

Thank you for purchasing Stylized Water 3!

Please consider leaving a review at [the store page](#) once you're familiar with it.

This is a quickstart guide, the full documentation can be viewed here:

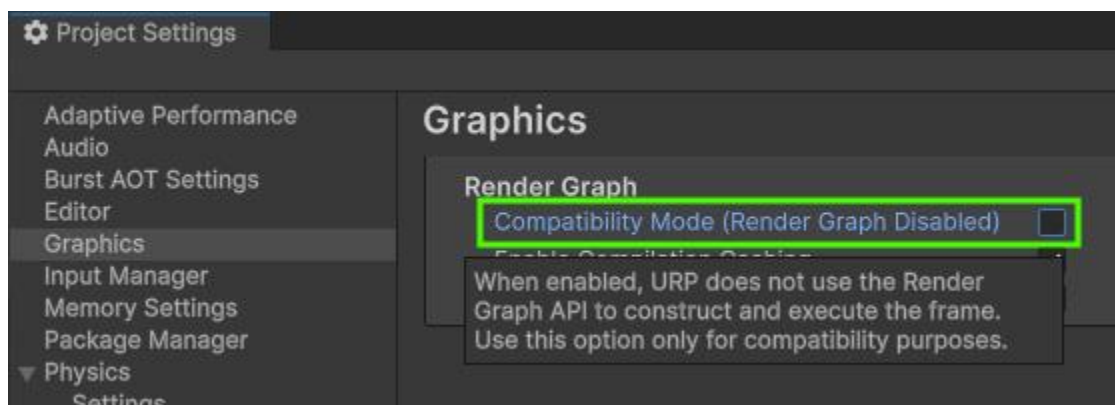
<https://staggart.xyz/unity/stylized-water-3/sw3-docs/>

At all times you must ensure your project is free of any console errors. Unresolved code errors will prevent this asset's code from compiling as well, the shader will display as pink in this case.

## Initial project set up

As of Unity 6, new projects are set up using the [Universal Render Pipeline](#) by default. So no set up is needed in that regard.

However, you must ensure that Compatibility Mode is **disabled** to use all features.



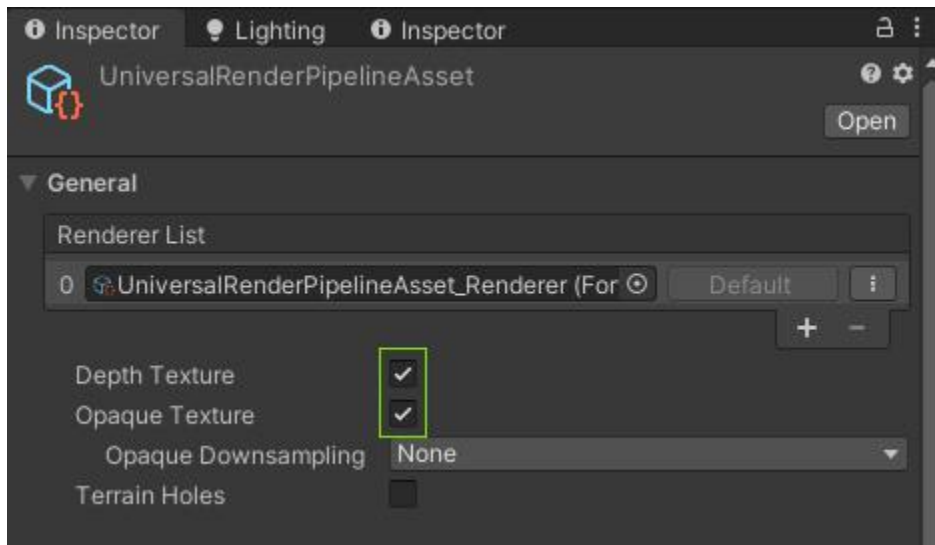
## Universal Render Pipeline setup

TLDR:

- Enable the Depth- and Opaque texture in your render pipeline settings
- Go to **Window→Stylized Water 3→Set up render feature**

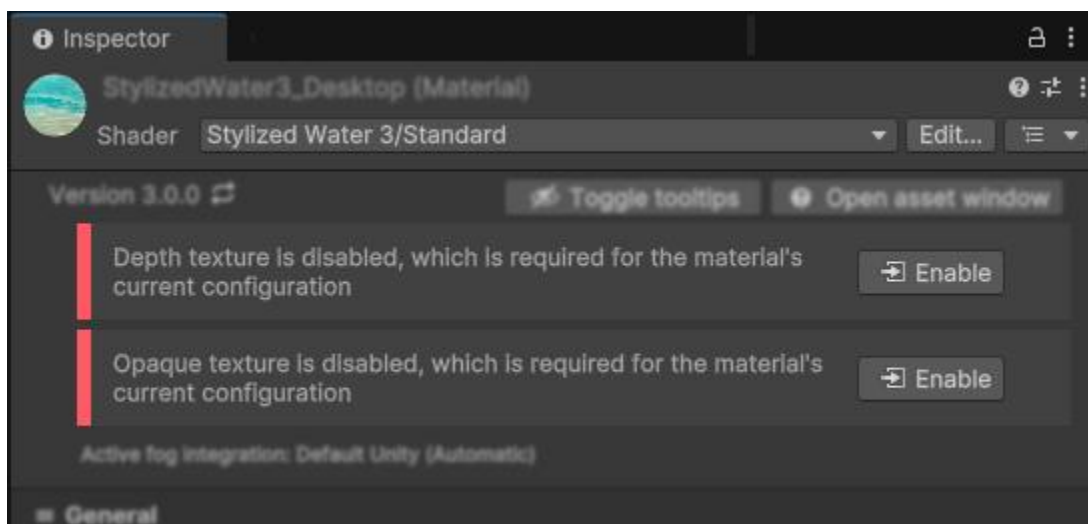
# Renderer

Double-click the pipeline asset and verify these options are enabled

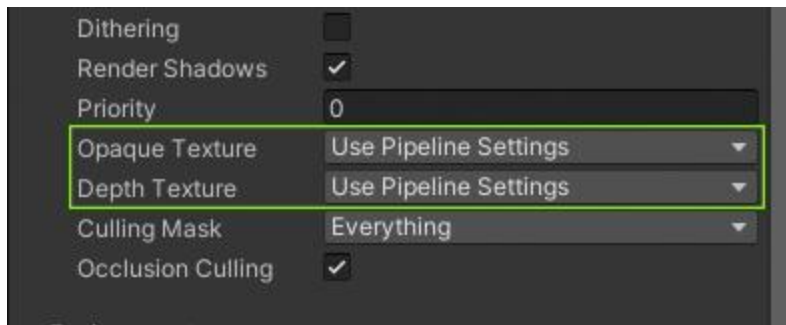


The depth texture is used for a variety of effects. Should it be disabled, the depth and intersection effects fail to work. **Building on Android with this disabled results in the water turning invisible.** The opaque texture is used for the refraction effect, and is required when it is enabled.

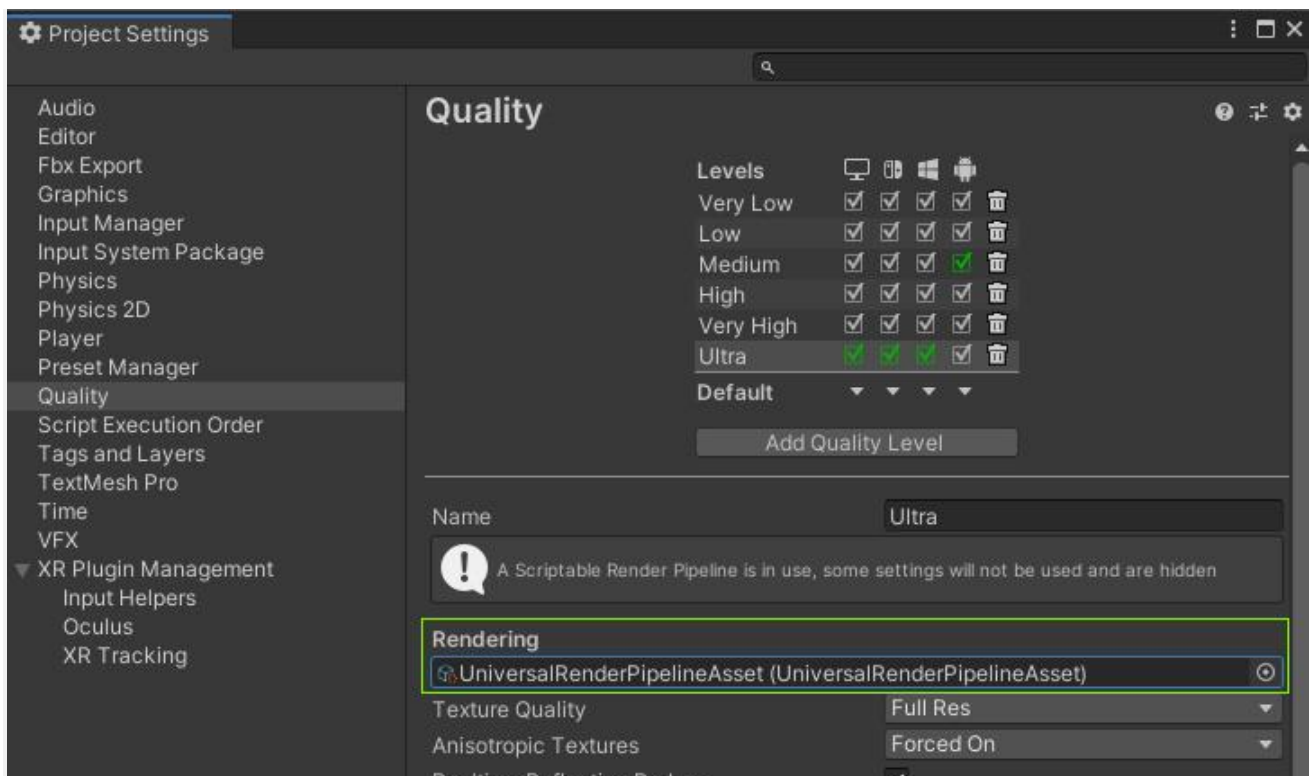
Should these options not be enabled, yet the shader is using features that require either one of them, a warning and quick-fix button will be displayed in the material UI:



Note that each individual camera can override these settings. If the effects aren't visible in a specific scene, or for a specific camera. Verify that the options aren't set to "Off"



If you're using different pipeline settings, per quality level. Ensure these options are also enabled on them. Otherwise you may notice some water effects not working when building the project, and running the game on a lower quality scale.



*Tip: you can double-click the assigned asset to open it in the inspector*

## Render feature

Several aspects require the Stylized Water 3 render feature to be present. More often than not an error will be displayed in the inspector UI to inform you about it.

Go to **Window→Stylized Water 3→Set up render feature**

(It is recommended to do this manually so you only add this to renderers that need it)

# Adding water to your scene

It is strongly advised to create and use your own materials (or duplicate the ones in the package), so your settings are not accidentally overridden when updating the asset. It's best to consider the included materials examples and starting points.

## Option 1

- Drag one of the prefabs found under *Assets/StylizedWater3/Prefabs* into your scene.
- Adjust the material properties to your liking, or swap it out with one in the *StylizedWater3/Materials* folder.

## Option 2

- Go to the **GameObject→3D Object→Water→Single Object** menu option. A new Mesh Renderer will be created in view.

## Option 3:

- Create a plane mesh in the scene
- Create and assign a new material to your water mesh and assign the shader found under *Stylized Water 3/Default*.
- Add a Water Object component to your mesh through *Add Component→Stylized Water 3→Water Object*.

Every material parameter has a tooltip that explains its function (if not obvious). Hover over it with the mouse to view a description.