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# What's A.U.R.W.?

A.U.R.W. is ABKaspo's Ultra Realistic Water (A.U.R.W.), a project which tries to help every indie developer. The free version "Easy Water" is only a very small part of the potential of this small project.

All by ABKaspo's Development Team & ABKaspo's Direction.

**Free Version:**

## How To Set-Up?

This version is very easy to set-up. Once downloaded the package, create a simple plane and add the material. But you must go to Edit -> Project Settings -> Graphics, and press right click the "Scriptable Render Pipeline Settings", then click properties. You should see a window, check if "Depth Texture" and "Opaque Texture" are on, if it doesn't turn on these.

If you find any error contact us:

[abkaspo@gmail.com](mailto:abkaspo@gmail.com)

## About Material Values

Most values are intuitive, but there are some that don't. "Tiling" and "False Displacement Tiling" are a powerhouse. We did this to do a smaller value. In settings category there are some boolean or toggles to help with a graphics settings system