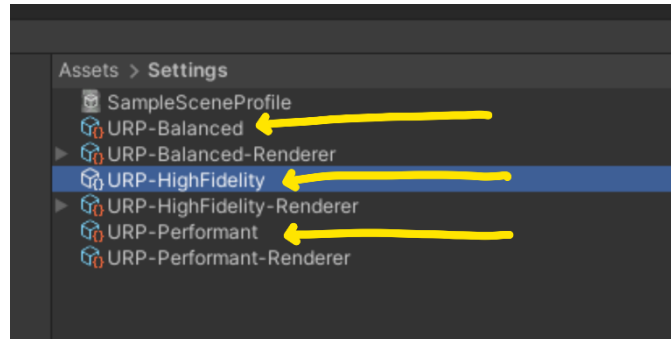
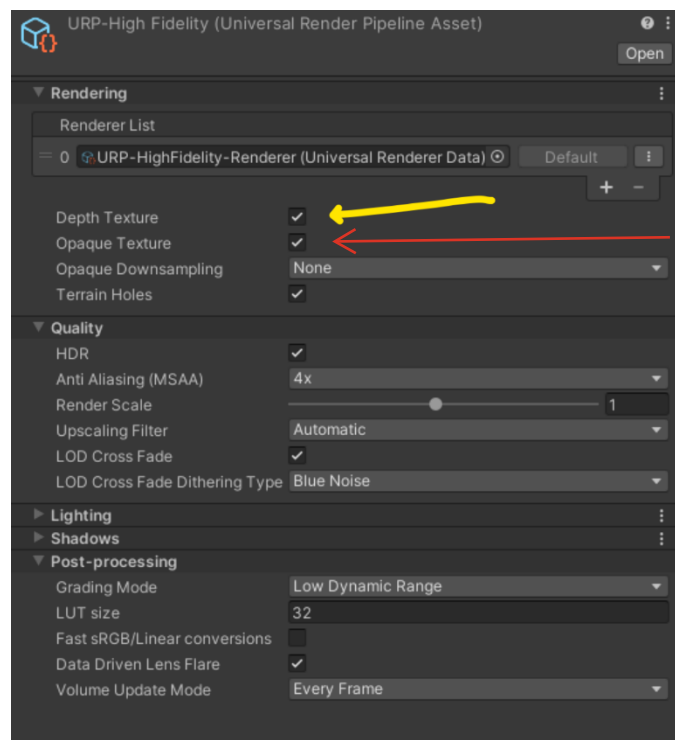

****VERY IMPORTANT: ENABLE CERTAIN OPTIONS IN THE RENDER PIPELINE****

Select the "Settings" folder in our Project, and within it, we will find the various URP variables.
Attached is a photo.



Select the one you'll be using and enable the "Depth Texture" option with a click, then save the changes.



"Opaque Texture" too

You should now see the "WATER" and "WATER 2" shader effects correctly.

CONTACT

For any questions, send me an email and I will respond as soon as possible

Email: mattvg923@gmail.com