



In Subnautica they have an effect that involves base water clipping. The effect shows the water when you are under it and it reflects the light, sky and shadows while still having a liquid application. The object clips at the base and also will show a different texture once you are above it. I believe that there are two sides to the plane and perhaps there is also a height map involved.

I like the effect because it's trying to mimic the fluidity of water and replicate the same effects you'd see while you're either under water, at eye-level or above the water. The effect definitely changes based on your camera view, I believe that depending on the height you're at and where the water clips, the view will change. The lights shine through when you're under water but there is also a higher contrast and I believe there is a shader used for the water. It is an effect that updates the geometry, change the color of the pixels and also alters the texture based on the time and location of the person. I couldn't find much about how it was created but I know it was made on unity and that they use the base water clipping. In order to replicate it, you would need to create a physics system based on time and location of the camera and also have different shader textures that correspond to those elements.