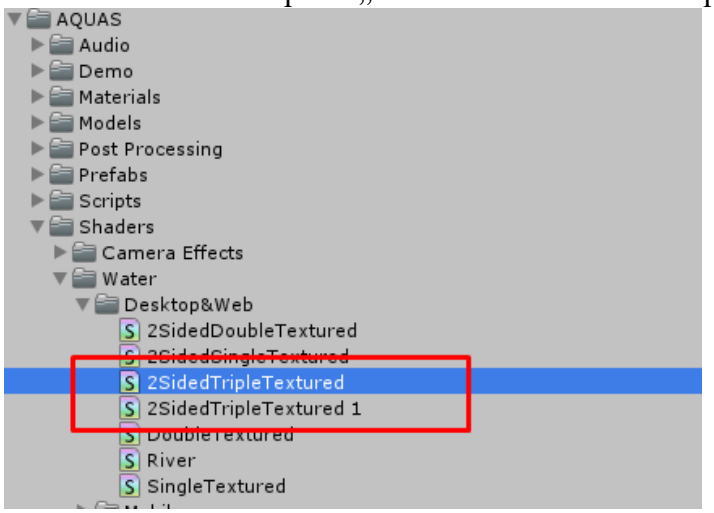
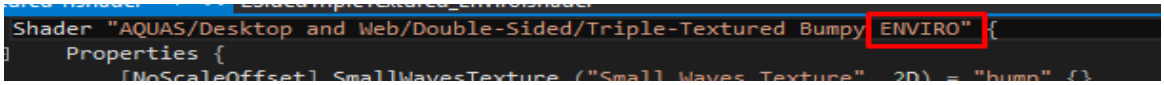
Enviro 2.0 with AQUAS 1.4.2

1. Create a copy of the AQUAS shader you want to use in your scene.

   Select the shader and press „CTRL + D“ to create a duplicate.



2. Open the duplicated shader by double-clicking it. After that we first want to change the name right at the top.



3. We now need to add the enviro fog include with our fog function and all needed variables.

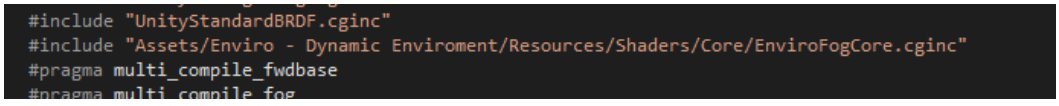
   Search for this line:

```
#include "UnityStandardBRDF.cginc"
```

   And add this line right under:

```
#include "Assets/Enviro - Dynamic Enviroment/Resources/Shaders/Core/EnviroFogCore.cginc"
```

   It should look like this now:



4. Now we need to add the „TransparentFog“ function to calculate fog and display our volume lighting texture.

   Search for this line:
   ```
   float3 finalColor = diffuse + specular;
   ```

   And add this line right under:
   ```
   float4 finalFogged = TransparentFog(float4(finalColor, 0), i.posWorld.rgb,
   i.screenPos.xy * 0.5 + 0.5, i.projPos.z);
   ```

   Now we only need to swap the finalColor for our finalFogged in this line:

   ```
   fixed4 finalRGBA = fixed4(lerp(sceneColor.rgb, finalColor, lerp(_multiplier1, 0.2,
   _UnderwaterMode)), 1);
   ```

   ```
   fixed4 finalRGBA = fixed4(lerp(sceneColor.rgb, finalFogged.rgb,lerp( _multiplier1,
   0.2, _UnderwaterMode )),1);
   ```

   You are done with coding now and you should save the shader now! Here how it should look:

   ```
   float3 finalColor = diffuse + specular;
   float4 finalFogged = TransparentFog(float4(finalColor, 0), i.posWorld.rgb, i.screenPos.xy * 0.5 + 0.5, i.projPos.z);

   fixed4 finalRGBA = fixed4(lerp(sceneColor.rgb, finalFogged.rgb,lerp( _multiplier1, 0.2, _UnderwaterMode )),1);
   ```

5. Now you only need to swap the shader in your AQUAS material to our modified one.