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daniel-ilett

Improved Rainsplash.png.

3006185 · 4 years ago

13 Commits

Assets

Improved Rainsplash.png.

4 years ago

Packages

Added empty rain VFX graph.

4 years ago

ProjectSettings

Tweaks to rainsplash collision.

4 years ago

.gitignore

Initial commit

4 years ago

LICENSE

Initial commit

4 years ago

README.md

Rain VFX now more complete.

4 years ago

banner.jpg

Added banner image for README.md.

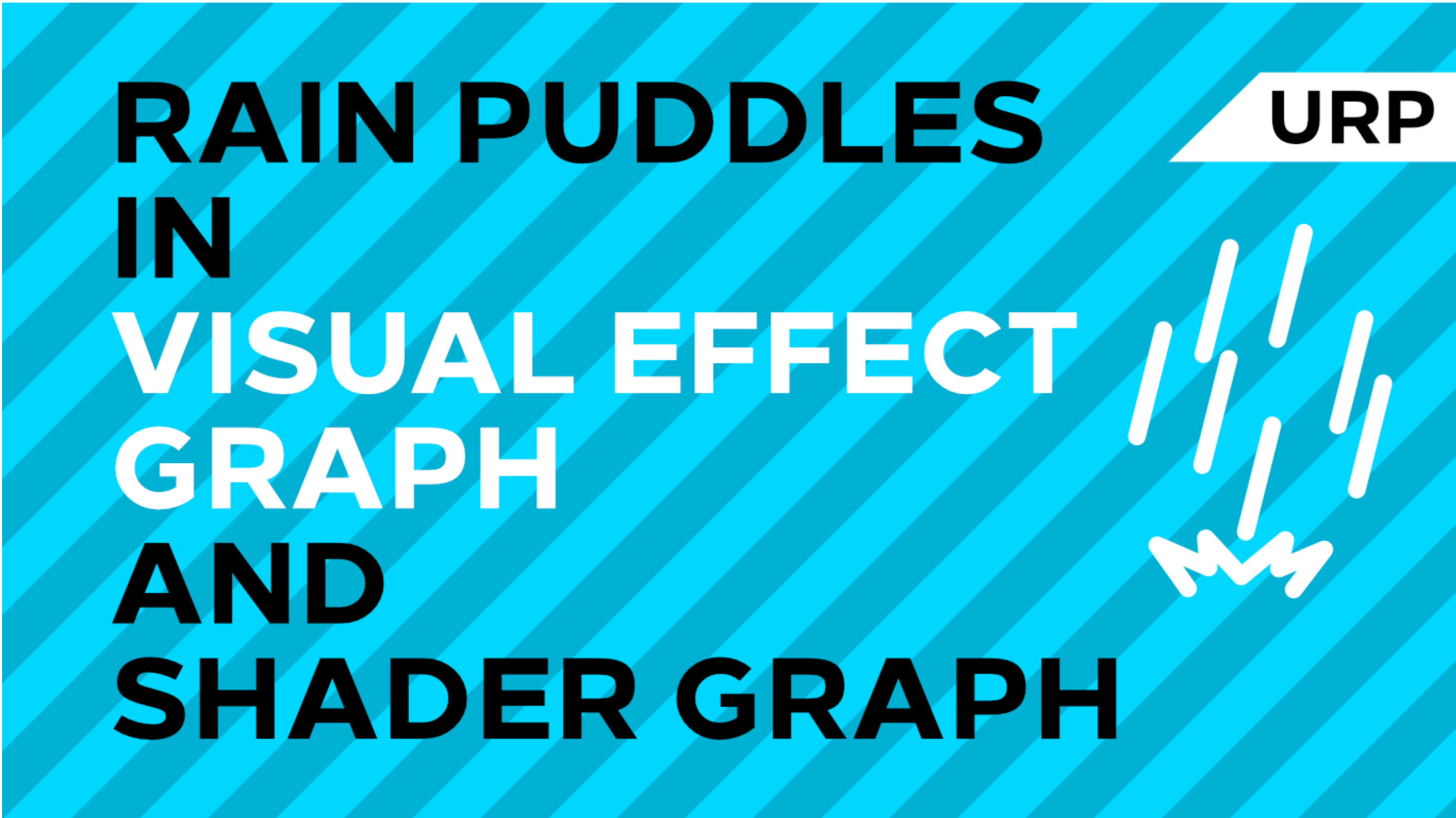
4 years ago

README

MIT license

Rain Puddles in Unity URP

A rain puddle effect using Unity Shader Graph, Visual Effect Graph and Universal Render Pipeline.



Overview

This project contains a rain puddle shader which uses an animated raindrop texture and a 'puddle map' to determine which sections of the floor are covered in rainy puddles. On top of that, a particle effect is used to simulate falling raindrops.

Software

This project was created using Unity 2019.3.0f6 and Universal Render Pipeline 7.1.8.

Authors

This project and the corresponding tutorial series were written by Daniel Ilett. [Follow him on Twitter](#) for more gamedev tutorials!

Release

This project was released on May 18th 2020.

About

A rain puddles shader for Unity Shader Graph and Universal Render Pipeline

Readme

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