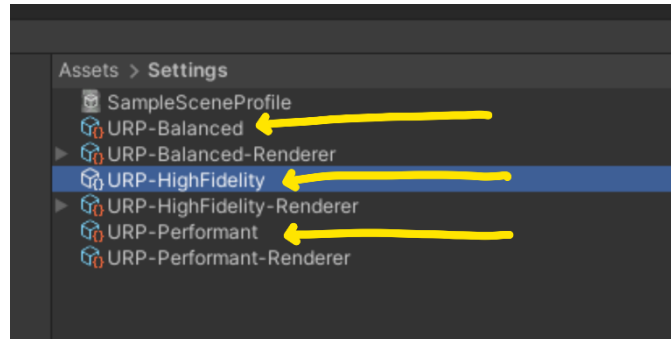


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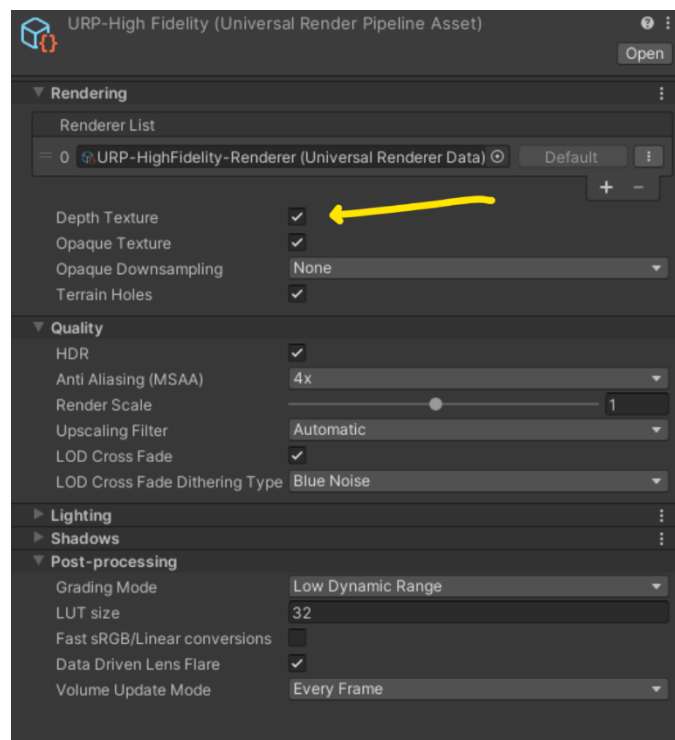
## **\*\*VERY IMPORTANT: ENABLE CERTAIN OPTIONS IN THE RENDER PIPELINE\*\***

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Select the "Settings" folder in our Project, and within it, we will find the various URP variables.  
Attached is a photo.



Select the one you'll be using and enable the "Depth Texture" option with a click, then save the changes.



You should now see the "WATER" and "WATER 2" shader effects correctly.

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## **CONTACT**

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For any questions, send me an email and I will respond as soon as possible

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