



# Waterfall Stylized Shader URP

2.5.2023

Version 1.2

---

Neko Legends

<http://nekolegends.com>

### Overview

This waterfall shader is ideal for both stylized and low-poly game environments. With easy customization options, you can adjust the colors, shine, foam, and wave patterns to your liking. What's more, it's interactive!

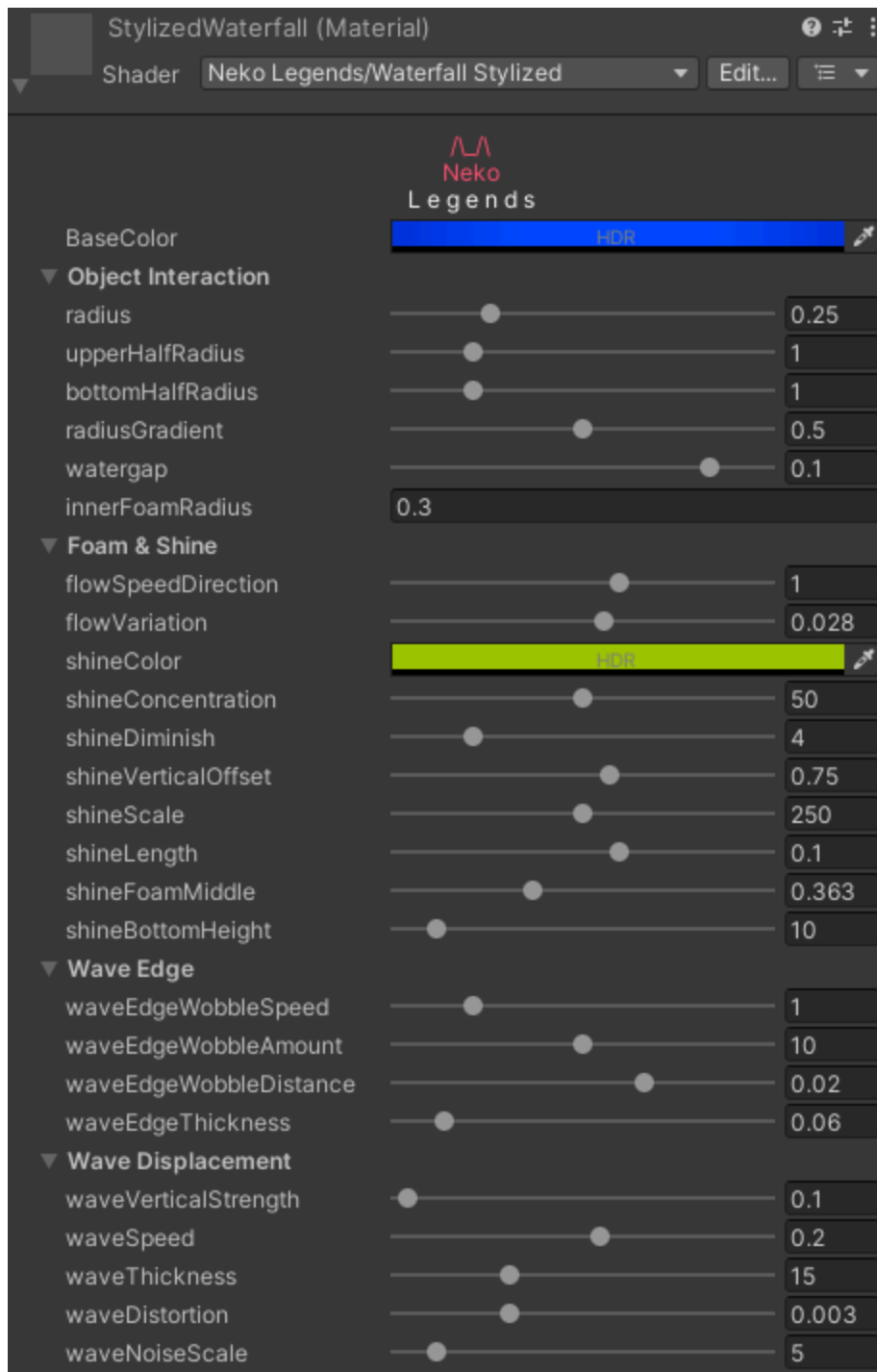
To enable interactions with the waterfall, simply attach the 'InteractorWaterfall' script to any game object. This allows the waterfall to dynamically open and close as the object moves through it. Currently, the shader supports interaction with one object at a time. For a live demonstration, check out our demo video.

Note: The demo scenes use the Neko Legends Cel Shader for background aesthetics, which complements the waterfall style. However, this is optional and not a requirement for using the waterfall shader.

Tested on **Unity 2021.3.34f1** and **Unity 2022.3.18f1**.

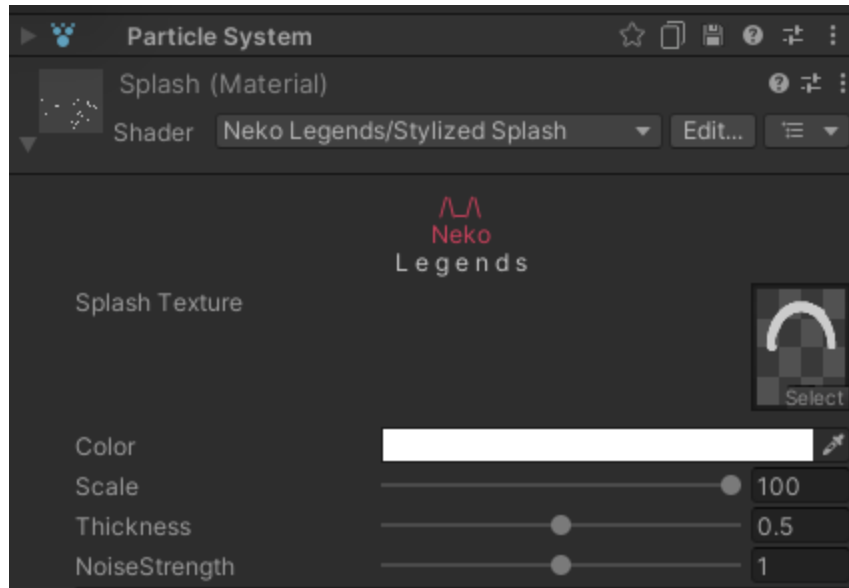
## Shader Properties

I. The best way to learn about the shader properties and what they do is to play with the included demo. The Neko Legends Waterfall Stylized is the main shader.

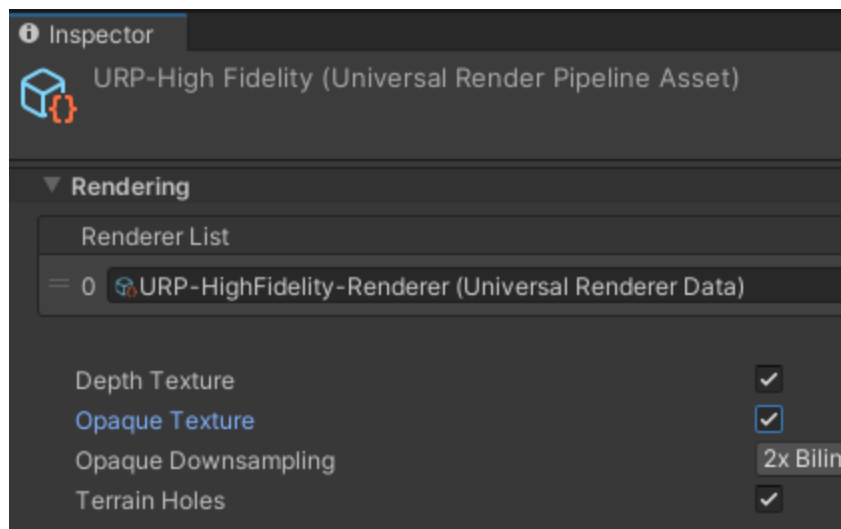


**Notes:** To prevent unwanted holes from showing up in various parts of the water due to the object interaction script on the player (such as rivers and ponds), simply set the radius to 0.

II. The second shader is a support shader for the customizable splashes that work with the Unity particle system. The demo includes prefab examples of five splashes: SplashSemiCircle, SplashSpiral, SplashZigZag, SplashHeartsStrong, SplashHeartsThin, SplashStars.



III. If the waterfall is not transparent, make sure that you're using the correct quality settings with **Depth** and **Opaque** Textures enabled.



## Support

Need some help or have burning questions? Reach out to me at [support@nekolegends.com](mailto:support@nekolegends.com)

And hey, if you're feeling extra awesome and want to support me on my journey, why not leave a review? Your feedback means the world to me and helps me continue to improve and develop amazing new features as well as more variety of characters!

