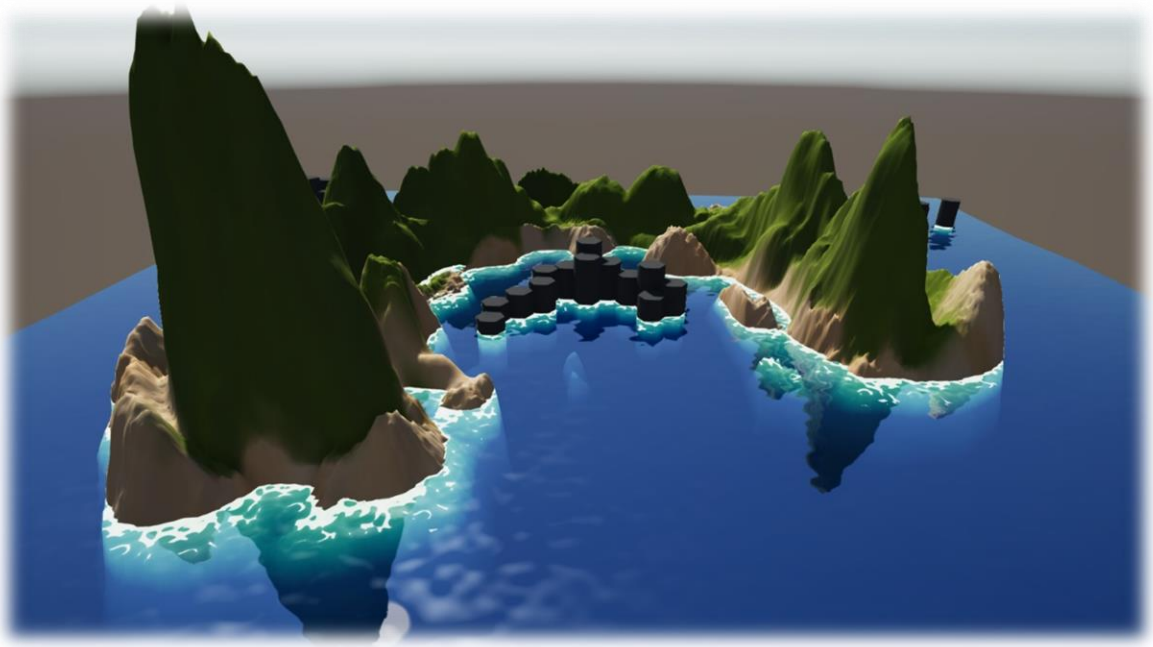
NICE WATER SHADER

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.

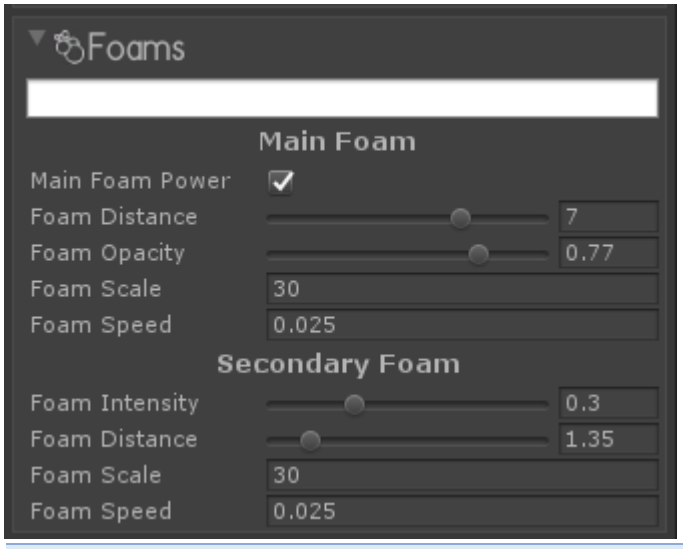
First Steps for Custom Render Pipelines (URP,HDRP,LWRP…)

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

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

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

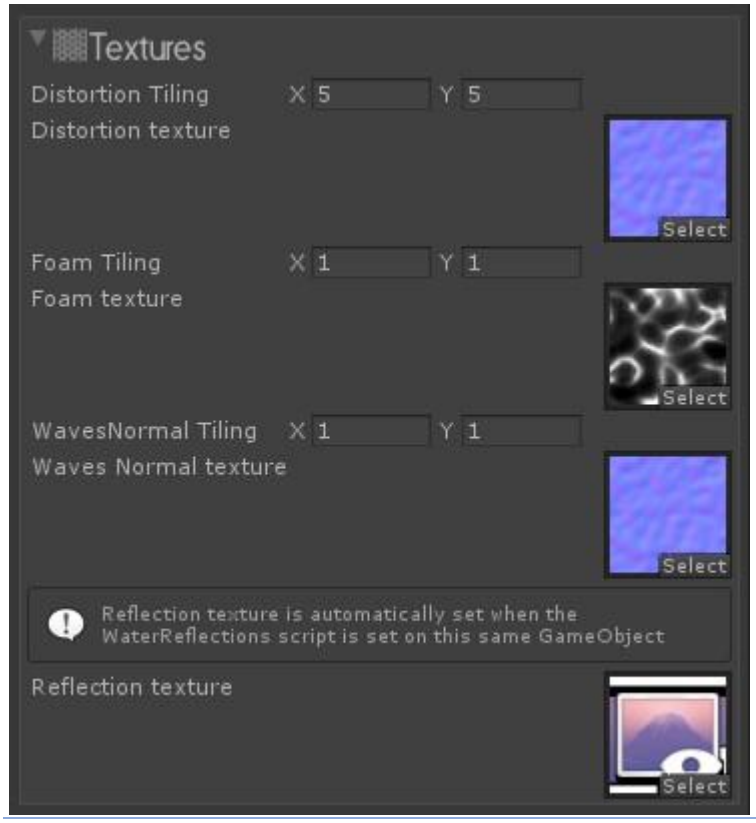


Foam Color	The color of the foam
Main Foam Power	The Cartoony style of the foams(True = The foams will be white cartoony style, False = The foams wont be modified and will be shown as the texture)
Main foam scale	The scale of the main foam
Main foam distance	The distance where the main foam will be
Main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

Secondary Foam speed	The speed of the secondary foam
Secondary Foam scale	The scale of the secondary foam
Secondary foam intensity	The intensity of the secondary foam
Secondary foam Distance	The distance where the secondary foam will be

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