

Welcome to the documentation and thank you for purchasing *Fluid Shader FX*!

For any questions, don't hesitate to contact me at: bytesizedassets@gmail.com

Please consider rating the package in your asset downloads or leave a review on the asset page. This will help the growth of this asset.

Getting Started

Setup

The asset contains 1 scripts and 1 shader that should be attached to each object the user wants the effect. These are:

- `Fluid.shader` : This shader handles the rendering part of the fluid effect. It should be put into a material, configured with the parameters detailed in the *Shader Reference* section and then attached to the mesh that will behave like a fluid.
- `FluidPhysics.cs` : This script is the second part of the asset, it handles the fluid physics and the waves that get generated on movement. The script should be attached to the mesh which has the fluid material. This script handles the filling the fluid volume.

FluidPhysics.cs Script Reference

Property	Type	Description	Default Value
VolumePercentage	Range(0.0f, 1.0f)	A float in the range [0, 1] that represents the volume the fluid should have	0.5
MaxMovement	Float	The max movement the liquid can make	0.05
WaveSpeed	Float	The speed of the waves generated when moving the liquid transform	1.0
RecoverySpeed	Range(0.0f, 5.0f)	The speed at which the liquid recovers from movements	1.0

Fluid.shader Shader Reference

Property	Type	Description	Default Value
Tint	Color	Tint to multiply the main texture against	(1, 1, 1, 1)
Main Texture	Texture	Main texture to use	white
Foam Color	Texture	The color of the foam	(1, 1, 1, 1)
Foam Width	Texture	The foam's width	0.0215

Property	Type	Description	Default Value
Rim Color	Color	Color for the rim lighting. This lights up the edges of the liquid	(1, 1, 1, 1)
Rim Power	Range(0.0f, 10.0f)	Power of the rim lighting effect	0.75