

FluidBook - User's Guide

!\ Disclaimer: This version will only work with Unity's **built-in renderer** and will not work with the URP or HDRP.

Set Up

1. If there is no FluidBook_Prefab object in the scene, add one from the asset browser (1).
2. Make sure the FluidBook_Prefab has its FluidBookData field assigned (2). You can create a new FluidBookData object by duplicating an existing one or by using right-click/Create/FluidBook/FluidBookData.
3. Add objects to the scene and place them in the volume displayed by the FluidBook prefab.

Sprites and Sheets

1. While in playmode, hit the “Capture” button at the bottom of the FluidBook script on the prefab.
2. To create an atlas, use the Atlas Builder script. Add your textures to the component in the right order and click the “Build Atlas” button (3).

