Rain, Puddles, and Splashes

3.21.2025 Version 1.0.0

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Neko Legends
http://nekolegends.com

Overview

🎮 **Check out the live web demo here** (Hot springs day scene)

🎮 **Check out the live web demo here** (Cyberpunk night scene add-on)

🎁 **Bundle Deal: This package is included in the *Neko Legends - All 3D & VFX Bundle***

📦 **Dependencies:**

- **The *Shared Assets Demo URP* (FREE) package is required for demo scenes to function as shown on video.**
- **(Optional) ✨ Realistic reflections rely on the environment. The add-on demo of the cyberpunk night scene uses my HDRI Environments asset.**

Tested on **Unity6**.

🌧️ **Rain, Puddles, and Splashes – Dynamic Water FX for Unity** 🌧️

Add **realistic or stylized raindrop effects, dynamic puddles, and interactive splashes to your Unity scenes. Perfect for game developers, environment artists, and VFX creators, these shaders ensure your rainy atmospheres feel immersive and natural.**

✨ **Key Features:**

🔹 **Rain Droplets Shader – Add realistic or stylized raindrops with adjustable teardrop shapes, customizable color tinting, and built-in distortion effects for a natural water refraction look.**

🔹 **Puddle Shader – Create reactive puddles with dynamic ripples, adjustable decay, and realistic water movement to match the weather conditions in your scene.**

🔹 **Rain Splash Shader – Simulate raindrop impacts with animated splash distortions, scalable effects, and normal-mapped details for extra realism.**

💧 **Fine-Tuned Customization: Control ripple speed, drop spacing, tint strength, and distortion levels to achieve the exact wet-weather look you need.**

⚡ **Optimized for Performance: Designed to work seamlessly in real-time with minimal impact on performance, making it ideal for both PC and mobile projects.**

🎨 **Stylized or Realistic? Your Choice! Whether you want a hyper-realistic downpour or a stylized anime-inspired rain scene, these shaders adapt to your vision.**

Make your rainy scenes stand out! 🌧️ **Get Neko Legends: Rain, Puddles, and Splashes today!**

🛠️ **Technical Details – Neko Legends: Rain, Puddles, and Splashes**
Shader Breakdown:

Each shader in this pack is designed with **customizable parameters for fine-tuned control over the appearance and behavior of rain effects in your scene.**

🌧️ **Rain Droplets Shader** (Neko Legends/Rain/Rain Droplet)

Description: Simulates falling raindrops on surfaces, featuring adjustable shapes, colors, and distortion effects.
Shader Properties:

🎨 **Main Colors_TintColor – Adjusts the tint color of the droplets.**

_ColorStrength – Controls the strength of the applied color (0 to 5).

🖼️ **Textures & Shape_MainTex – Main texture input for the effect.**

_Rotation – Rotates the droplet pattern (0° to 360°).

_Size – Changes the droplet size (0.1 to 5).

_TeardropFactor – Controls the shape of the droplets, from round to elongated teardrop (0 to 1).

🌊 **Distortion Effects_DistortionScale – Alters how much the droplets distort the underlying texture (0 to 1).**

💦 **Puddle Shader** (Neko Legends/Rain/Puddle)

Description: Generates interactive puddles with animated ripples, water color customization, and drop spacing controls.

Shader Properties:

🌊 **Ripple Control_RippleStrength – Adjusts the intensity of the ripples (0 to 1).**

_Frequency – Controls how closely packed the ripples are (0 to 50).

_Speed – Sets the speed at which ripples propagate (0 to 10).

_Decay – Determines how quickly ripples fade over time (0 to 10).

_DropSpacing – Defines the distance between raindrop impacts (0.1 to 10).

_TimeScale – Adjusts the overall animation speed (0 to 5).

🎨 **Visual Customization_WaterColor – Controls the color tint of the puddles.**

💥 **Rain Splash Shader** (Neko Legends/Rain/Rain Splash)

Description: Simulates raindrop impact splashes with distortion, normal mapping, and rotation controls for a dynamic water effect.

Shader Properties:

🎨 **Main Colors_TintColor – Adjusts the splash tint color.**

_ColorStrength – Controls the intensity of the color (0 to 5).

🖼️ **Textures & Shape_MainTex – Main texture for the splash effect.**

_BumpMap – Normal map for enhanced surface detail.

_Radius – Defines the splash mask radius (0 to 1).

🌊 **Distortion Controls_BumpAmt – Strength of the distortion effect (0 to 50).**

_DistortionScale – Scale of the distortion effect (0 to 1).

🔄 **Rotation & Scale_RotationAngle – Rotates the splash effect (0° to 360°).**

_Scale – Adjusts the overall size of the splash effect (0.1 to 10).

Dependencies

| Icon	Main Type	Asset Store And YouTube Links
	Scripts 3D Models Textures	Shared Demo Assets URP YouTube Video

FAQ

Q: I'm getting script errors about: (are you missing a using directive or an assembly reference?)

A: Make sure to install the dependency: Shared Demo Assets URP

Q: The rain and splashes are gray!

A: Make sure to enable Depth and Opaque texture in your render settings!
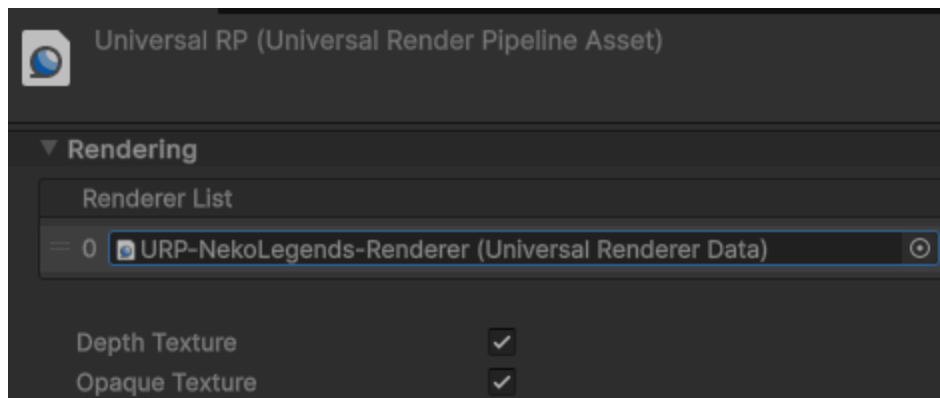
Support

Need some help or have burning questions? Reach out to me at
support@nekolegends.com

And hey, if you're feeling extra awesome and want to support me on my journey, why not leave a review? Your feedback means the world to me and helps me continue to improve and develop amazing new features as well as more variety of characters!