Water Splash Effects

Thank you for purchasing Water Splash Effects.

This package includes 11 mesh animation splash effects.

- More realistic animation than billboards or UV animation.

- Efficient. Morphed on GPU and GPU instancing is enabled.

Notice that mesh animation is achieved through Vertex Animation Texture(VAT).

Vertex positions are embedded in VAT and splash mesh is constructed with the texture from polygon soup each frame. VAT and polygon soup are put under VAT folder.

3 sample scenes are included. Refer to as usage.

SampleScenes/SampleOverview: Looping all effects (not particle system based)

SampleScenes/SampleParticle: Example of particle system integration

SampleScenes/SampleEffects: Simple hit effects sample

Version History

1.0: first release

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Shaders are modified from vertex_fluid.shader: