

Thank you for purchasing the Stylized Water 2!

Please consider leaving a review at [the store page](#) once you're familiar with it.

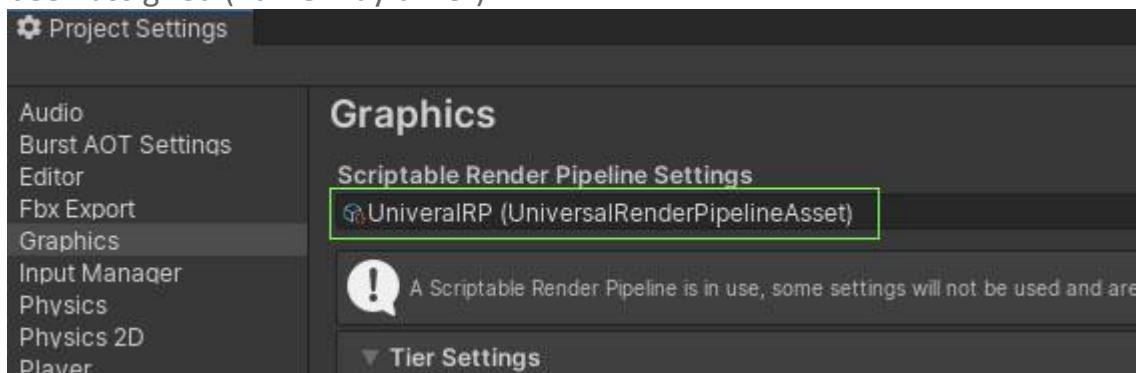
This is a quickstart, the full documentation can be viewed here:

<http://staggart.xyz/unity/stylized-water-2/sws-2-docs>

Initial project set up

If you're importing the package without the URP installed, you will be prompted to do so.

Before using the shader, ensure your project is in fact using the Universal Render Pipeline. Go to *Edit->Project Settings->Graphics* to check if a pipeline asset has been assigned (name may differ)



If this is not the case, please refer to the [URP documentation](#) for instructions. Should any URP setting need to change, a warning will be displayed in the material UI with a quick-fix button.

Adding water to your scene

- Drag one of the prefabs found under *Assets/StylizedWater2/Prefabs/* into your scene.
- Adjust the material properties to your liking.

Alternatively:

- Create and assign a new material to your water mesh and assign a shader found under *Universal Render Pipeline/StylizedWater2*.

Every material has a tooltip that explains its function (if not obvious). Hover over it with the mouse to view a description.

It is advised to create your own materials, so your settings are not accidentally overridden when updating the package.

Different water materials

If you'd like to have separate water bodies in your scene, each with a (slightly) different appearance, you will need to create a unique material instance for these meshes.

Create and assign a new material to your water mesh and assign the shader found under *Universal Render Pipeline/FX/StylizedWater2*.