the Unity URP Manual for more information.

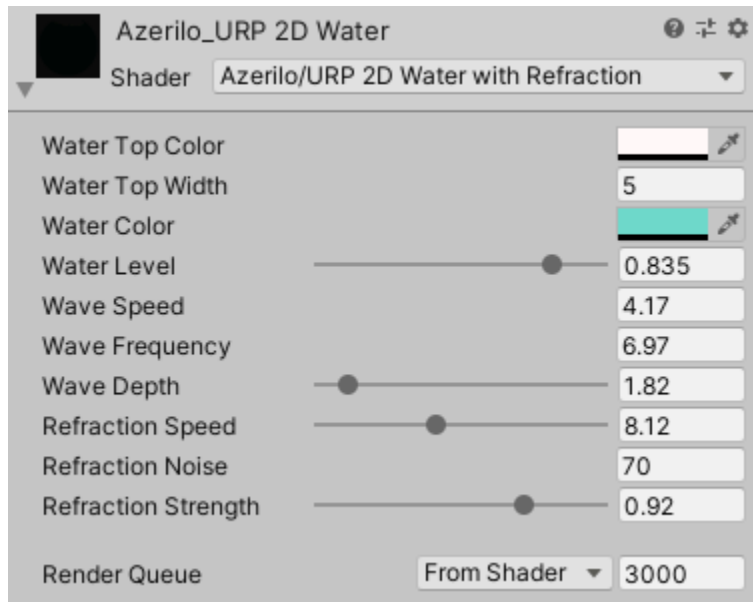Open the DemoScene file from the Scenes folder to see this shader in practice.

Before reading this manual watch the video below on YouTube:

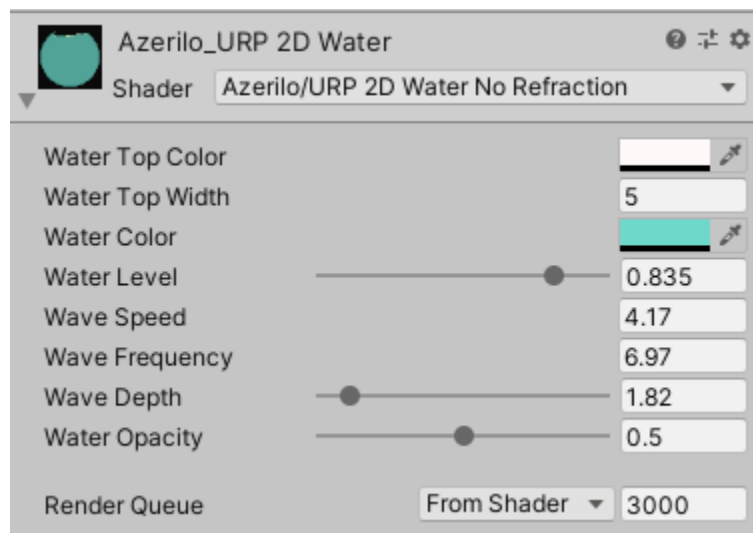URP 2D Water Video Tutorial

After importing the package you can make a new Water2D material from this shader.

You'll find two shader in the material editor:

- **Azerilo/URP 2D Water with Refraction**: Use this for full shader functionality.

Azerilo_URP 2D Water	
Shader	Azerilo/URP 2D Water with Refraction
Water Top Color	
Water Top Width	5
Water Color	
Water Level	0.835
Wave Speed	4.17
Wave Frequency	6.97
Wave Depth	1.82
Refraction Speed	8.12
Refraction Noise	70
Refraction Strength	0.92
Render Queue	From Shader 3000

- **Azerilo/URP 2D Water No Refraction**: Use this when you want to use the Unity Render 2D and 2D lighting features.

Azerilo_URP 2D Water	
Shader	Azerilo/URP 2D Water No Refraction
Water Top Color	
Water Top Width	5
Water Color	
Water Level	0.835
Wave Speed	4.17
Wave Frequency	6.97
Wave Depth	1.82
Water Opacity	0.5
Render Queue	From Shader 3000

You need to use the right size scale for your 2D objects to Unity Physics engine works correctly. Use 1 unit as 1 meter.

If you want your objects being visible in the water you need to use URP particle Unlit material for them. In the video above you can see the full instruction.

How to use it?

To make a 2D water you just need a quad and this material.

For Buoyancy physics you should add a Box Collider 2D and Buoyancy Effector 2D to the quad.
If your water is not transparent select your UniversalRP asset file and check the Opaque Texture checkbox.

If objects inside the water have bad quality, in the UniversalRP asset file from Opaque Downsampling section choose the None:
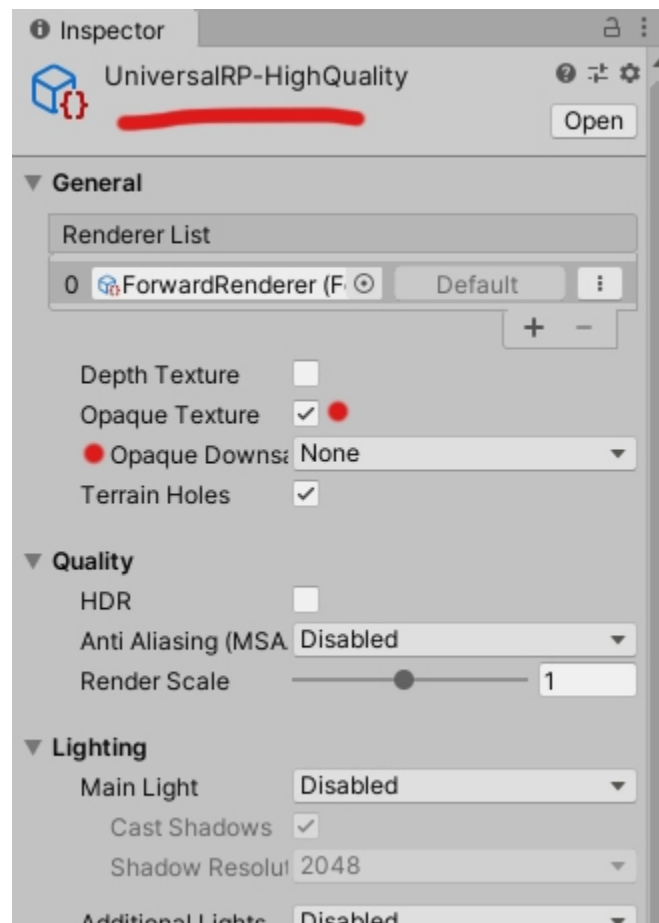
If you have any problem or question you can reach me at:
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