

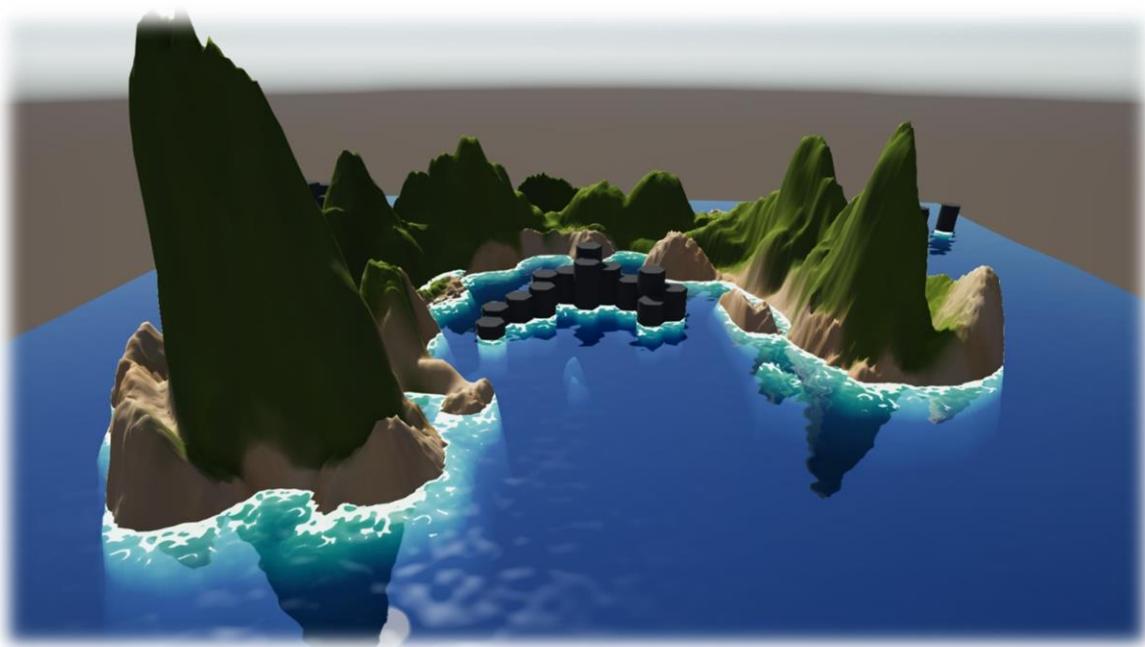


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# NICE WATER SHADER

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Manual



Thank you for purchasing Nice Water Shader!!

If you have time, consider rating the package on the asset store.

At the moment, the only Render Pipelines available are StandardRP and UniversalRP.

## First Steps for Standard Render Pipeline

1. Import the Unity Package.
2. Create and put a material to the water mesh you have made, and on material shader select one under “VaxKun/...”.  
**2.1. IN CASE OF USING MOBILE SHADER PUT THE “EnableCameraDepthInForward” SCRIPT ON THE CAMERA**
3. Feel free to change the material properties to get your desired water.

## First Steps for Custom Render Pipelines (URP,HDRP,LWRP...)

1. Import the Unity Package.
2. Under “NiceWater/RenderPipelines/..”, extract your Render Pipeline package by double clicking it (it’s a .unitypackage)
3. Create and put a material to the water mesh you have made, and on material shader select one under “VaxKun/URP/...”.
4. Feel free to change the material properties to get your desired water.

## Properties

The screenshot shows a software interface for a 'Water' effect. At the top left is a checkbox labeled 'Use Custom Inspector' with a checked state. Below it is a preview window showing a blue water surface with ripples. The title 'Nice Water' is centered below the preview.

A warning message in a yellow box states: 'Warning! High values on Tesselation may cause your machine goes slow.'

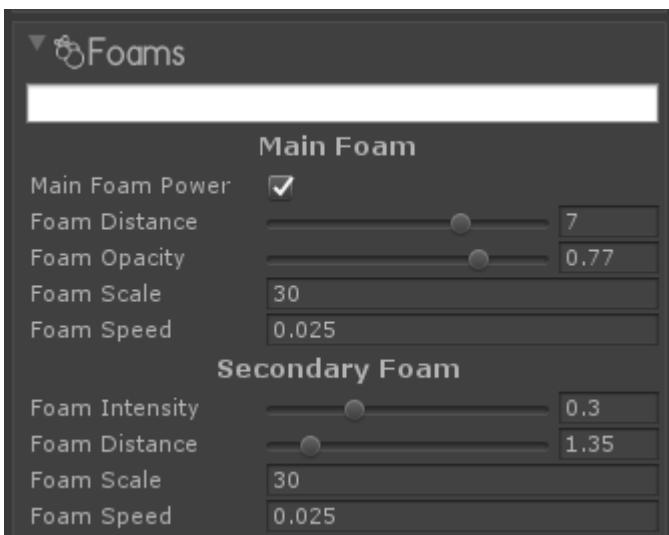
The main panel contains several sections:

- Tesselation:** A slider set to 1.
- Colors:** A color gradient bar with three segments: teal, blue, and dark blue. Below it are two sliders: 'First Color Position' at 2.09 and 'Secondary Color Pos' at 2.14.
- Fresnel Color:** A color bar showing a gradient from light cyan to dark cyan. Below it is a slider for 'Fresnel Exponent' set to 8.44189.
- Surface Options:** A group of controls:
  - 'Opacity' slider at 0.83.
  - 'Opacity Depth' input field set to 5.
  - 'Specular Normal Int' checkbox checked.
  - 'Specular Exponent' slider at 0.
  - 'Specular Intensity' slider at 1.
  - 'Normals' checkbox checked.
  - 'Normals Intensity' slider at 0.991.
  - 'Normals Scale' input field set to 5.
  - 'Lights' checkbox checked.
  - 'Light Color Intensity' slider at 1.

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<b>Tesselation</b>	The tesselation rate
<b>Depth Gradient Colors</b>	The colors of the water
<b>First Color Position, Second Color Position</b>	The predominance of the depth gradient colors
<b>Fresnel Color</b>	The color of the fresnel effect
<b>Fresnel Exponent</b>	The exponent of the fresnel effect
<b>Specular Normal Intensity</b>	The toggle that will change the intensity of the specular, based on the normal intensity

	or the specular intensity (True = SpecularIntensity, False = NormalsIntensity)
<b>Specular Exponent</b>	The exponent of the specular
<b>Specular Intensity</b>	The reflection intensity, how much the light is reflexed on the surface
<b>Opacity</b>	The opacity of the water
<b>Opacity Depth</b>	The depth mask to apply the opacity of the water
<b>Normals</b>	Enable/Disable the normals on the surface
<b>Normals Intensity</b>	The intensity of the normal on the surface
<b>Normals Scale</b>	The scale of the normals on the surface
<b>Lights</b>	Enable/Disable lights on the surface
<b>Light color intensity</b>	The intensity of the lights hitting the surface



<b>Foam Color</b>	The color of the foam
<b>Main Foam Power</b>	The Cartoony style of the foams (True = The foams will be white cartoon style, False = The foams wont be modified and will be shown as the texture)
<b>Main foam scale</b>	The scale of the main foam
<b>Main foam distance</b>	The distance where the main foam will be
<b>Main foam speed</b>	The speed of the main foam
<b>Main foam opacity</b>	The opacity of the main foam

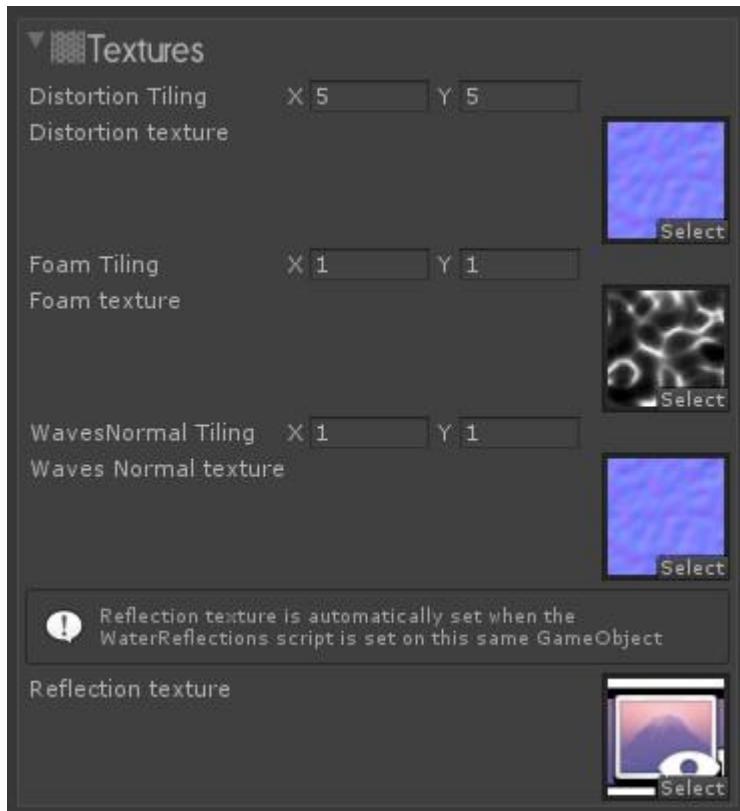
<b>Secondary Foam speed</b>	The speed of the secondary foam
<b>Secondary Foam scale</b>	The scale of the secondary foam
<b>Secondary foam intensity</b>	The intensity of the secondary foam
<b>Secondary foam Distance</b>	The distance where the secondary foam will be



<b>Vertex Offset</b>	Enable/Disable the vertex offset waves
<b>Waves Amplitude</b>	The amplitude of the waves
<b>Waves Speed</b>	The speed of the waves
<b>Waves Intensity</b>	The intensity of the waves
<b>Realtime reflections</b>	Enable/Disable the Realtime Reflections (You must set the WaterReflections script to the water gameobject to have reflections)
<b>Reflections Intensity</b>	The intensity of the reflections on the water
<b>Turbulence Distortion</b>	The Intensity of the distortions of the reflections on the water
<b>Turbulence Scale</b>	The turbulence of the distortions on the water
<b>Wave Distortion Intensity</b>	The intensity of the distortions waves make

**Refractions Intensity**

The intensity of the refractions

**Distortion Texture**

The guide for the distortions of the water, with the tiling

**Foam Texture**

The guide for the foam, with the tiling.

**Waves Normal Texture**

The guide for the vertex waves and normal waves, with the tiling.

**Reflection texture**

(The WaterReflections script will use this field automatically) The reflections of the water

## NOTICE

Orthographic camera is used to have bad spots with the depth.

If you are not satisfied with the asset or you are having some unresolvable issues, feel free to request a refund.

**BUT**, refunds requested 14 days after the purchase date will not be accepted.