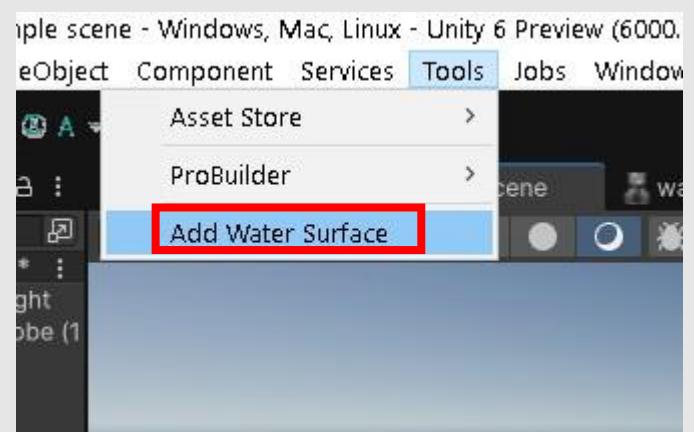


# Document

## 1. How to add water surface

Go to toolbar/Tools/Add Water Surface.

The water surface will place on the position the editor is.



## 2. Add reflection probe.

With reflection probe



Without reflection probe



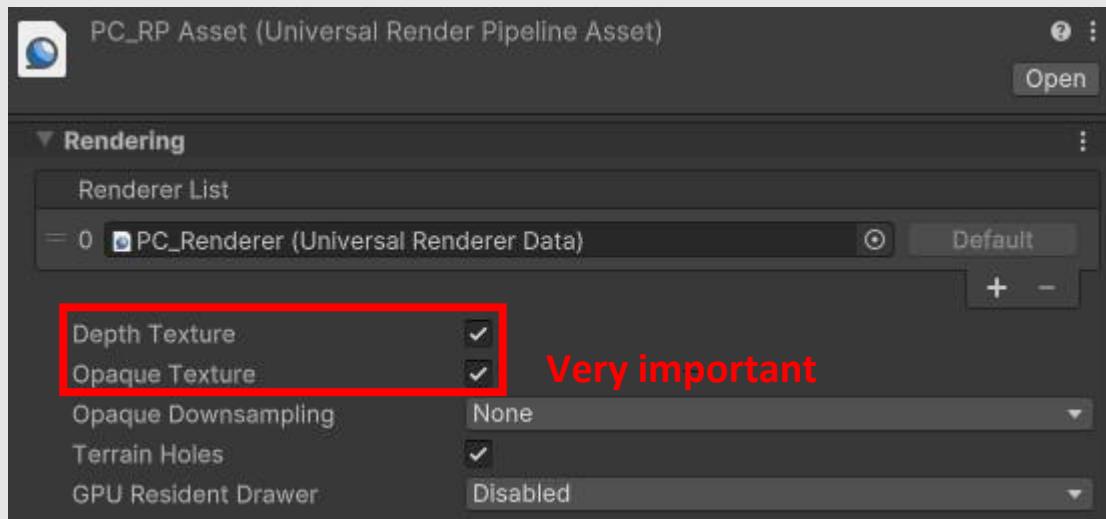
Adding the reflection probe is really important to make the water looks realistic

### 3. Enable the Depth and Opaque Texture.

Go to Assets/Settings/PC\_RP Asset (Universal Render Data)

And enable the Depth Texture and the Opaque texture.

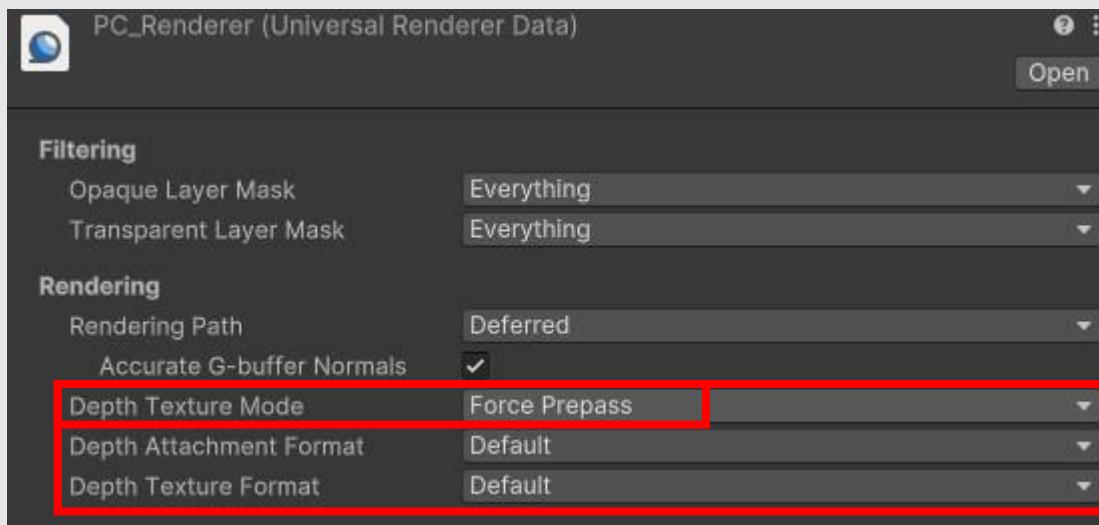
Set the Opaque downsampling to none for better under water look



## 4. Depth Texture mode (important).

**Go to Assets/Settings/PC\_Renderer (Universal Render Data)**  
**And set the Depth Texture Mode to Force prepass.**

(this allows for under water visibility in the both game scene and editor).



For more information connect us with e-mail  
[ahmedhouididev@gmail.com](mailto:ahmedhouididev@gmail.com)