AURW 4.1

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AURW

Introduction

Another Ultra Realistic Water (AURW) it's a solution for developers who needs to add water to their project quickly and efficiently.

Before continuing you need to check this documentation matches with the version of the package you installed in Unity.

Development status

Our packages still in development phase. If you are looking for a version compatible with other render pipeline, there's a table of published packages on the Unity Asset Store and their status.

AURW	Free	Lite	Pro
URP	✓	✓	✕
HDRP	✓	✕	✕
BIRP	✕	✕	✕

▮ Published
▮ Under Development
▮ Not Developed yet
▮ Not planned

If you have any troubles with our packages report it.

AURW is more than a package, is a big project. Starting from the free version, that is a small taste of my potential, with a lite version dedicated for low rendering power devices and finally the biggest power of AURW: the pro. All these versions are from the big family of AURW. Every "version" actually is a dedicated version. You can decide what's better for your project.

About

The Phantom Studios is a small developer that at the moment is developing water for the *Unity Engine.* Get all The Phantom Studios updates on:

- YouTube: Watch the latest trailers and developing update of our products!
- Website: You can find more about us, what we are working on and more! You can find the full documentation of AURW here!
- GitHub: Watch our project repositories, see how we are working and more!
- E-mail: For business or details about our products contact us at thephantomstudios.sprt@gmail.com (For troubles with our products go to our website)

AURW Free Version

This is the free version of AURW. Now only on *High Definition Render Pipeline* and *Universal Render Pipeline*. Both packages have the same content and there's no difference.

Start using AURW Free

Before start using AURW make you sure your project supports the respective render pipeline version. These both versions were developed and tested on Unity 6.0, older versions might not support the package at all and we are not giving support for older versions.

Once you have imported the package to your project you should be able to use the water with no problem. If you are on *Universal Render Pipeline*, make you sure you have activated the *Depth Texture* and *Opaque Texture* on you *Render Pipeline Asset.*
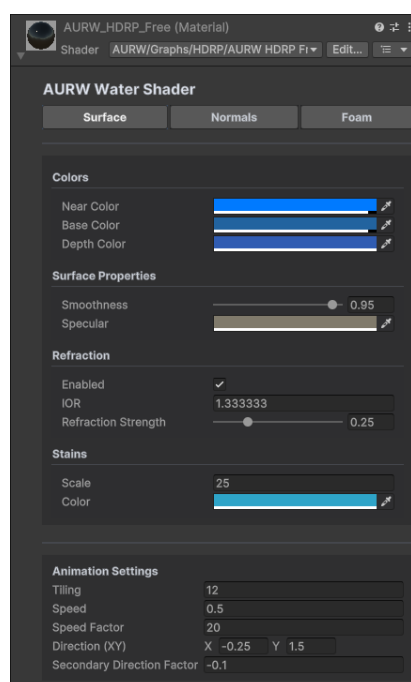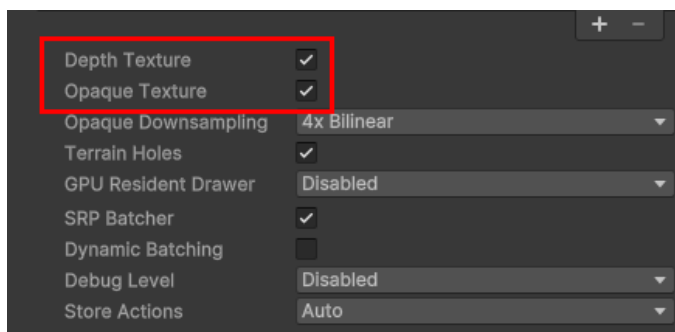
The structure of the package is designed to remove demo scene and keep the important files. On *"Phantom Studios/AURW/Demo"* path you can delete this folder and the package will work with no problem.

Use the shader with the material example on "*Phantom Studios/AURW/Material*" or making yours with the shader on "AURW/Graphs/AURW URP Free" or "AURW/Graphs/AURW HDRP Free", depending the render pipeline. You can notice that this material has a custom GUI, making it more intuitive to use. Divided on sections is more comfortable to read and use.

Main properties

If you created your own material, you can notice that colors make contrast so you can see which color modifies what. You can see that after the tabs section there are the animation settings. This shader uses the worlds UVs. The tilling value is the divider of 1, so bigger it is, smaller the texture will be. The speed factor propriety is a fix for the speed, using directly time would be really faster. Is recommended to use it on 10 or 20. But the speed value is how speed you want to be after the factor fix. This way is more comfortable to use values like 1 or really small values. The direction is a vector 2 that moves the texture depending on the value on the axis. The secondary Direction Factor is the way you want to the second texture move, usually faster than the main map, or opposite value. In normal strength section you can see that the big normal has a custom scale, based on the tilling of the textures.

Refraction

The refraction is rendered from a distorted UVs and applying them to the scene color texture. You can enable or disable this effect. The IOR is the Index Of Refraction, it usually is 1.333 but you can change it. The refraction effect uses another normal strength, you can decide the value of the normals used to refraction with the Refraction Strength.

Foam rendering

The foam is rendering is pretty complex, it comes from a Perlin noise texture. You can change the noise scale and the speed of it, it has his own tilling fix, making the texture bigger. You can change the seed but actually you can leave it on 0.

Advanced Foam	
Scale	17
Speed	5
Tiling Fix	1.6
Seed	50