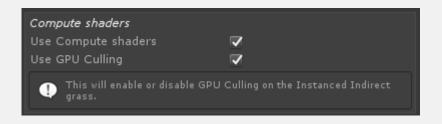


CONFIGURE AQUAS WATER



Aquas water works great with Vegetation Studio, but there is some configuration needed for good speed. There is a small issue that makes unity spend way to much GPU time, but it is just some small settings to fix.

If you have Use Compute Shaders enabled in Vegetation Studio it will use a compute shader based rendering pipeline for rendering all the instanced indirect shaders.



With this enabled you will need to do the following changes.

Create Layers for your grass, plants and other vegetation. This can be a single layer or split up in categories if you want.

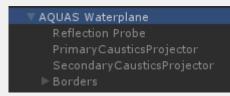


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 ► Tags ► Sorting Layers ▼ Layers 									
	Builtin Layer 6 Builtin Layer 7 User Layer 8 User Layer 9	Grass Plants							

Then go to the Render Tab on the VegetationSystem component and assign the vegetation types to each layer.

Layers							
Grass layer							
Plant layer	Plants						
Tree layer	Default						
Object layer	Default						
Large object layer	Default						
Select what layers vegetation should render on.							

Next find the Aquad Waterplane GameObject in the scene. It has 2 child objects. PrimaryCausticsProjector and SecondaryCausticsProjector and select them one by one.



On each projector select the Ignore layers. Set the new vegetation layers you created to be ignored.



Inspector Ξ: Lig	hting	g 📑 Occlusion				-≡			
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Tag Untagged		† Layer	r Default						
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Rotation	X 89.9		0	Ζ0					
Scale	X 3.92	0362e- Y	3.920361e-	Ζ3	.920361				
🔻 = 🌗 🔽 Projector				\$,					
Near Clip Plane	0.1	0.1							
Far Clip Plane	210.1	210.1							
Field Of View	500	500							
Aspect Ratio									
Orthographic	\checkmark	\checkmark							
Orthographic Size	1024	1024							
Material	Prim	Primary Caustics							
Ignore Layers	Grass,	Grass, Plants							
🔻 🕼 🔽 AQUAS_Caustics (Script)									
	💽 AQL								
Fps	96								
▶ Frames									
Max Caustic Depth	10								
PrimaryCaust	ics					\$,			
Shader AQUAS/Caustics									

Now the GPU render issue should be resolved and everything work as normal.



