Please consult the full documentation here
[Quick-start - Water Caustics for URP (gitbook.io)](#)

Quick-start

Hit the ground running.

Import and Configuration

> ⊘ Before importing you should make sure that you have the **Universal RP** package installed in your project. More information about which versions are supported can be found on the ☐ **Compatibility** page.

Upon importing the asset from the store, you will be greeted by the support window. In the 'Configure' tab, click on the *Detect issues* button*.* This will check if everything is set up correctly in your project. If the support window does not open, you can open it by clicking *Tools > Water Caustics for URP > About and Support.*
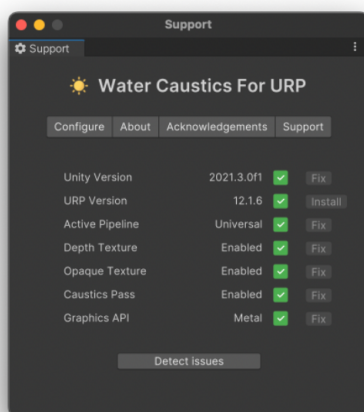
If you only see green check marks, you're good to go! If something is not set up correctly, a red or orange icon will appear. The following issues may need to be fixed.

Unity Version

Download a new Unity version. Check the ☐ **Compatibility** page for all the supported Unity versions.


URP Version

Download a new URP version through the package manager. Check the ☐ **Compatibility** page for all the supported versions. You can also use the *install* button to install the latest available URP version automatically through the package manager.


Active Renderer

Change the active renderer under *Edit > Project Settings > Graphics* by dragging in your *UniversalRenderPipelineAsset*. The *fix* button in the support window will open this menu for you.
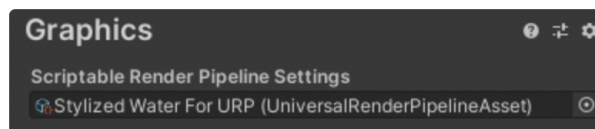

If you don't already have an *UniversalRenderPipelineAsset* in your project, you can find one under *Water Caustics for URP > Demos*

Depth/Opaque Texture

Select your *UniversalRenderPipelineAsset* and enable the depth/opaque texture toggles.
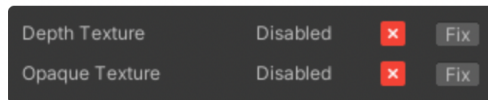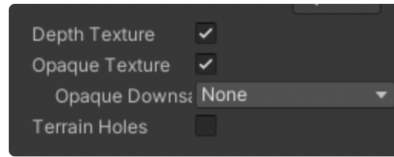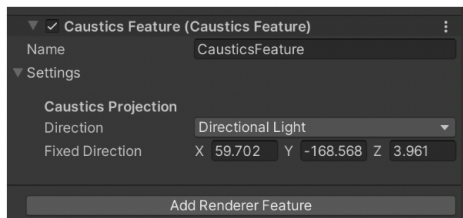

It is important to note that the camera component is able to override these settings. Make sure that you select 'Use Pipeline Settings'.
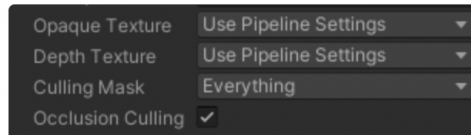

Caustics Pass

In order for the caustics projection to work correctly, the sunlight direction is written to the shader. This happens by using a custom pass. This pass should be added as a renderer feature to your active renderer.

Adding a Caustics Volume

Caustics can be created by using a caustics volume. You have *3* options to do this.

- Click on *GameObject > Effects > Caustics* Volume to add a caustics volume
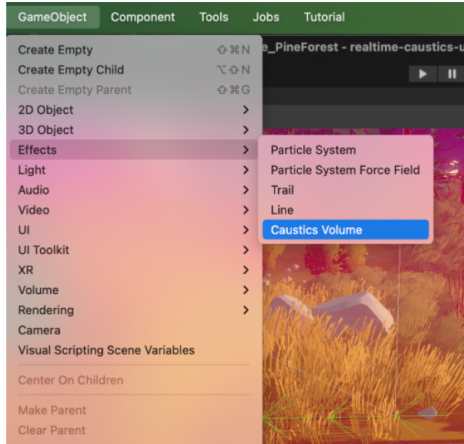
- Use the *Caustics Volume* prefab located under the *Water Caustics for URP > Prefabs* folder
- Add the caustics material to a cube mesh in your scene, this cube will now act as the caustics volume

The first option is the easiest one.

Material Editor

This asset comes with a nice and clean material editor to edit the properties of the caustics. This editor will simply show up in the material section in the inspector if you have the caustics volume selected. What each of these properties does, can be found in ▭ **Shader Properties** .