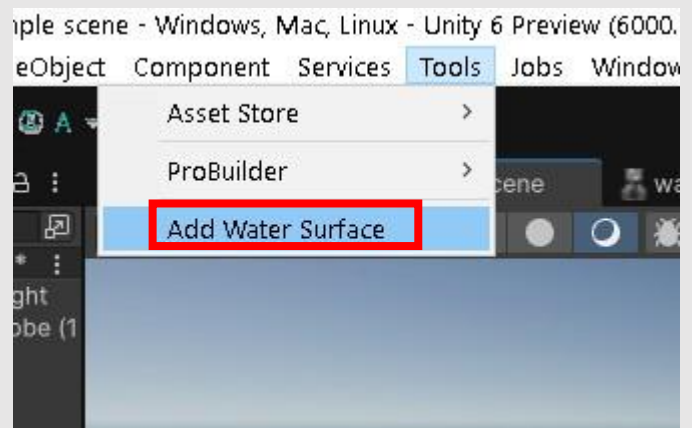


Document

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



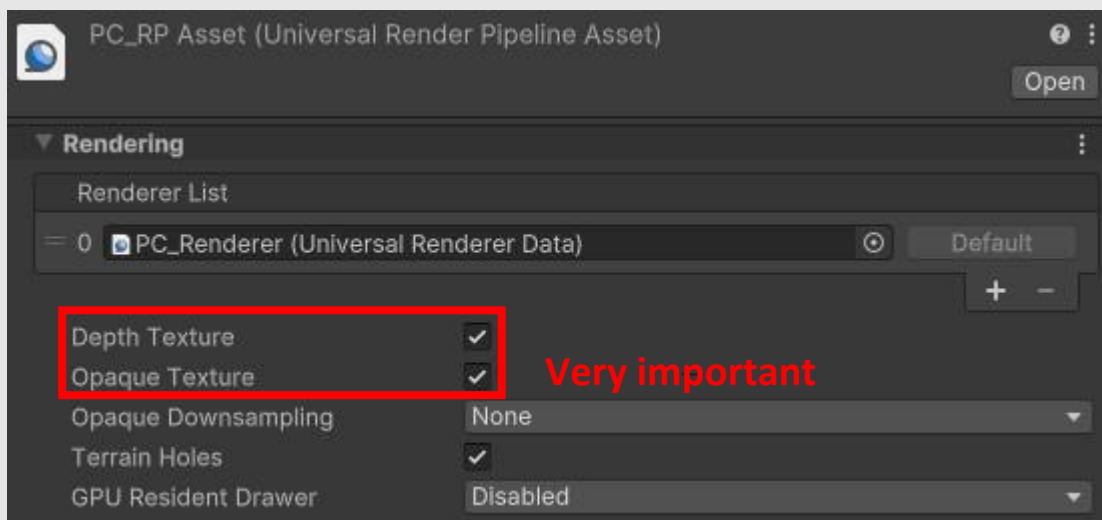
Adding the reflection probe is really important to make the water looks realistic

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

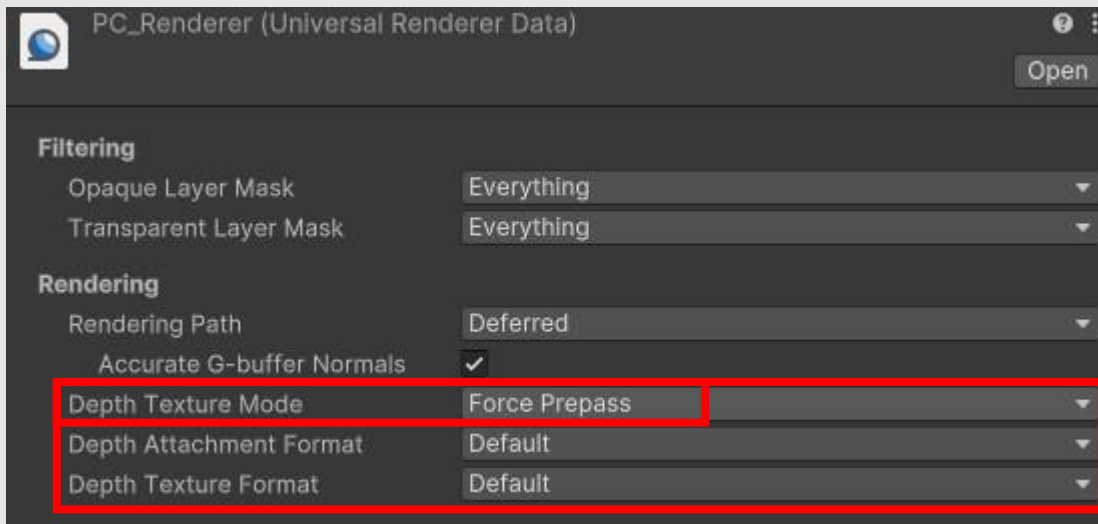


4. Depth Texture mode (important).

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).



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