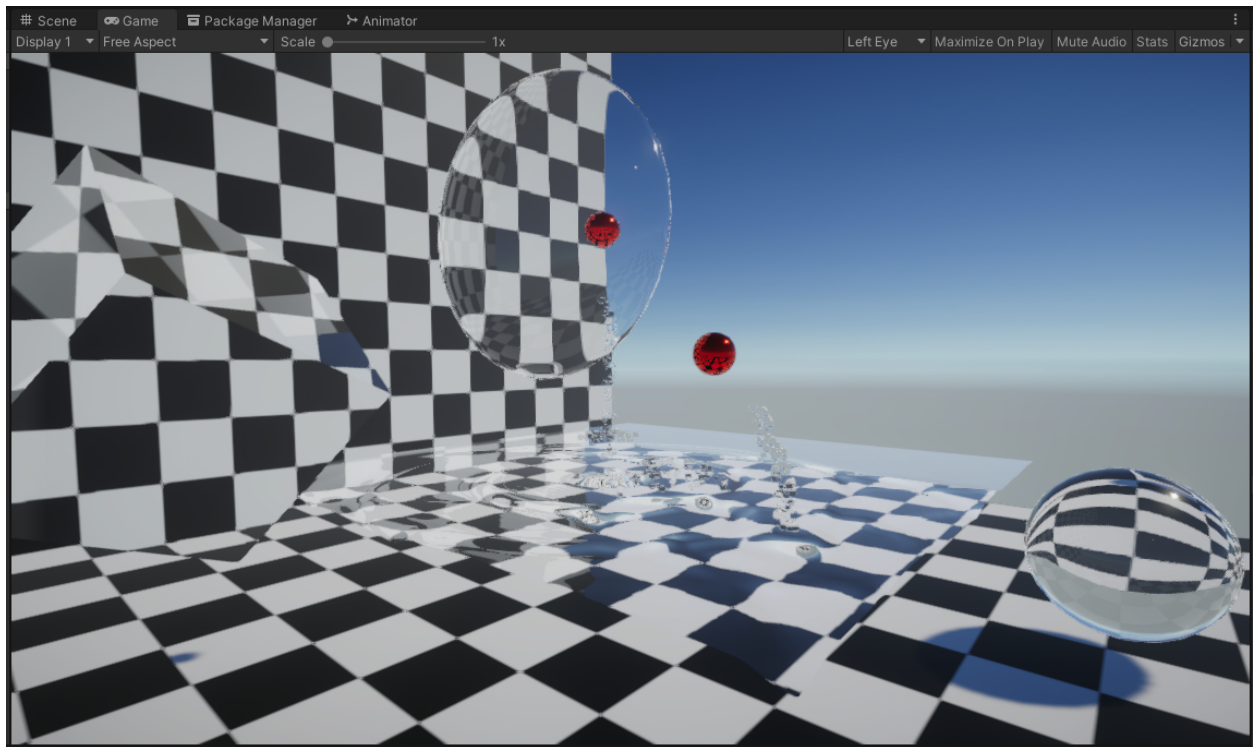


Simplestar-Game

Simple Interactive Water for URP VR 2.1.0

Compute Shader Wave Simulation



What is Simple Interactive Water

This asset is for **URP and HDRP**.

Simple Interactive Water consists of a **compute shader wave simulation**, a **subdivision surface for wave deformation**, a **water splash visual effect** and a **refraction shader graph for VR**.

Support Version

Unity (2020.3.19f1 or higher)

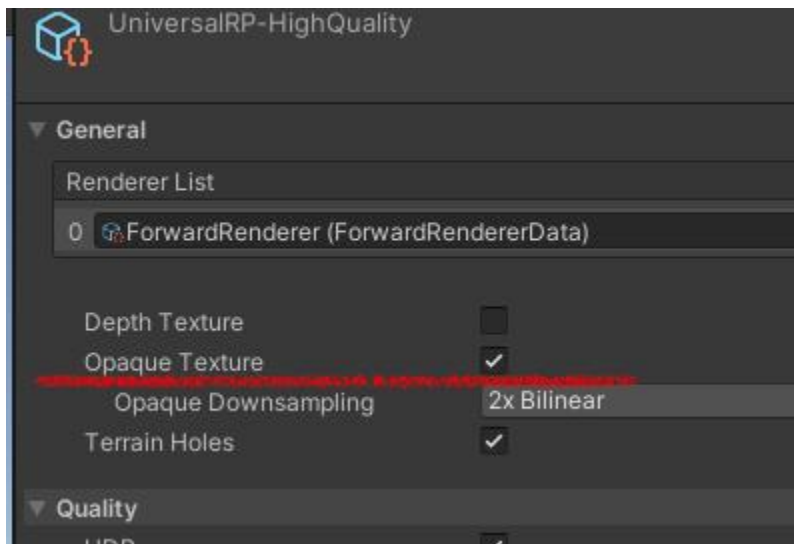
Support Platform

HTC Vive Pro.(Windows)

Oculus Quest (Android)

Example Scene

Confirm your Unity project **URP setting**, check **Opaque Texture to enable**.

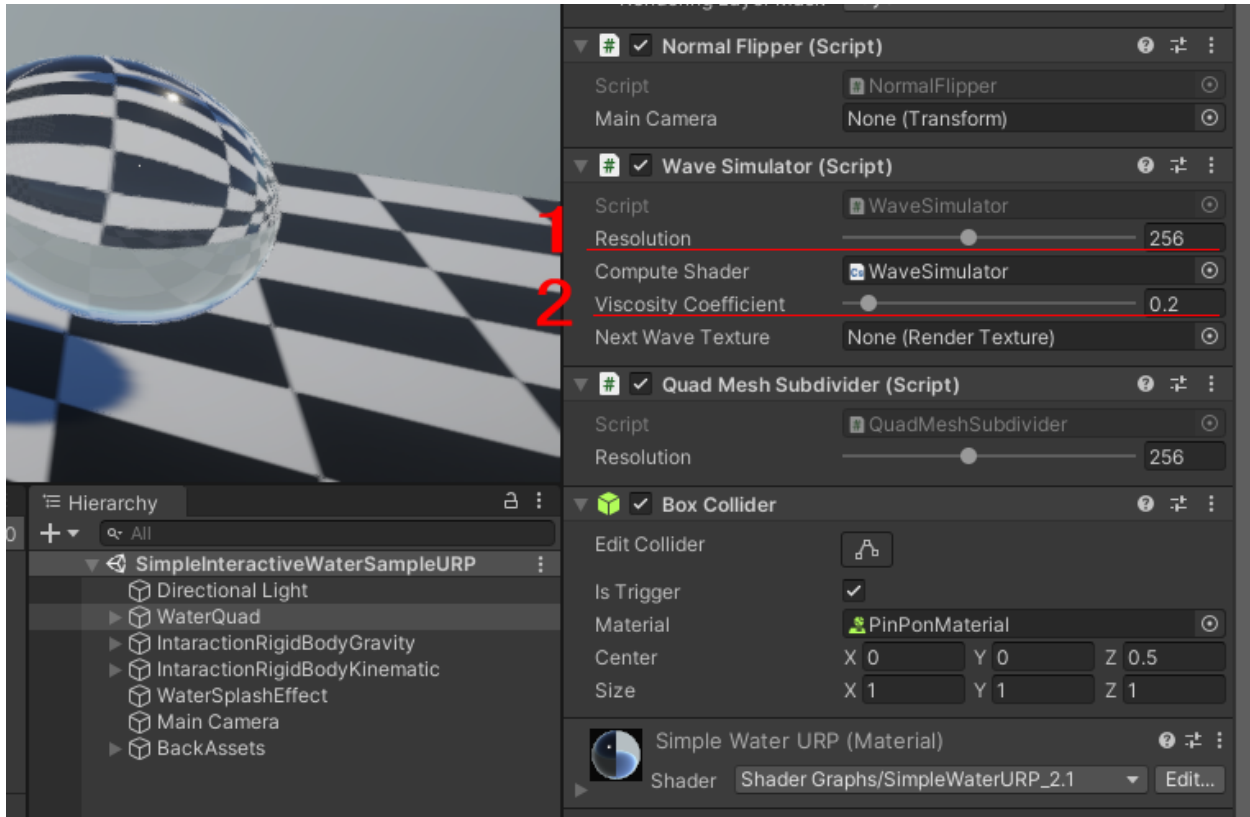


Play **Examples/[URP or HDRP]/Scenes/SimpleInteractiveWaterSample**

Every time the ball bounces and crosses the water surface, a wave is generated and a water particle splash is created.

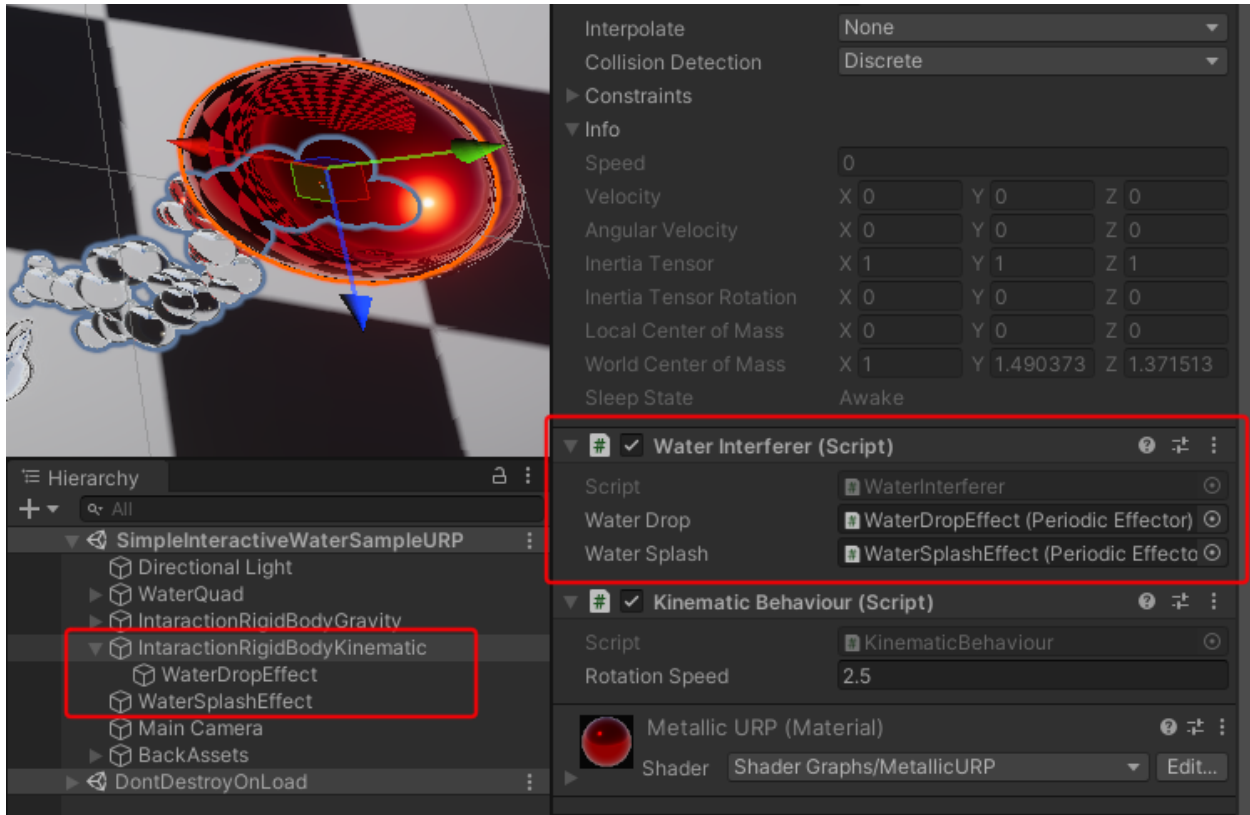
Custom Parameters

Low resolution is high performance. High viscosity is a slow wave. Please adjust these parameters for your scene.



Interaction

Check WaterInterferer (Script). The script adds waves when it collides with the water surface quad.



Water Material

Resolution: Set the same value of the wave simulator.

HeightCoefficient: Changes the wave geometry height scale.

NormalCoefficient: Changes reflection effect (Its dramatic parameter).

RefractionCoefficient: Chanes light distortion effect.

