Water_WS_Master_PC_Ultra

Light Vector Mask

Light Mask Radius – Controls the size of the fresnel mask where the sub-surface scatter effect takes place.
Light Mask Verticality – Manual Adjustment for the vertical direction of the sub-surface scatter
Near Camera Fade – Fades out the sub-surface scatter effect near the camera for better visuals

Refraction

Refraction Distance Blend – Refraction effect distance from camera

Refraction Strength – Amount of refraction near the camera

Tessellation

Displacement Clamp – Flattens out wave displacement away from the camera (can remove some artefacts when using the infinite sea mesh and blueprint.

Displacement Distance – Distance at which the Displacement Clamp takes effect

Tessellation Distance – Distance at which tessellation take effect

Tessellation Falloff – Blends between tessellated and non-tessellated geometry

Tessellation Quality – Amount of tessellation triangles.

Water Color

Sub-Surface Color – Color of the sub-surface scatter effect

Water Deep Color – Color of water in deep areas

Water Shallows Color – Color of water in shallow areas

Water Tint – Overall control of water color

Water Depth Level – Depth at which the “Water Deep Color” will take effect

Color Depth Blend – Sharpness of the color transition between deep and shallow

Wave Normals

Mip Enable – Enable engine default mip texture compression

Mip Wave Smoothness – manually adjust smoothness of wave texture via Mip values
*only available when “Mip Enable” is disabled

Wave Normal Speed – Normal texture speed

Wave Normal Strength – Normal texture strength

Wave Normal Tile – Normal texture tile

Scalar Parameter Values

Metallic – Metalness of the water surface

Roughness – Surface Roughness of water

Specular – Water Surface Specularity

Surface Object Blend – Depth Fade near intersecting geometry

Opacity – Water transparency value

Water_WS_Master_PC_High

Light Vector Mask

Light Mask Radius – Controls the size of the fresnel mask where the sub-surface scatter effect takes place.
Light Mask Verticality – Manual Adjustment for the vertical direction of the sub-surface scatter
Near Camera Fade – Fades out the sub-surface scatter effect near the camera for better visuals

Refraction

Refraction Distance Blend – Refraction effect distance from camera

Refraction Strength – Amount of refraction near the camera

Tessellation

Displacement Clamp – Flattens out wave displacement away from the camera (can remove some artefacts when using the infinite sea mesh and blueprint.

Displacement Distance – Distance at which the Displacement Clamp takes effect

Tessellation Distance – Distance at which tessellation take effect

Tessellation Falloff – Blends between tessellated and non-tessellated geometry

Tessellation Quality – Amount of tessellation triangles.

Water Color

Sub-Surface Color – Color of the sub-surface scatter effect

Water Deep Color – Color of water in deep areas

Water Shallows Color – Color of water in shallow areas

Water Tint – Overall control of water color

Wave Normals

Wave Normal Speed – Normal texture speed

Wave Normal Strength – Normal texture strength

Wave Normal Tile – Normal texture tile

Scalar Parameter Values

Metallic – Metalness of the water surface

Roughness – Surface Roughness of water

Specular – Water Surface Specularity

Surface Object Blend – Depth Fade near intersecting geometry

Opacity – Water transparency value

Water_WS_Master_PC_Mid

Cube Map

Cubemap Saturation – Color saturation of the cubemap texture used

Cube Map – Cubemap Texture to be used for reflection

Light Vector Mask

Light Mask Radius – Controls the size of the fresnel mask where the sub-surface scatter effect takes place.
Light Mask Verticality – Manual Adjustment for the vertical direction of the sub-surface scatter
Near Camera Fade – Fades out the sub-surface scatter effect near the camera for better visuals

Refraction

Refraction Distance Blend – Refraction effect distance from camera

Refraction Strength – Amount of refraction near the camera

Tessellation

Displacement Clamp – Flattens out wave displacement away from the camera (can remove some artefacts when using the infinite sea mesh and blueprint.

Displacement Distance – Distance at which the Displacement Clamp takes effect

Tessellation Distance – Distance at which tessellation take effect

Tessellation Falloff – Blends between tessellated and non-tessellated geometry

Tessellation Quality – Amount of tessellation triangles.

Water Color

Color Depth Transition – Blends Water Deep and Water Surface Color

Sub-Surface Color – Color of the sub-surface scatter effect

Surface Color Tint – Overall control of water color

Water Deep Color – Color of water in deep areas

Water Depth Offset - Depth at which the “Water Deep Color” will take effect

Water Surface Color – Color of shallow areas

Wave Normals

Wave Normal Speed – Normal texture speed

Wave Normal Strength – Normal texture strength

Wave Normal Tile – Normal texture tile

Scalar Parameter Values

Surface Object Blend – Depth Fade near intersecting geometry

Water_WS_Master_PC_Low

Light Vector Mask

Light Mask Radius – Controls the size of the fresnel mask where the sub-surface scatter effect takes place.
Light Mask Verticality – Manual Adjustment for the vertical direction of the sub-surface scatter
Near Camera Fade – Fades out the sub-surface scatter effect near the camera for better visuals

Tessellation

Displacement Clamp – Flattens out wave displacement away from the camera (can remove some artefacts when using the infinite sea mesh and blueprint.

Displacement Distance – Distance at which the Displacement Clamp takes effect

Tessellation Distance – Distance at which tessellation take effect

Tessellation Falloff – Blends between tessellated and non-tessellated geometry

Tessellation Quality – Amount of tessellation triangles.

Water Color

Sub-Surface Color – Color of the sub-surface scatter effect

Surface Color Tint – Overall control of water color

Wave Normals

Wave Normal Speed – Normal texture speed

Wave Normal Strength – Normal texture strength

Wave Normal Tile – Normal texture tile

Scalar Parameter Values

Metallic – Metalness of the water surface

Roughness – Surface Roughness of water

Specular – Water Surface Specularity

PP_HQ_CD_Final

Blur Controls

Blur Amount – Amount of blur applied to the scene

Blur Quality – Number of blur passes

Color Correction

"Deep Water" Blend – Darker deep water color blend
"Deep Water" Start – Darker deep water color height
"Shallow Water" Blend – Brighter shallow water color blend
"Shallow Water" Start – Brighter shallow water color blend
"Shallow Water" Strength – Shallow water brightness
Color Blend – Underwater Color
Contrast – Underwater contrast
Color Brightness – Underwater Brightness
Waterline – Color of the waterline

Final Adjustments

Brightness – Final brightness adjustments for the entire shader
Saturation – Final saturations adjustments for the entire shader

Fog

Clear Color Amount – Near Camera Color Correction fade amount
Clear Color Distance – Near Camera Color Correction fade distance
Clear Fog Blend – Blend of height at which to remove fog above the camera
Clear Fog Height – Height at which to remove fog above the camera
Fog Blend – Fog underwater blend
Fog Distance – Fog distance

Ray Settings

Camera Speed Offset – Ray offset due to camera movement
Ray Color – Color of god rays
Ray Fade – God ray blend
Ray Height Max – God ray max height
Ray Height Min – God ray min height
Ray Tile – Gory ray texture tile

Static Switch Parameter Values

Apply Standalone Fix – Enable this to eliminate artefacts in windowed standalone builds and final packaged versions. Due to the fact that the UE Editor uses a different viewport scaling set-up to a standalone build it is better to disable this while working in the Editor and use the default "Screen Percentage Offset" in the Parameter Collection to combat artefacts and only enable it for a final build.

Underwater Mask

Underwater Height – Underwater mask offset
Underwater Blend – Underwater mask blend

Waterline

Line Blur Amount – Waterline blur strength
Line Height – Waterline height
Line Thickness – Waterline thickness
Water Blur Height – Waterline blur height offset
Water Blur Sharpness – Waterline blur mask blend

Scalar Parameter Values

VFX Depth Offset – Offset all depth dependent values, useful if changing the original water level

Caustics_D_Mat

Color

Ambient Occlusion Strength – Masks out caustics in occluded areas

Color – Caustics color tint

Highlight Strength – Caustics brightness boost

Distortion

Distortion Amount G – Distortion strength on the Y axis

Distortion Amount R – Distortion strength on the X axis

Distortion Tile – Distortion pattern tile

Texture

Texture Fade Speed – Interpolation rate between caustics textures

Tile – Caustics texture tile

Wave Speed – Caustics speed

Undrewater_WS_Master_PC_High

Chromatic Aberration

Blueshift
Greenshift - Chromatic Aberration adjustments of the refracted color channels from above.
Redshift

Color

Color Overlay – Color of underwater surface

Depth Cull FX

Cull Blend -
Cull Distance - Distance at which some effects will be faded out ie. in extreme depths
Cull Strength -

Static Switch Parameter Values

Apply Standalone Fix – Enable this to eliminate artefacts in windowed standalone builds and final packaged versions. Due to the fact that the UE Editor uses a different viewport scaling set-up to a standalone build it is better to disable this while working in the Editor and use the default “Screen Percentage Offset” in the Parameter Collection to combat artefacts and only enable it for a final build.

Tessellation

Tessellation Distance – Distance where geometry is tessellated
Tessellation Falloff – Blends transition between tessellated and regular geometry
Tessellation Quality – Number of tessellation triangles

Texture Detail

Detail Brightness Boost – Brightness increase of detail texture used
Detail Distance – Distance at which detail texture is shown
Detail Distance Blend – Bends between textured and non-textured geometry
Detail Texture – Texture used to add detail
Detail Tile – Texture tile

Transparency

Opacity – Visibility of environment above the water
Surface Brightness Boost – Brightness boost for environment above the water

Waves Normal

Wave Normal Strength – Strength of normal texture
Wave Normal Tile – Tile of normal texture

Scalar Parameter Values

Metallic – Metalness of underwater surface
Refraction – Refraction of environment above the water
Roughness – Roughness of underwater surface
Waterplane Height Adjust – Height control over mesh using the material via the material

Undrewater_WS_Master_PC_Mid

Chromatic Aberration

Blueshift
Greenshift - Chromatic Aberration adjustments of the refracted color channels from above.
Redshift

Color

Color Overlay – Color of underwater surface

Depth Cull FX

Cull Blend -
Cull Distance - Distance at which some effects will be faded out ie. in extreme depths
Cull Strength -

Static Switch Parameter Values

Apply Standalone Fix – Enable this to eliminate artefacts in windowed standalone builds and final packaged versions. Due to the fact that the UE Editor uses a different viewport scaling set-up to a standalone build it is better to disable this while working in the Editor and use the default “Screen Percentage Offset” in the Parameter Collection to combat artefacts and only enable it for a final build.

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Transparency

Opacity – Visibility of environment above the water
Surface Brightness Boost – Brightness boost for environment above the water

Waves Normal

Wave Normal Strength – Strength of normal texture
Wave Normal Tile – Tile of normal texture

Scalar Parameter Values

Refraction – Refraction of environment above the water
Waterplane Height Adjust – Height control over mesh using the material via the material

Undrewater_WS_Master_PC_Low

Color

Color Overlay – Color of underwater surface

Static Switch Parameter Values

Apply Standalone Fix – Enable this to eliminate artefacts in windowed standalone builds and final packaged versions. Due to the fact that the UE Editor uses a different viewport scaling set-up to a standalone build it is better to disable this while working in the Editor and use the default “Screen Percentage Offset” in the Parameter Collection to combat artefacts and only enable it for a final build.

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