

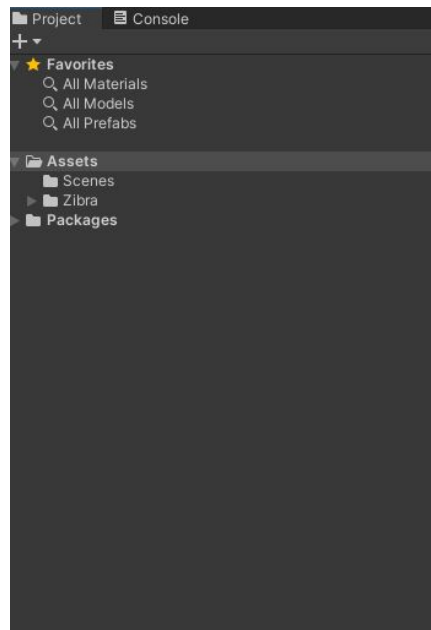
Unity plugin manual

ZIBRA^{AI}

Installation

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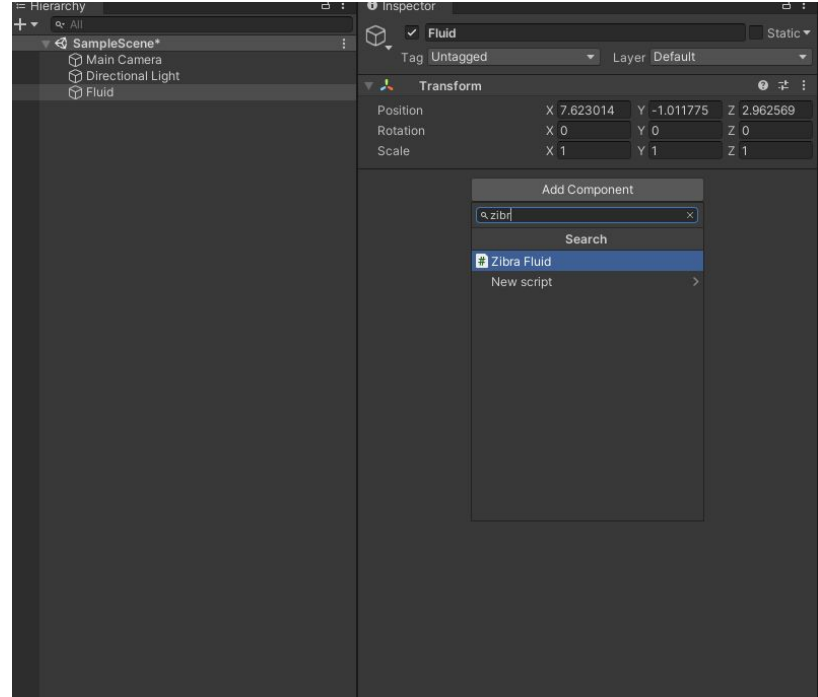
Put Zibra plugin folder
into your Unity project



First steps

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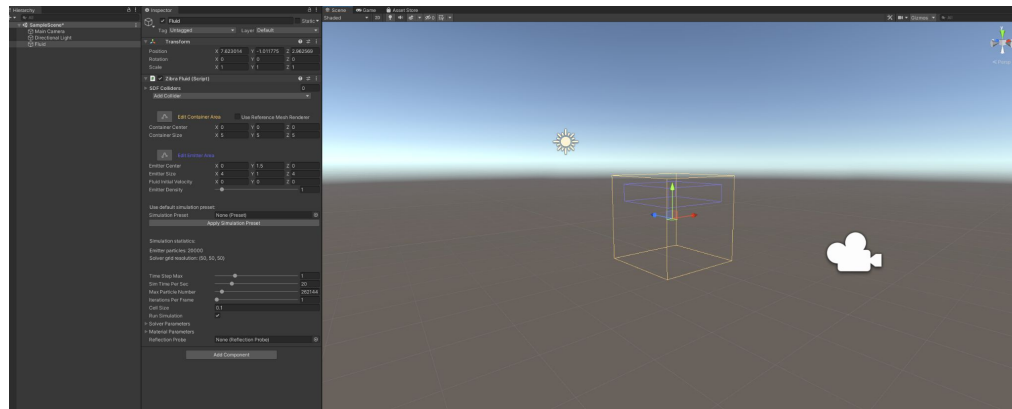
1. Create empty project
2. Add Zibra fluid component



First steps

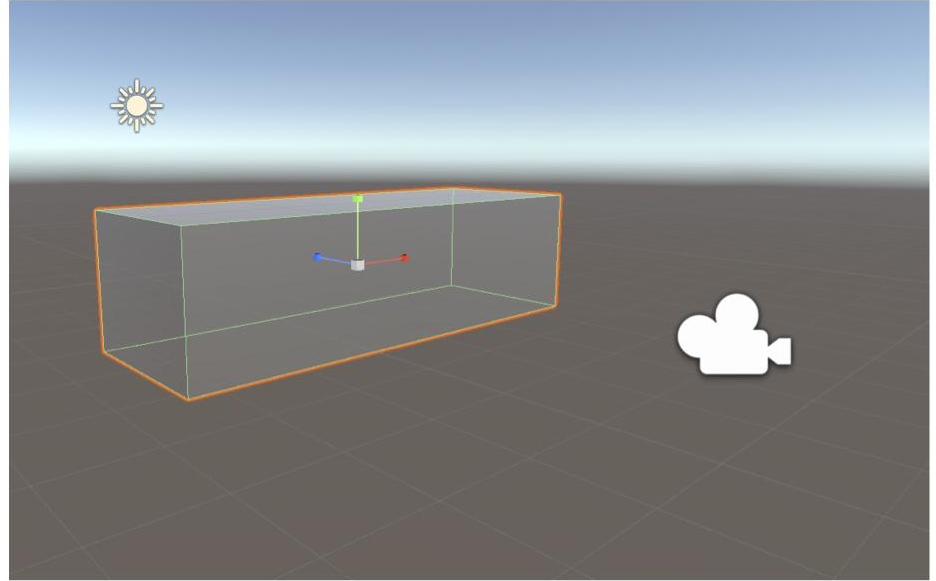
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This is minimally
required setup, now you
can run and see result



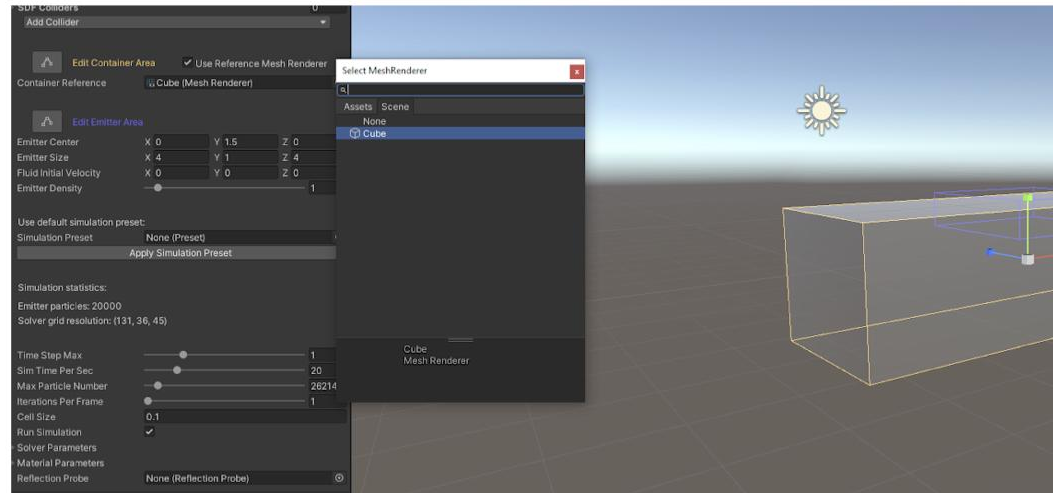
Container

Create cube object with
Glass material to see its
content, size and place
it properly



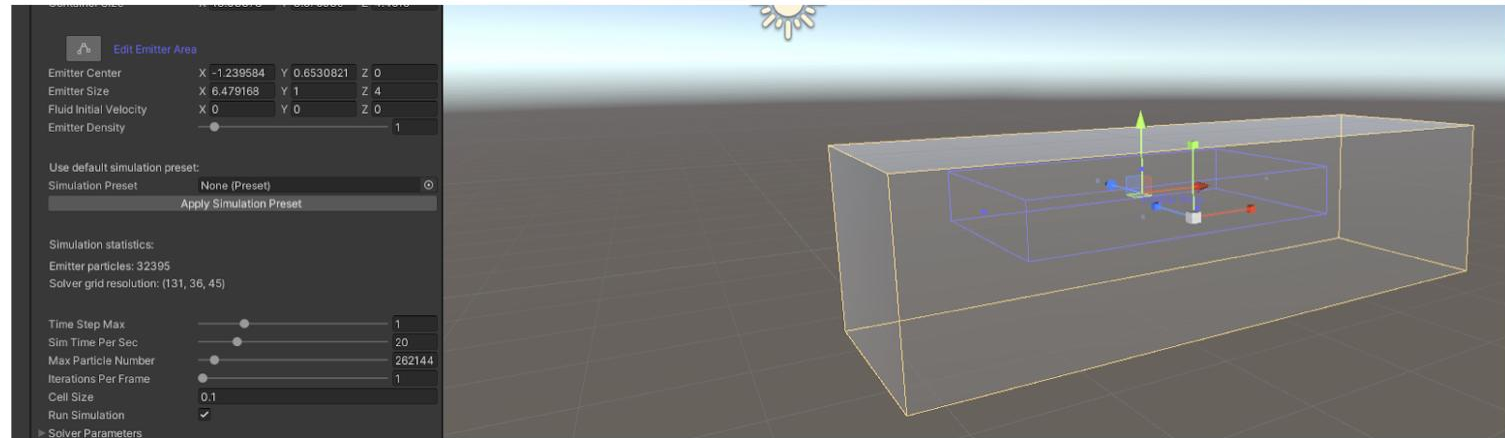
Container

Assign this container to container area in Fluid inspector tab using “Use Reference Mesh Renderer” checkbox



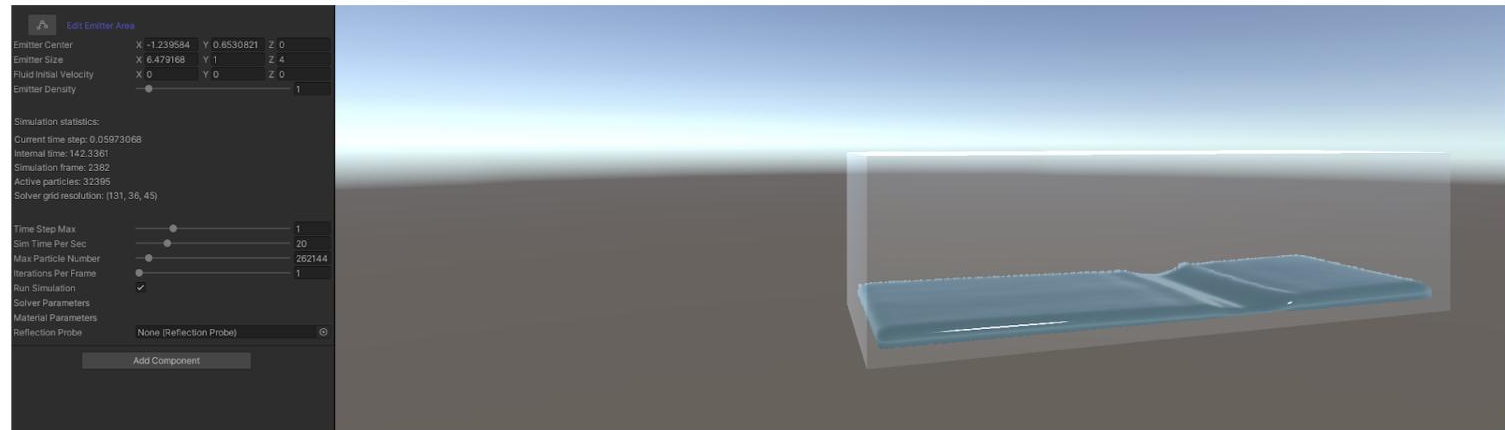
Emitter

By clicking on Edit Emitter area place and resize Fluid spawn point inside container. Use built-in Unity Gizmos for this. Check result!



Emitter

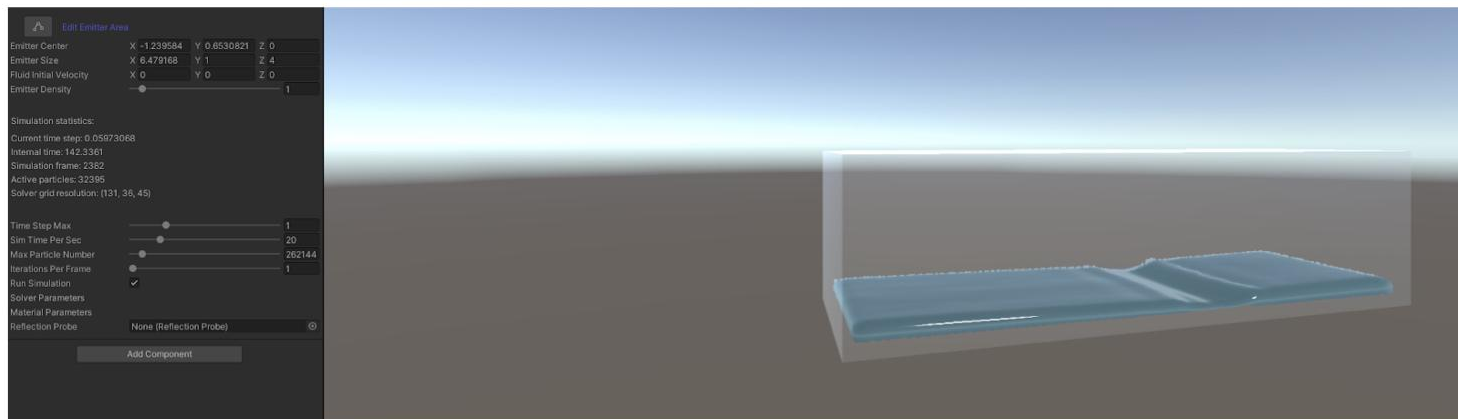
By clicking on Edit Emitter area place and resize Fluid spawn point inside container. Use built-in Unity Gizmos for this. Check result!



Adjusting fluid

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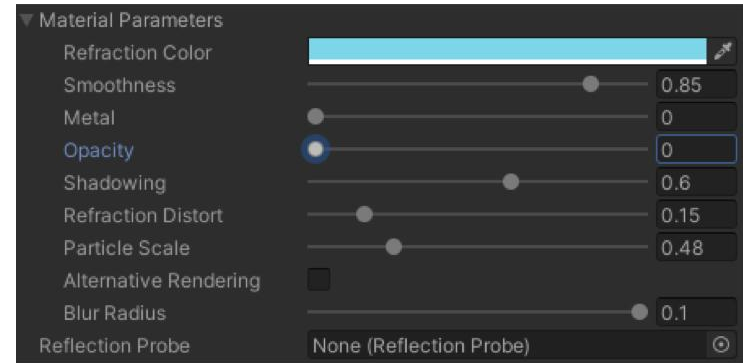
Use Simulation Presets to adjust fluid properties, it affects fluid amount and style.



Fluid visuals

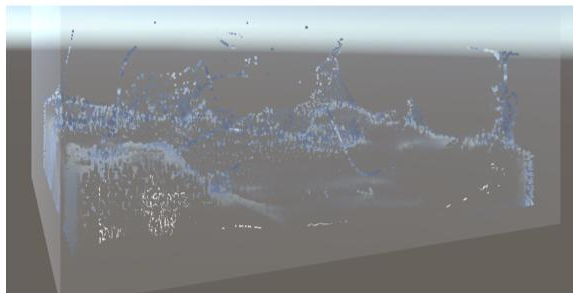
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Use Material Parameters tab
to configure visuals

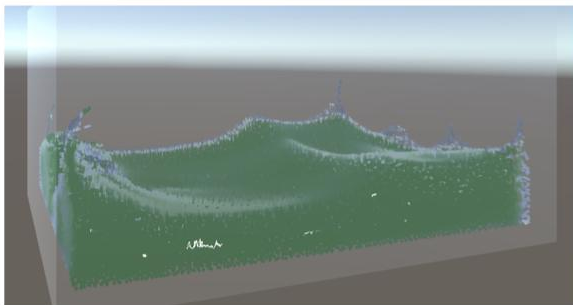


Fluid Examples

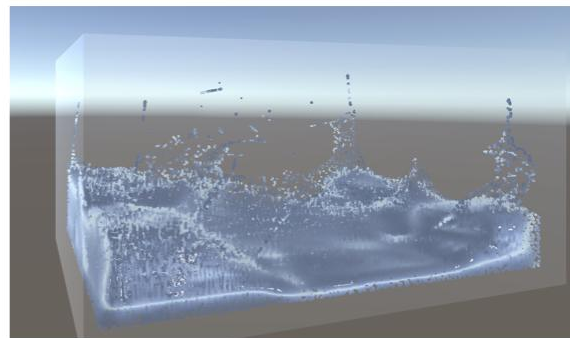
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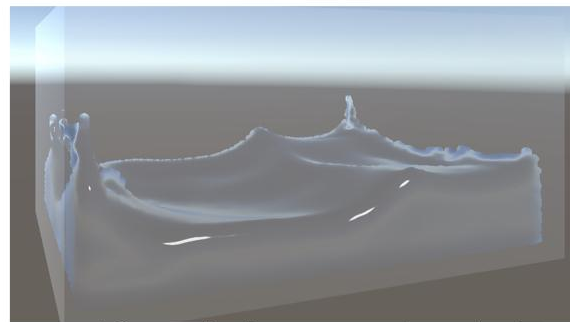
Opacity 0



Opacity 100



Metalness 1



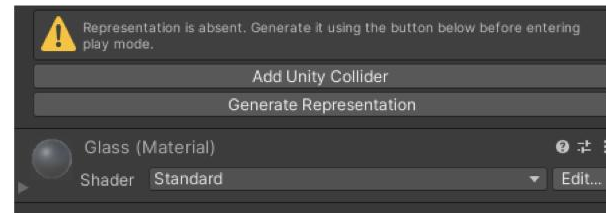
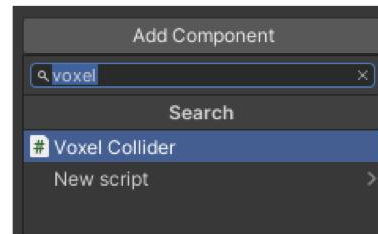
Particle scale 1.5



Adding colliders

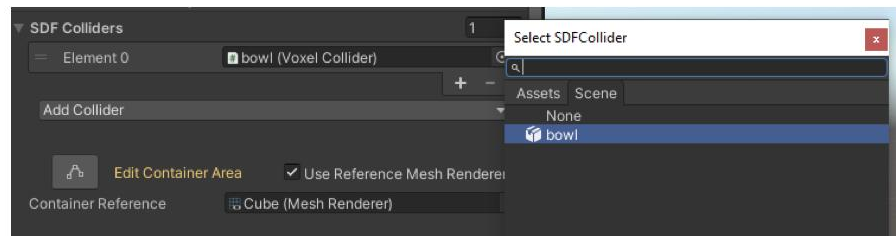
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1. Add any object having Mesh Filter
2. Add Voxel Collider component
3. Invoke Generate Representation



Adding colliders

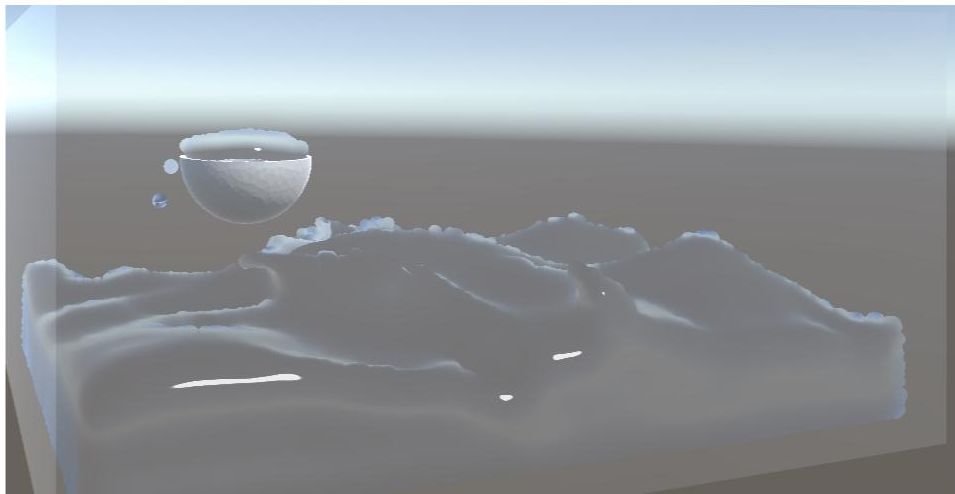
In Fluid settings open SDF collider drop down and add newly created collider.



Adding colliders

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See the result



Additional features

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1. Control fluid gravity using Arrows button
2. Turn off gravity with key “o”
3. Generate Analytical SDF for simple objects like cube and sphere with Analytical SDF component
4. See documentation for detailed fluid parameters description

