

Zibra Effects

Changelog

Version 2.0.0

- Renamed asset to “Zibra Effects” (old name was “Zibra Liquids Pro”)
- Added new Effect - “Smoke & Fire”
 - Updated all component/object menus to distinguish between SDFs/Liquids/Smoke & Fire components/objects
 - Now base path for plugin is *Assets/Plugins/Zibra*
- Updated sample scenes
 - Moved sample scenes to new location - *Assets/Plugins/Zibra/Common/Samples*
 - Added Terrain collider to desktop samples
 - Added Smoke & Fire to desktop samples
 - Changed scale to better match expected values
- Changed liquid render to be opaque
 - Now transparent objects render correctly together with liquids
 - Some post effects requiring depth now work better with liquid (e.g. DOF)
 - Can no longer include transparency in refraction
- Improved gizmos to have different color when object is selected
- Fixed Liquids rendering on latest version of Quest 2 firmware
- Fixed Terrain SDF not having correct scale for height
- Fixed error when trying to save initial baked state on unsaved scene
- Fixed collider/manipulator lists allowed duplicate entries
- Fixed material parameters order/ranges were inconsistent between main and additional materials
- Fixed Edit Container Area gizmo changing multiple sides of container
- Fixed render in case HDRP render component has 0 render passes
- Fixed Visualize SDF in case multiple views are rendered
- Decreased number of shader permutations used by liquid shader
- Hidden Internal shaders from Material

Version 1.5.3

- Removed Windows x86 support & UWP x86 support
 - Please use Windows x64 or UWP x64
- Extended detectors functionality to detect bounding box of the liquid

- Extended voids functionality to remove certain % of liquid inside per second
- Added popups for streamlining licensing experience
- Added automatic plugin update checking
- Added Terrain SDF to be used with Liquid colliders
- Added option to disable Foam completely
- Added additional info to Performance Overlay
- Added anonymous plugin usage statistics collection
- Added Fresnel strength option
- Added sample scenes for all render pipelines
 - Also updated existing ones
- Reworked Foam, not it's rendered as particles, instead of projecting white color on liquid surface
 - Material 1 is now independent from Foam
- Updated diagnostics info format
- Updated gizmos icons to be consistent with upcoming Smoke & Fire plugin
- Fixed HDRP rendering, in case resolution was changed and camera textures don't match camera resolution

Version 1.5.1

- Initial release of Zibra Liquids Pro