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This shader works **ONLY** in **URP!**

This shader works **ONLY** with terrain mesh that has smooth normals!

Compatible with Forward+.

Tested in Unity 2022.3.9f1 and 2022.3.14f1.

Note: Note: This water shader applies vertex displacement and color based on the mesh to which it is applied. This water shader is made to work **only** with a mesh that is not flat, has a high number of faces, and has smooth normals. The more faces a mesh has, the better the result will be. A default Unity plane will have very few faces and waves will appear pointy and “broken”.

HOW TO USE:

DEMO:

1. Open the “Demo” folder inside this Unity Package.
2. Drag and drop the “WaterDemo” prefab inside your scene.

YOUR TERRAIN:

1. Add your terrain to the scene.
2. Create a terrain child GameObject, name it "Water" (any name you prefer). Set its position to (0, 0, 0) and scale to (1, 1, 1).
3. Add a MeshFilter and MeshRenderer to the Water GameObject.
4. Copy the terrain mesh from the terrain to the Water GameObject (they must have the same mesh!)
5. Create a new "Water" material and set its shader to LazyToon/ToonWater.
6. Add the newly created 'Water' material to the 'Water' GameObject.
7. Adjust the "WaterHeight" in the material properties to match your preferred water height.
8. Modify “Water” material properties based on your preferences.