

# URP 2D Water Manual

**Notice:** You can use this shader only in the URP mode.

To use this asset in 2D Renderer mode you need **Unity 2021.3.3 or later**. In 2D Renderer mode you can use 2D lights. Lower versions do not have the features that are required for this asset to work correctly in 2D Renderer mode.

If you are using the Universal Renderer mode you can't use the 2D lights. The only advantage of the Universal Renderer mode is that it is compatible with **Unity 2020.2 or later**.

## Features:

- Optimized and mobile friendly
- Works on Universal Rendering Pipeline (URP)
- Compatible with 2D Renderer and 2D lights
- Works on all platforms (Mobile, PC, Console)
- Color customization. No texture needed
- Refraction and distortion effect
- Wave effect
- Buoyancy physics
- Bubbles effects
- All the effects are configurable

Before being able to use this shader you should setup the Universal Rendering Pipeline (URP) into your project or start a new URP project in the Unity Hub. See the [Unity URP Manual](#) for more information.

After importing the asset watch this video:

[Setup Project Video Tutorial](#)

Then watch this video:

[URP 2D Water Video Tutorial](#)

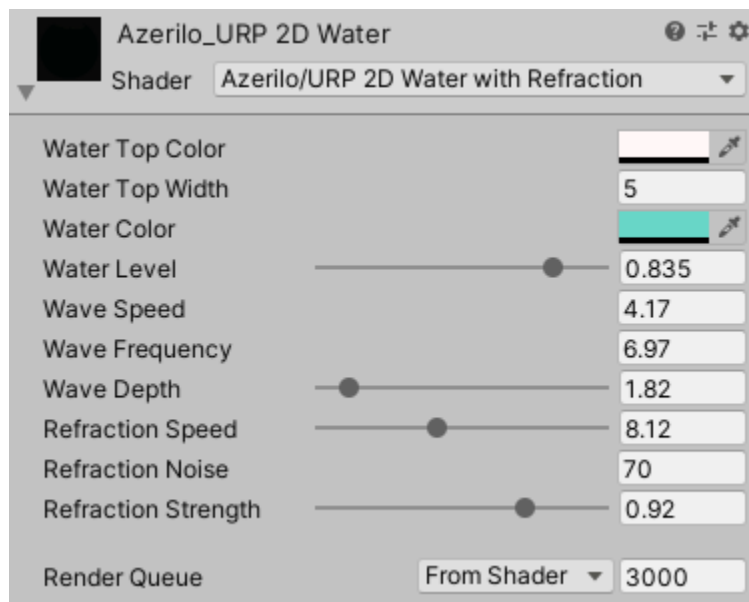
There are two folder in the “URP 2D Water” folder:

- URP 2D Renderer
- URP Universal Renderer

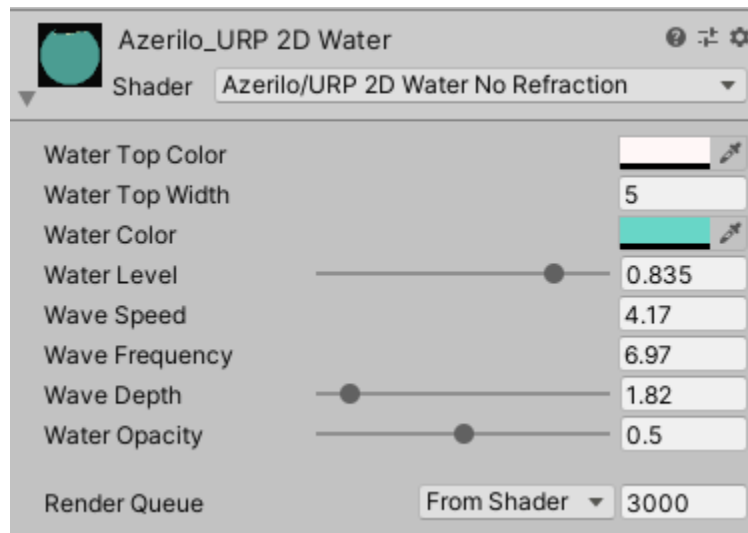
In each folder there is a scene folder that contains a demo scene.

You’ll find two shader in the material editor:

- **Azerilo/URP 2D Water with Refraction:**



- **Azerilo/URP 2D Water No Refraction:**



You need to use the right size scale for your 2D objects to Unity Physics engine works correctly. Use 1 unit as 1 meter.

If you want your objects being visible in the water you need to use URP particle Unlit material for them. In the video above you can see the full instruction.

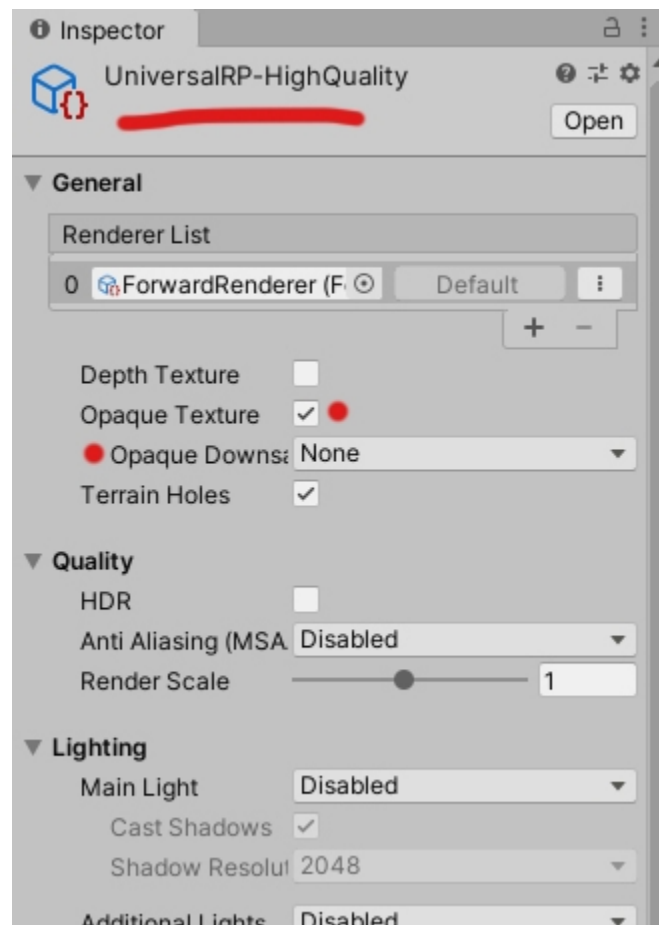
## How to use it?

To make a 2D water you just need a quad and this shader.

For Buoyancy physics you should add a Box Collider 2D and Buoyancy Effector 2D to the quad.

If your water is not transparent select your UniversalRP asset file and check the Opaque Texture checkbox.

If objects inside the water have bad quality, in the UniversalRP asset file from Opaque Downsampling section choose the None:



If you have any problem or question you can reach me at:  
[azerilodeveloper@gmail.com](mailto:azerilodeveloper@gmail.com)