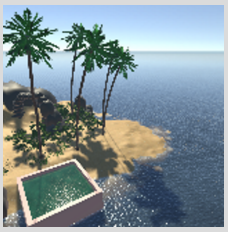


HDRP & URP Water Shader - Shader Graph API

A lightweight PBR water shader for unity HDRP and URP. Also contains new Shader Graph nodes to customize any shader.

CorvoNodes

Water Shader nodes collection available in Shader Graph

Description

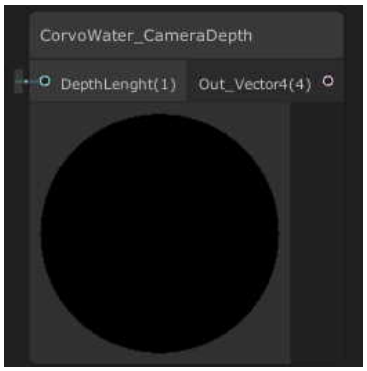
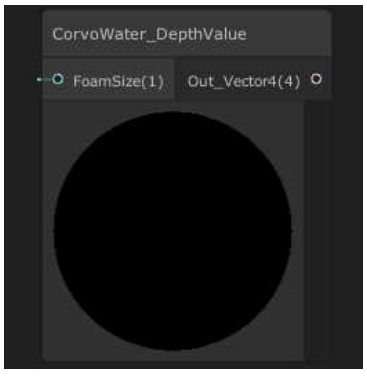
Nodes for setting up a shader based on HDRP URP Water Shader.

Has public Shader Graph nodes to make water effects such as foam, depth transparency and more on any custom shader.

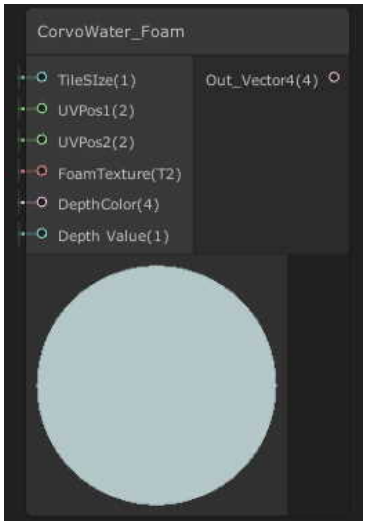
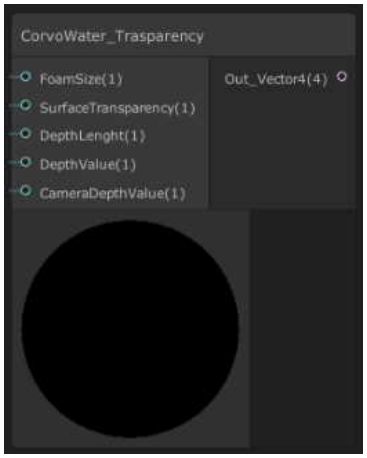
Public Nodes

Name	Description	Input	Output
`CorvoWater_AntiTiling` 	Returns the anti-tiling noise amount value.	`(Vector1)` `WaterSpeed` : Distance noise movement speed. `(Bool)` `TileSize` : Original texture tiling size. `(Bool)` `DistanceNoiseSize` : Relative noise tiling size.	`Out_Vector1` : 0-1 Noise amount value

Name	Description	Input	Output

Name	Description	Input	Output
`CorvoWater_BumpEffect` 	Returns water normal.	`(Texture2D) WaterNormalMap` : Wave bump map. `(Vector1) Normal Strenght` : Bump intensity. `(Vector1) TileSize` : Tiling size. `(Vector2) UV Offset 1` : Texture 1 position, should tranlate with time. `(Vector2) UV Offset 2` : Texture 2 position, should translate with time.	`Out_Vector3` : Calculated water normal.
`CorvoWater_CameraDepth` 	Calculate a [0,1] range value where 1 is fully visible (water surface) and 0 is over the depthLenght limit "under water".	`(Vector1) DepthLenght` : Water depth lenght (Depth transparency visibility limit).	`Out_Vector4` : 0-1 depth value
`CorvoWater_DepthValue` 	Prepare the Depth Value (for other nodes).	`(Vector1) FoamSize` : Foam tiling size.	`Out_Vector4` : Calculated Depth Value (for other nodes)

Name	Description	Input	Output

Name	Description	Input	Output
`CorvoWater_Foam` 	Calculate foam value to add or blend to albedo output.	`(Vector1)` `TileSize` : Water textures tiling size. `(Vector2) UV Offset 1` : Texture 1 position, should tranlate with time. `(Vector2) UV Offset 2` : Texture 2 position, should translate with time. `(Texture2D)` `FoamTexture` : Foam texture. `(Color)` `DepthColor` : Deep water color. `(Vector1)` `DepthValue` : Precalculated Depth Value (from DepthValue node).	Out_Vector4 : Foam color value.
`CorvoWater_Transparency` 	Alpha value for PBR Master node.	`(Vector1)` `FoamSize` : Foam tiling size (to avoid trasparent foam). `(Vector1)` `SurfaceTrasparency` : Trasparency of the non-deep water. `(Vector1)` `DepthLenght` : Lenght (max heigh) of the deep water fx. `(Vector1)` `DepthValue` : Precalculated Depth Value (from DepthValue node). `(Vector1)` `cameraDepthValue` : Precalculated Camera Depth Value (from CameraDepth node).	Out_Vector4 : Water alpha value for PBR Master node.
Name	**Description**	**Input**	**Output**