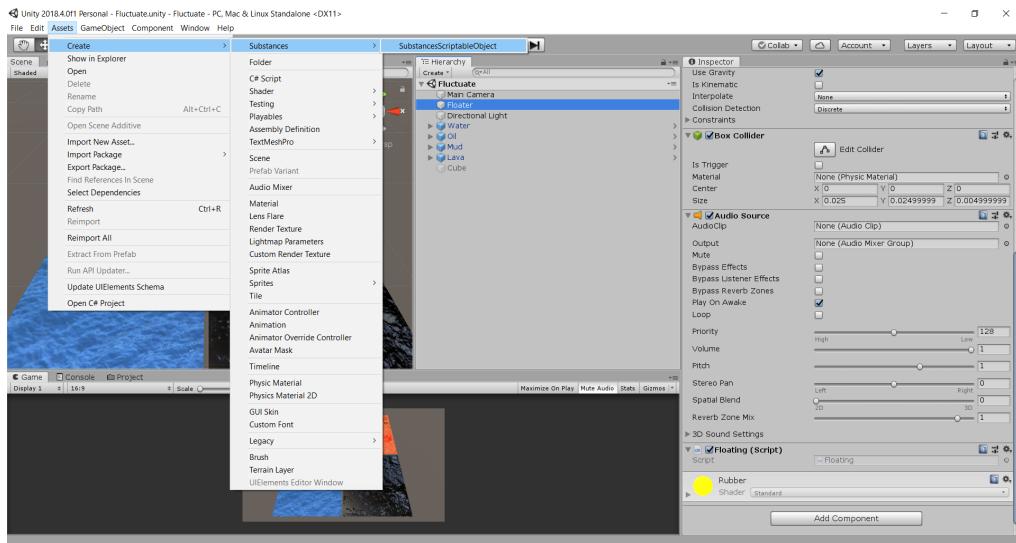


Create a Float Object and Substance

Create a Scriptable Object for the substance.

Assets > Create > Substance > SubstancesScriptableObject.

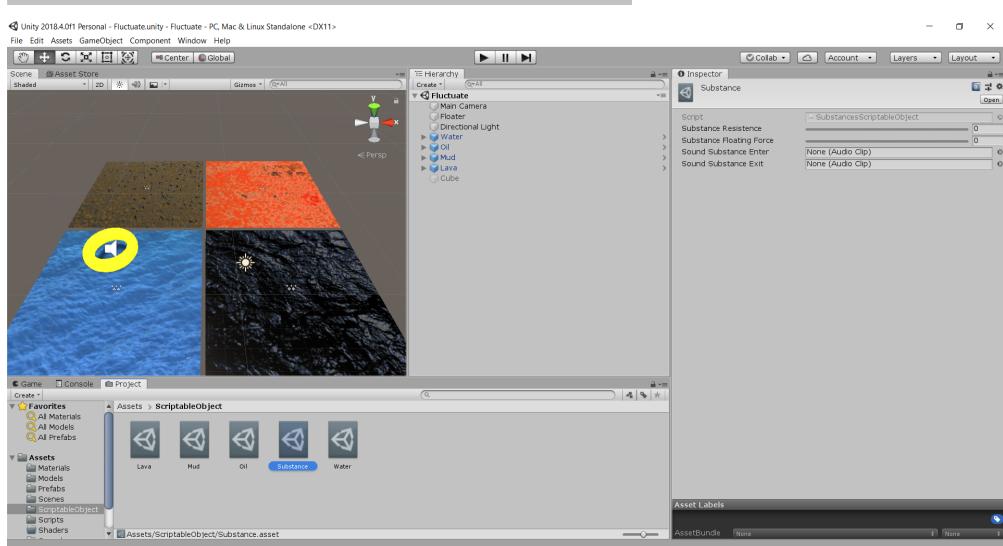
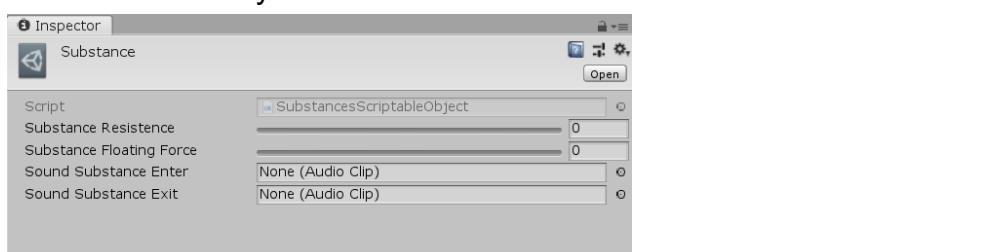


Rename the Scriptable Object to Substance, within the subsistence:

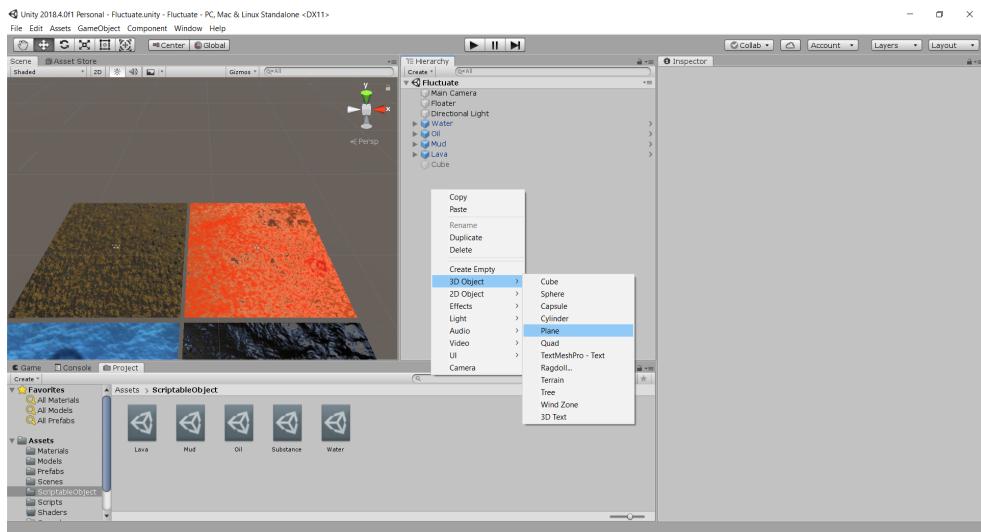
Resistance: which is the resistance that the substance will have when a floating object comes into contact. The greater the resistance, the more difficult the object will have to enter the substance.

Floating Force: Buoyancy that the object will have if it will float more or less. The greater the buoyant force the object will remain the more out of the substance.

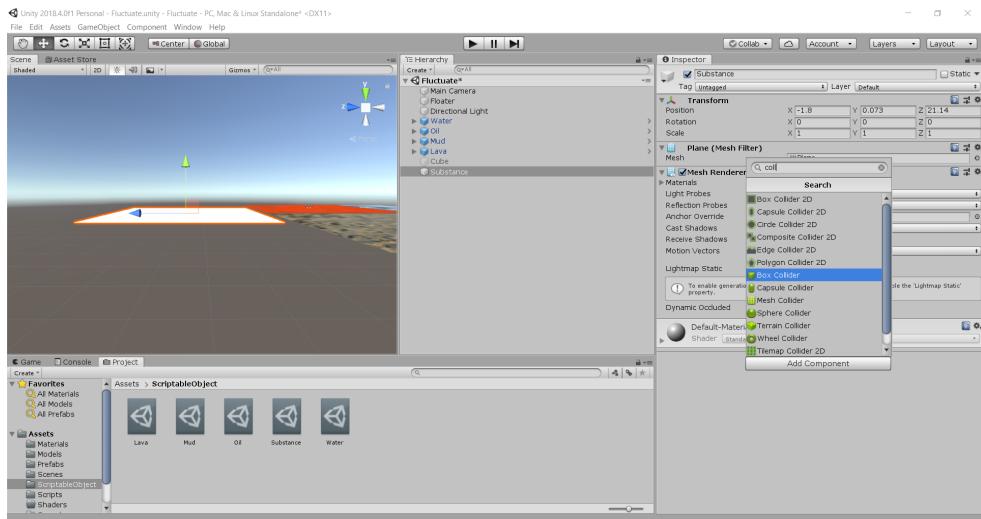
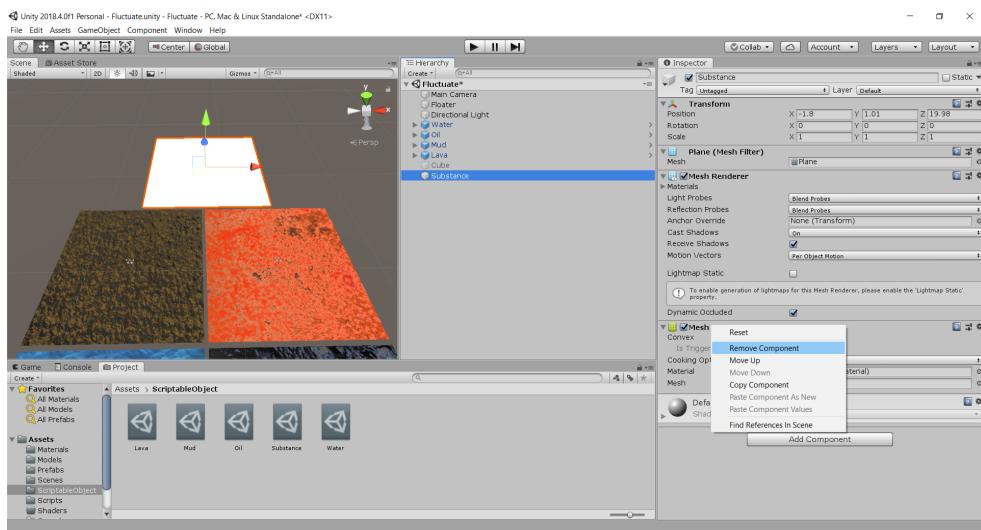
And sound of entry and exit of the substance.



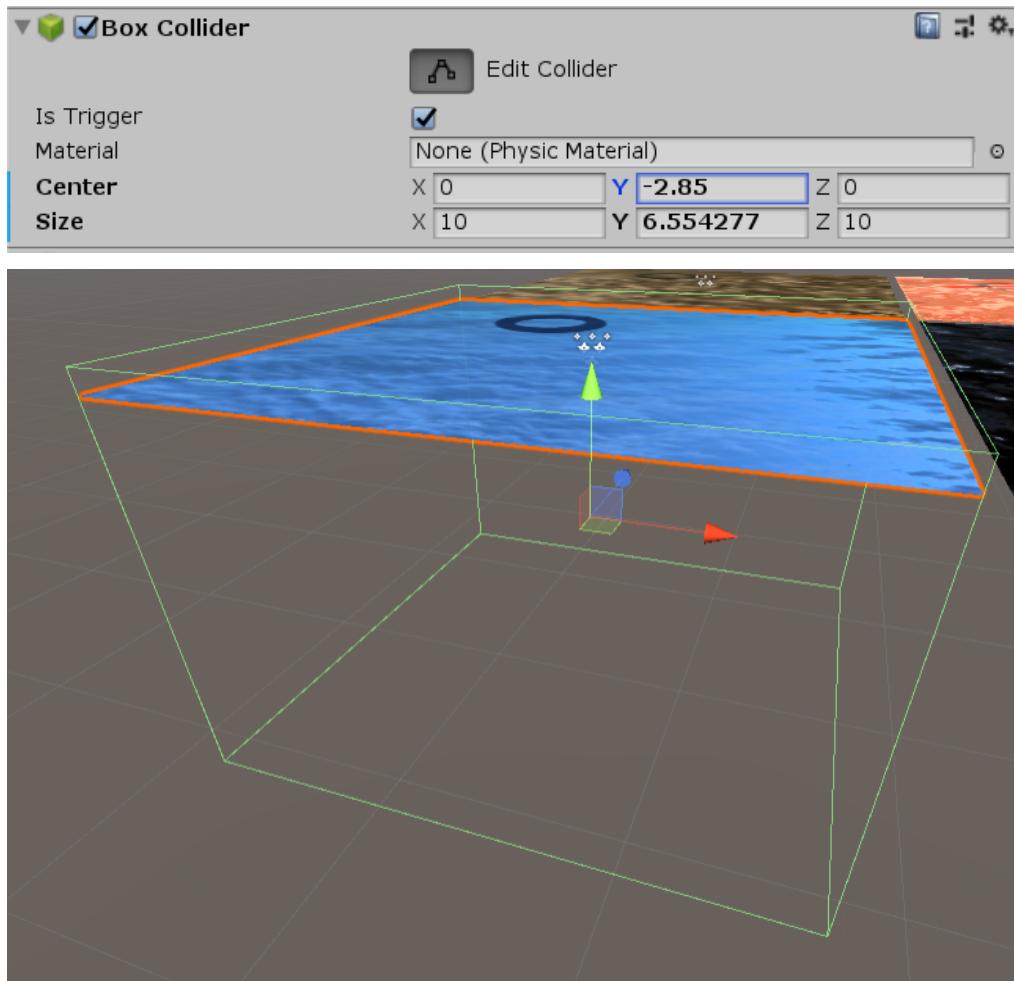
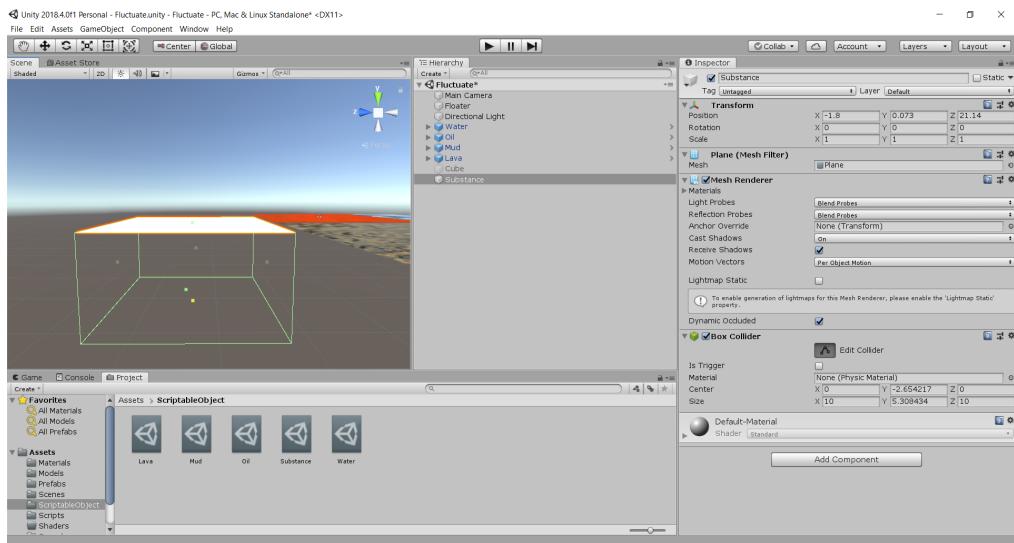
Create a plane to be the substance.



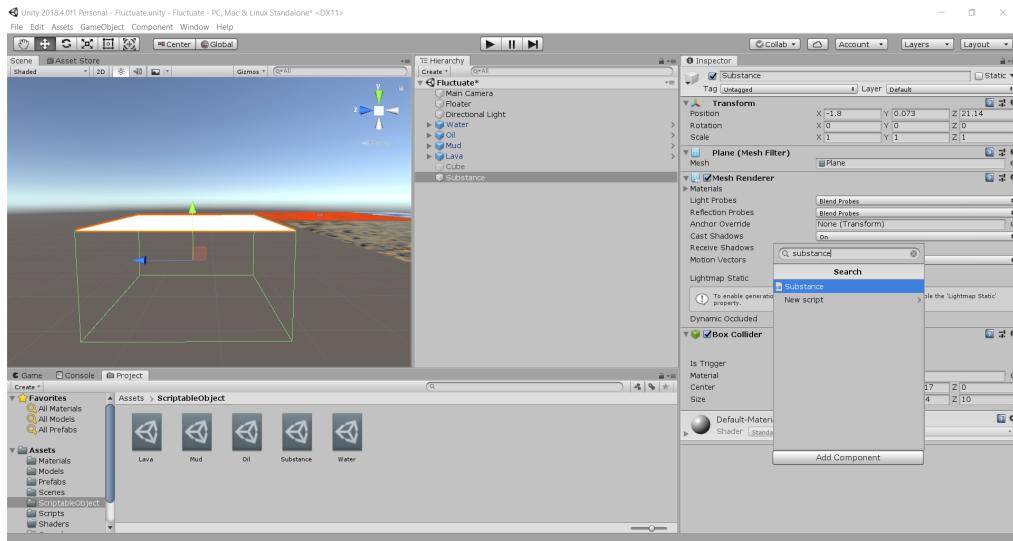
Remove the Mesh Collider and add a Box Collider.



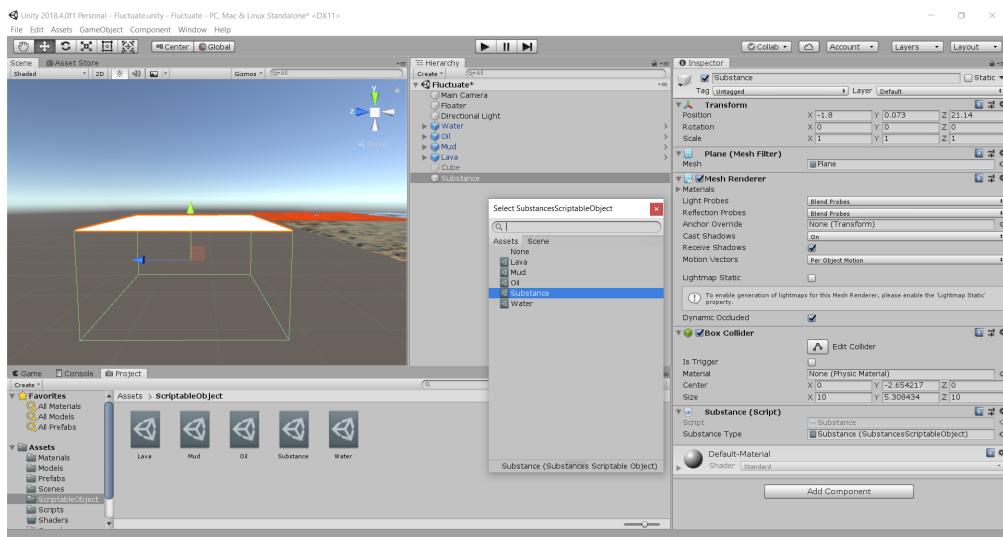
Edit Box Collider > Center -2.85 and Size 6.25



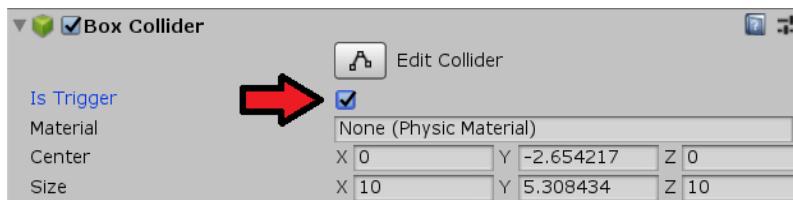
Add the substance script to the plane.



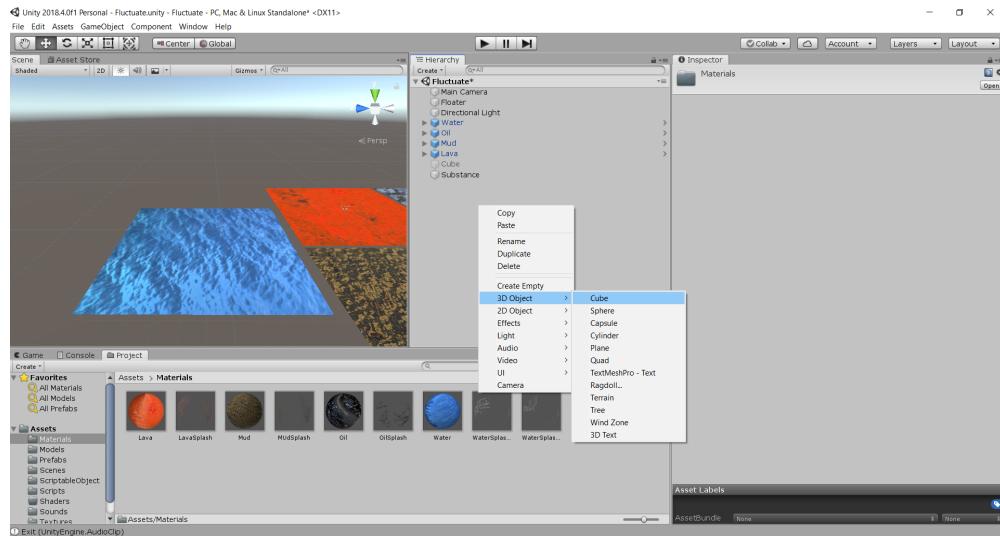
Add the Scriptable Object for the plane substance within the substance script.



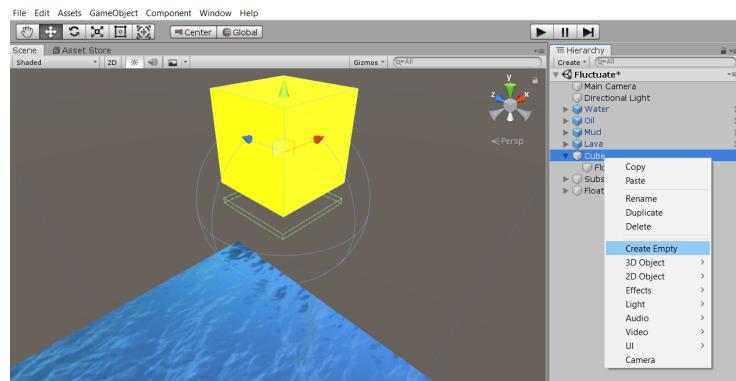
Add the box collider as a Trigger.



Creating a 3D object can be a cube or any other.



inside the 3D object create an empty object and call it Float.

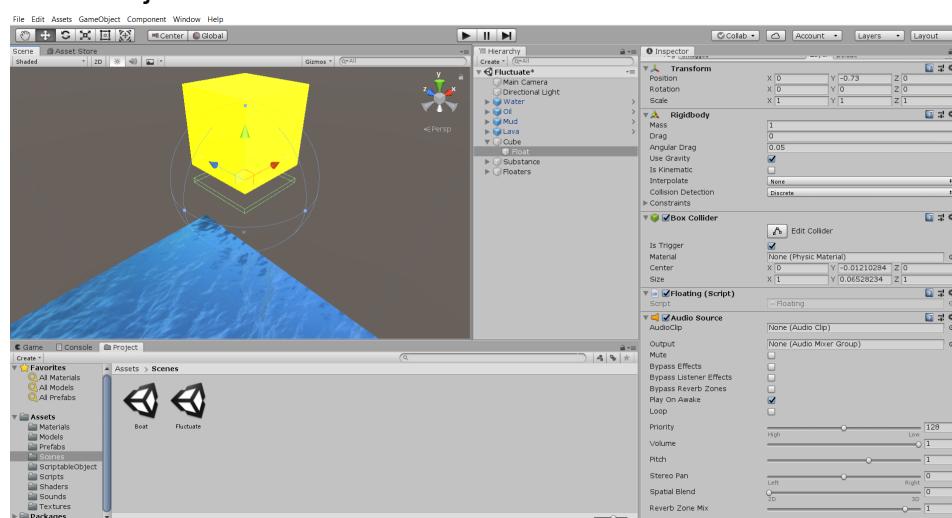


Add Rigidbody, Audio Source and Script Floating and BoxCollider Trigger to Float object.

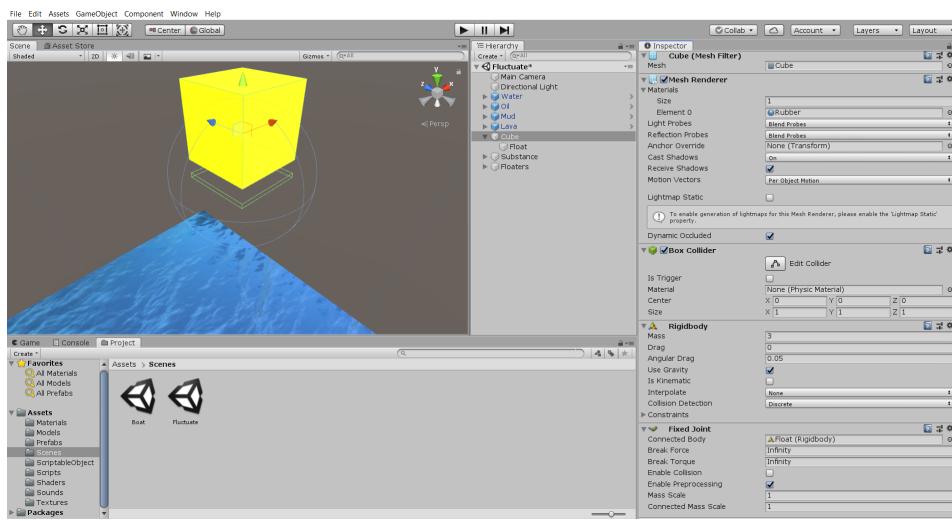
Leave the Floater Collider separate from the 3D Object Collider.

In the example it is located at the bottom of the object to support it when floating.

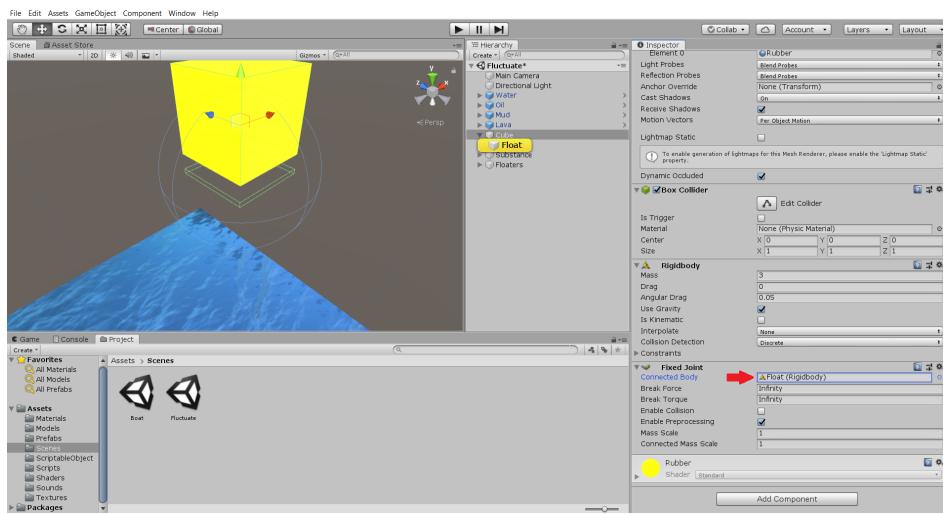
The Floating Script will identify the substance plane and will control the buoyancy of the 3D object with de Float.



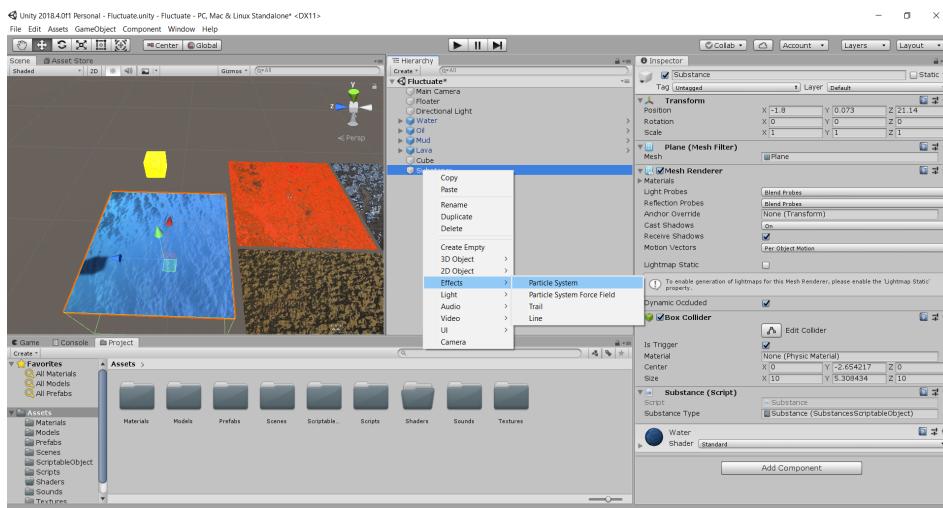
Add Rigidbody and FixedJoint to the 3D object.
Connect the Float Rigidbody in ConnectBody > FixedJoint.



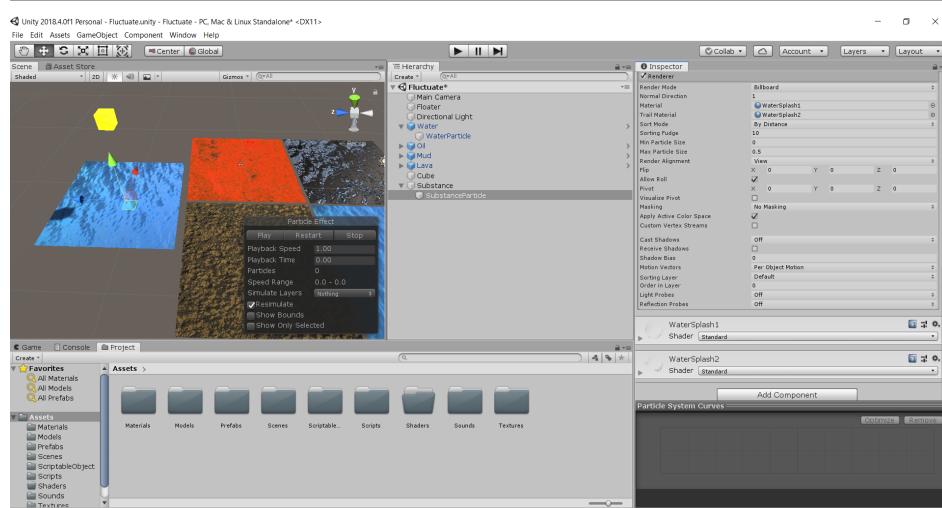
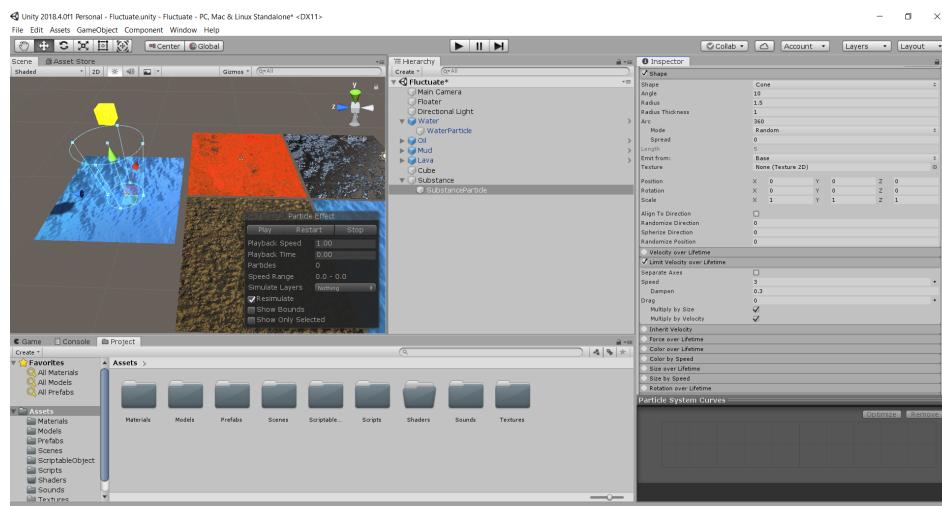
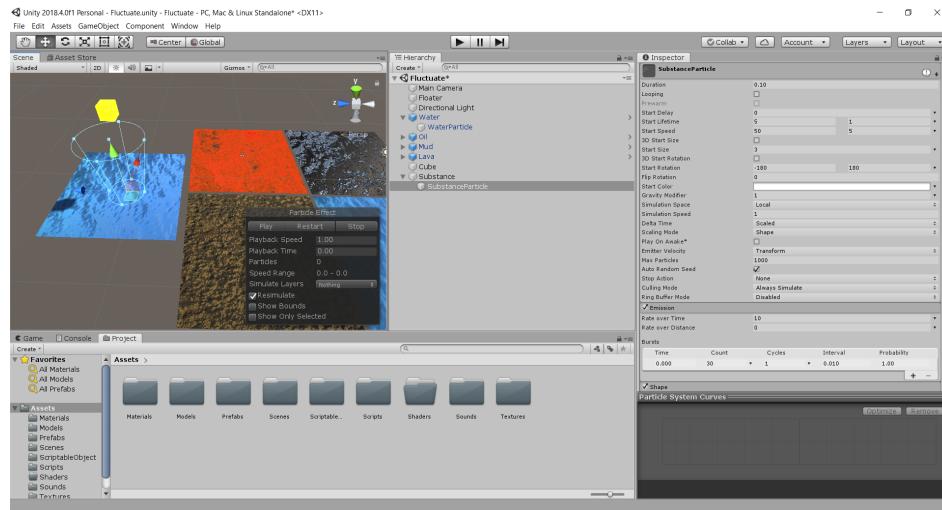
Add Rigidbody, Audio Source and Script Floating, to the Float object.
The Floating Script will identify the substance plane and will control the buoyancy of the 3D object with de Float.



Add Particle System within the substance to leave the particle as a child of the substance.

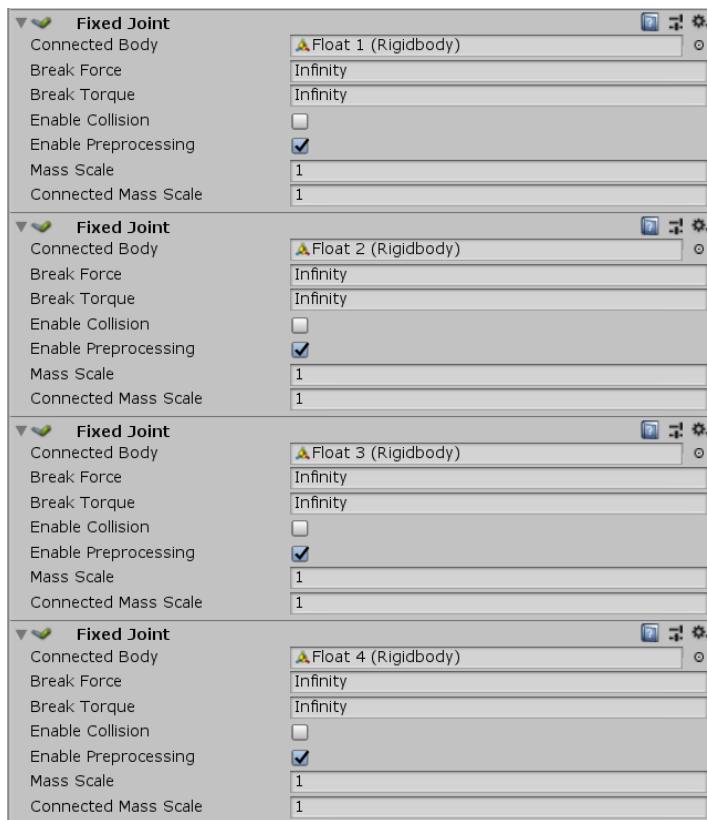
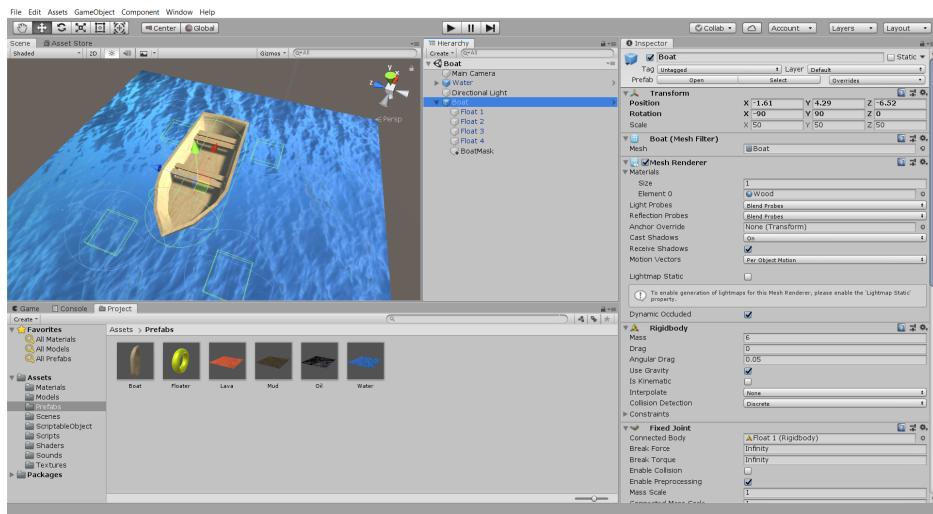


Leave the Particle System as in the image. This particle will be the "Splash" of the substance when the 3D object comes into contact with the substance.

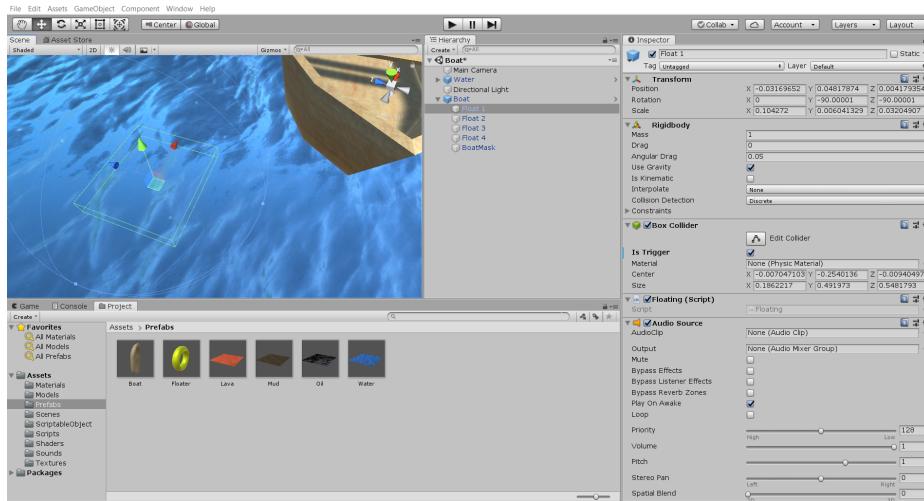


Boat

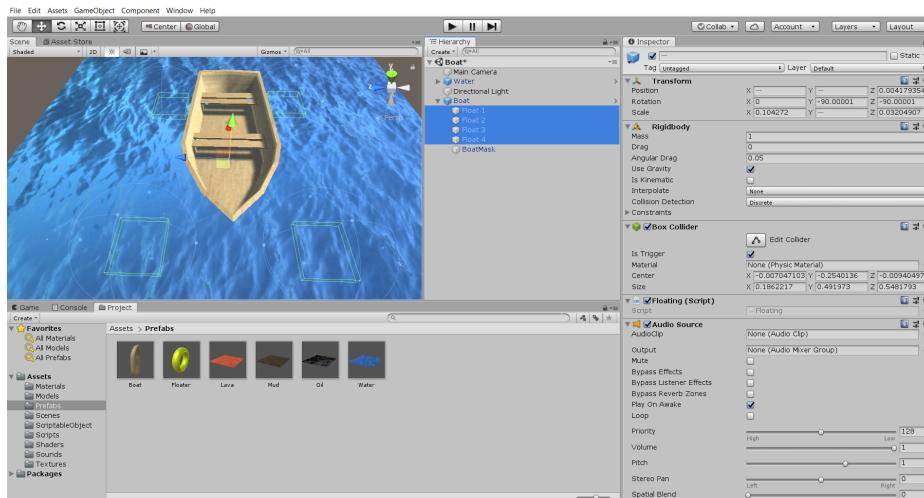
The boat has four floats to stabilize it in the water, each float is connected to a FixedJoint.



Each Float has Scripting Floating, Box Collider Is Trigger and Audio Source.



Each Float is separate from the boat collider in an arrangement that provides stability and fluid movement of the float in the water.



The BoatMask is a solid mesh of the boat, but with a shader material that makes it invisible to leak as soon as the water does not appear on the inside of the boat.

