Unity Personal and Unity Pro Asset

Liquid Physics Approximation v1.1

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27th April, 2016

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2 Introduction

Liquid Physics Approximation allows you to create a liquid container (with every type of convex mesh) that contains moving liquid with approximated physics. Useful for projects that require low resources consumption, or cheap effects with a good visual result.

3 Setup

Please follow the setup to make the package work correctly:

- Open **"Prefabs"** folder in path: **"Assets/Physics Liquid Approximation/"**, and move **"Container"** (if you want a standard Container) or **"Character Container"** (if you want a Container with third person controller) in the scene, to generate the gameobjects.

- From **"Container Manager"** script, and click on **"Enable Physics Animation"** or **"Enable Static Animation",** if you want an approximated physics animation or a static looping animation.

7 Support

If you have any questions or suggestions, please use the Unity forum and write a PM to:
http://forum.unity3d.com/members/h92.251779/