

SEP 4, 2020 AT 6:00 PM

## Advanced Stylized Waterfall | URP

Hi all,

I converted the [new waterfall shader](#) to Shader Graph :)

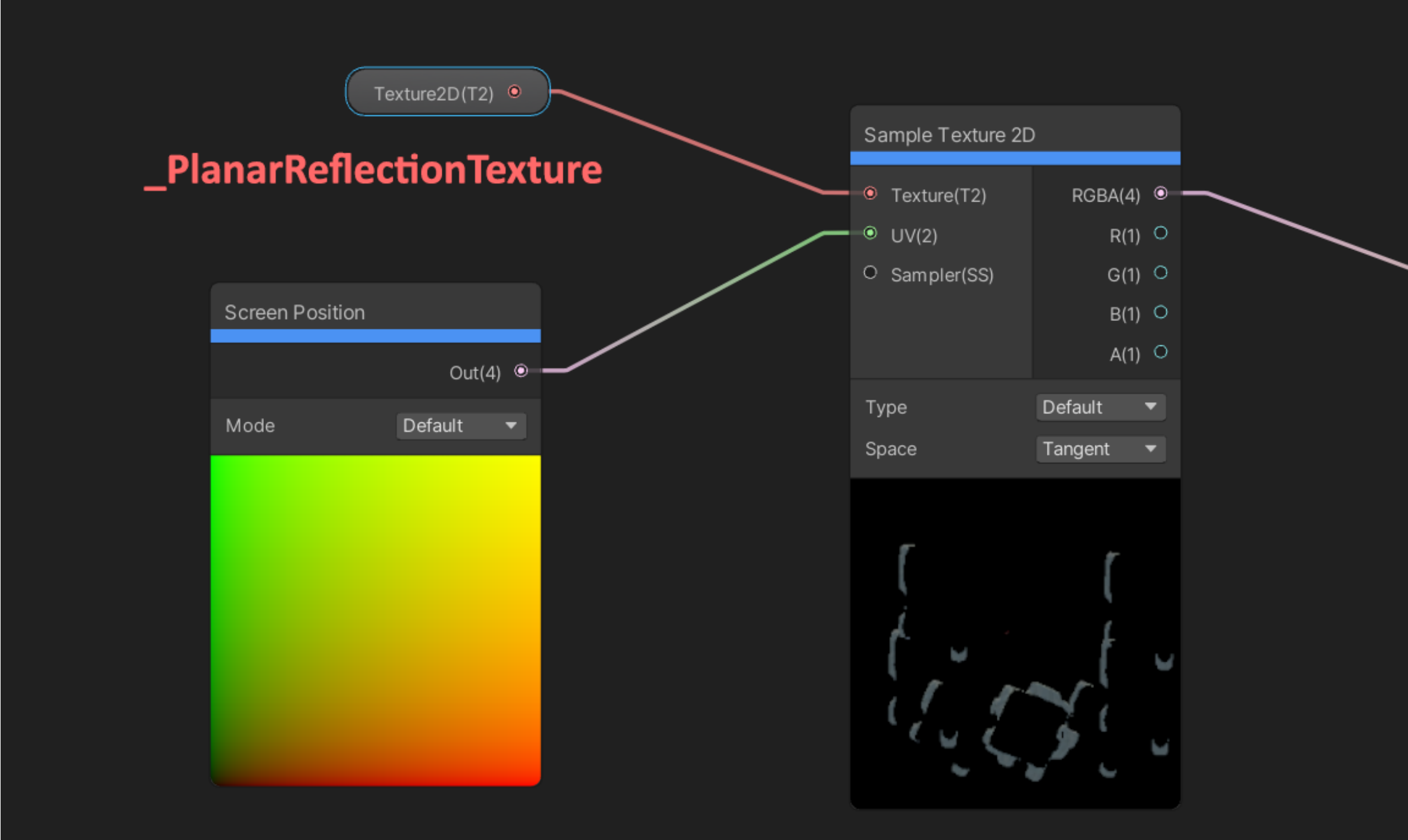
The graph is a combination of the [Waterfall Shader Graph](#), and the [Interactive Water Shader Graph](#), with some extra settings. For explanation of the graph nodes, please check the linked articles.

Graph is attached to this post

### Reflections

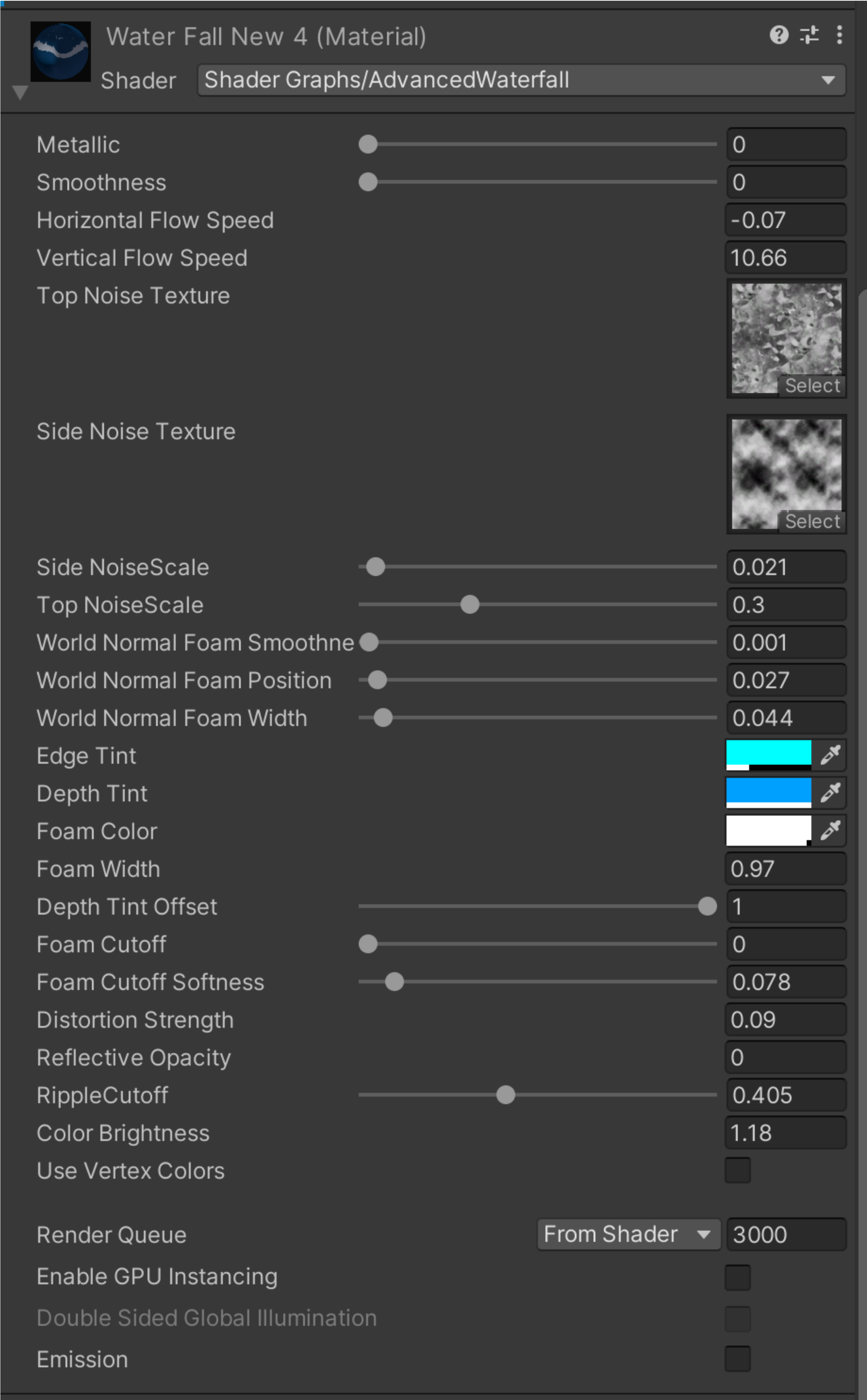
To add the planar reflections in URP, copy the script from [Unity's Github Page here](#).

Put this on the plane that you want to be reflective. The script outputs the reflected texture to "\_PlanarReflectionTexture"



The reflections are projected over the ScreenPosition.

Settings (right waterfall in gif):



[AdvancedWaterfall.shadergraph](#)



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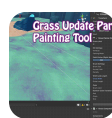
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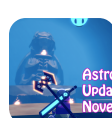
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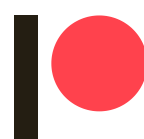
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