



Glaz Underwater FX

By Ideoservo Games (Geoffrey CHARRA) Version 1.3 - 2021, March 7th

LICENCE: Asset Store Terms of Service and EULA https://unity3d.com/fr/legal/as_terms

Description

Glaz is the Briton name of the chromatic blue-green color of the ocean.

Glaz Underwater FX provides a collection of small assets effects combined together to build an underwater scene.

This asset was shared by

Setup

<https://unityassetcollection.com>

- Download Moonflower Carnivore Jiggly Bubble Free:

<https://assetstore.unity.com/packages/vfx/particles/environment/jiggly-bubble-free-61236>

- Import all package

Glaz Underwater FX

- Import all package

Demo scene

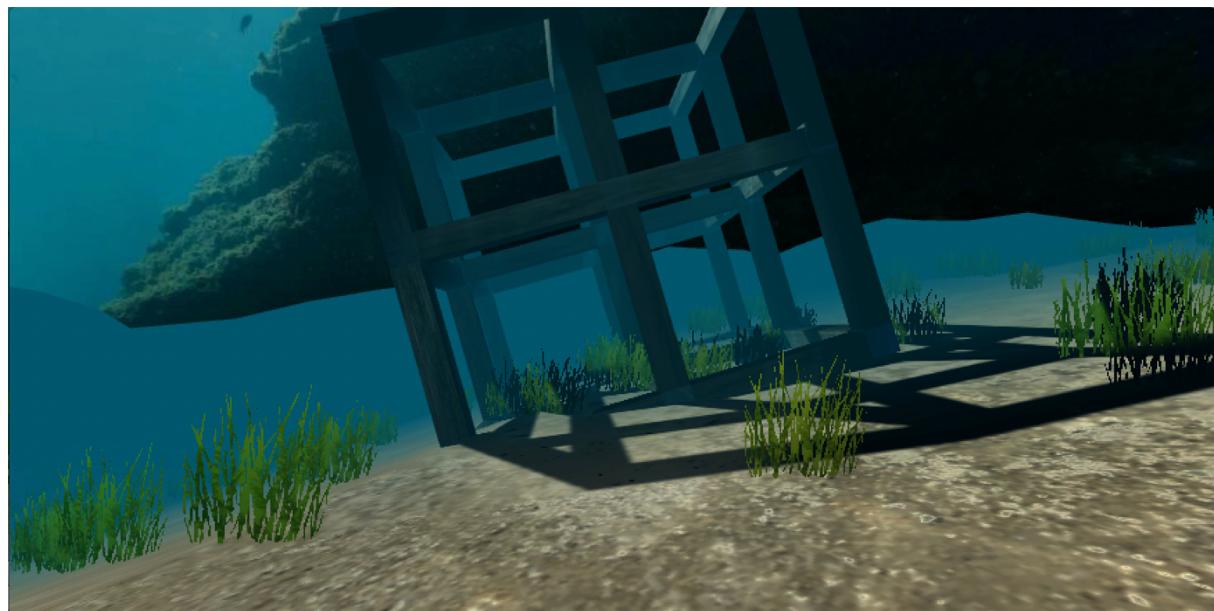
Load the "GlazFx" scene located in _ideoservo/Demo/Scenes for an overview of all combined effects.

Tech demo video : <https://youtu.be/MWqyDSZOHIQ>

List of effects

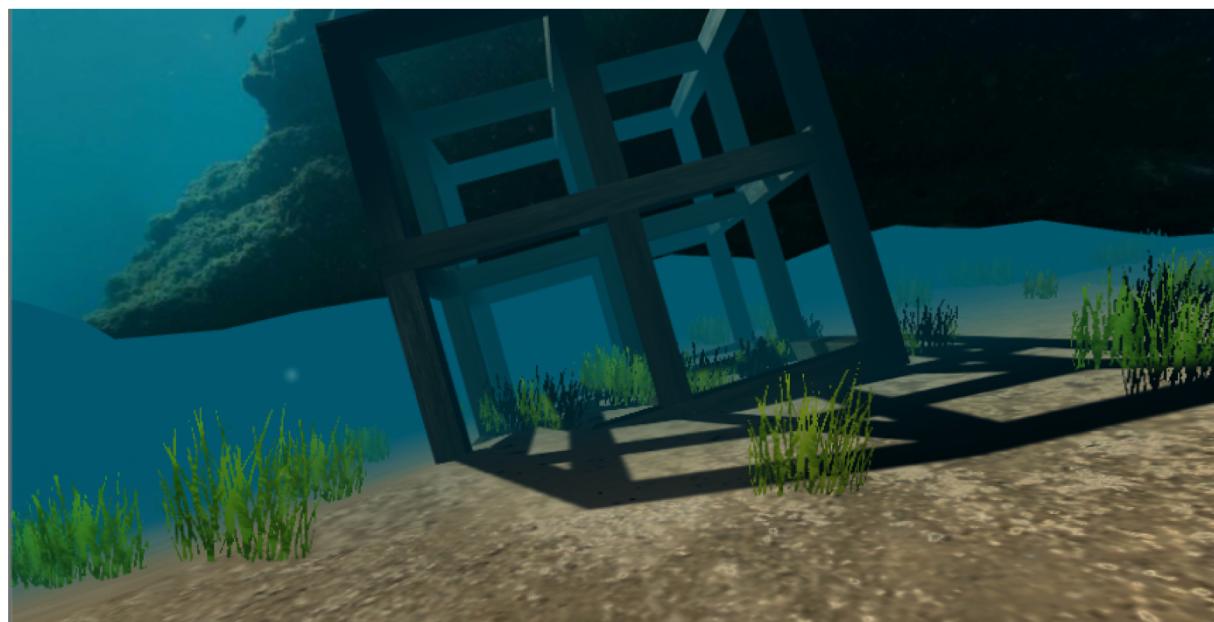
Caustic

Caustic projection effect on the ground



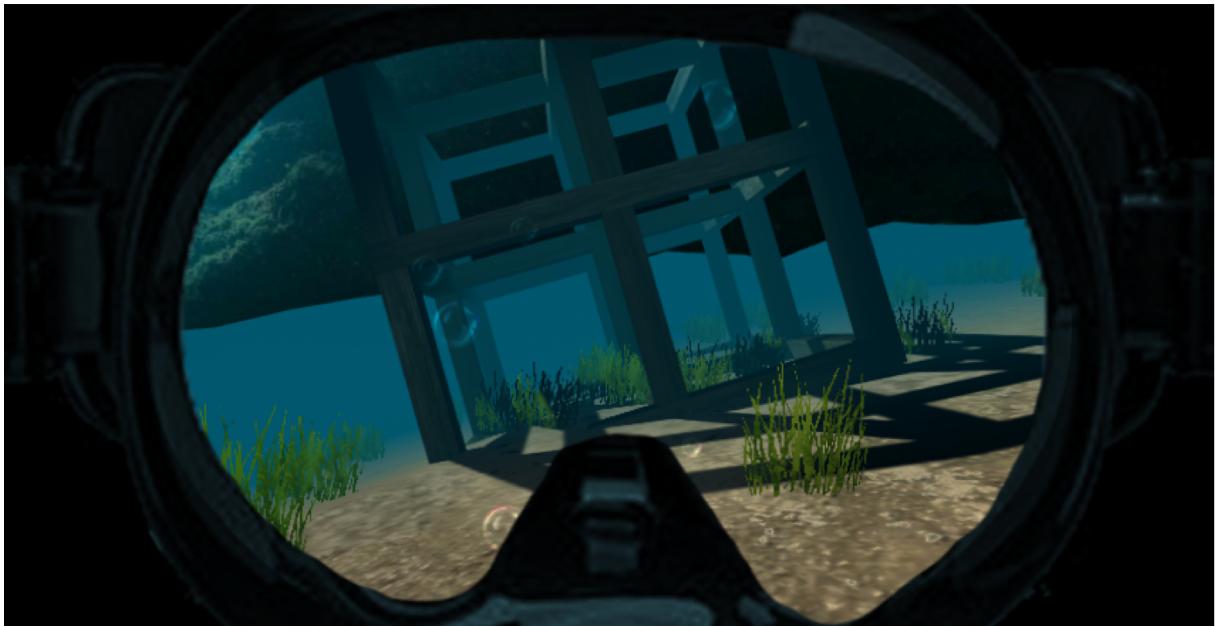
Dust

particle dust effects



Scuba Dive Mask

2D scuba mask + scuba breath sounds + bubbles



Underwater Ambiance

Underwater ambiance and whale song (mp3)

Underwater Skybox



Underwater Skybox

Remember to also use a blue fog for the ambiance.

Underwater Image FX

Those effects are based on Unity Legacy Unity Image Effects classes.

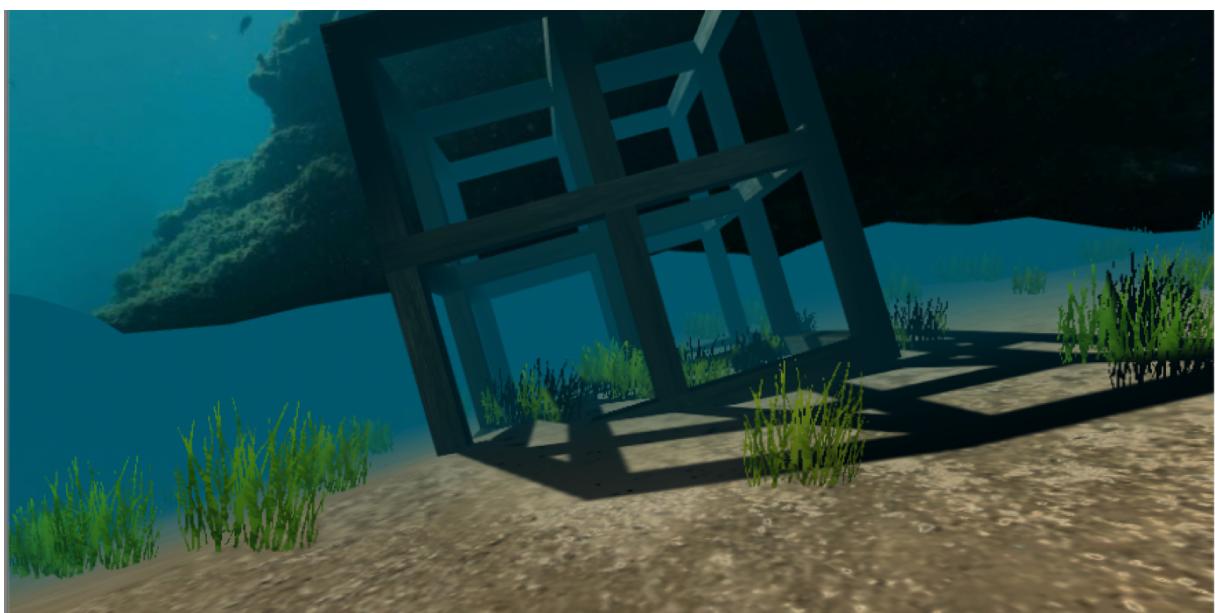
They have to be attached to a GameObject containing the camera.

-UwBlurEffect: blur effect (same as legacy one)

-UwEdgeDetection: edge detection effect to combine with blur effect (same as legacy one)



-UwFisheye: fisheye deformation (same as legacy one)



-UwSunShaft: sun shafts (same as legacy one with different tuning) - Look at the sky to see the effect
(has to be combined with a transform attached to Directional Light)

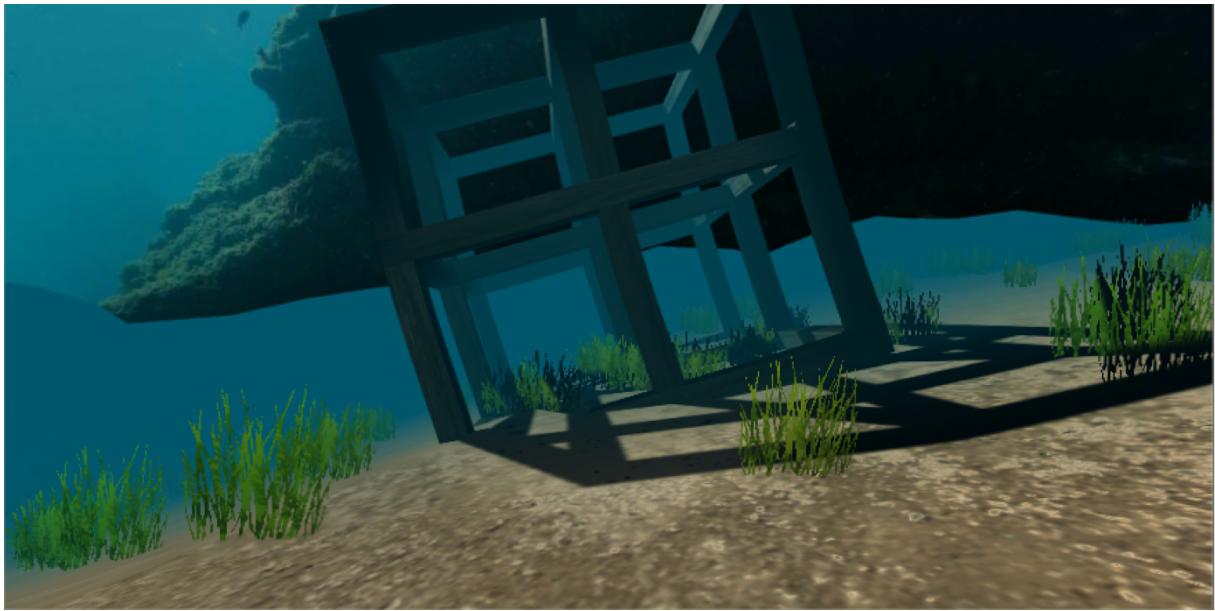


-Vortex: vortex deformation (same as legacy one with different tuning)

-VortexAnimated: animated vortex deformation (Vortex effect with time variation)



-WaveAnimation: wave effect animated deformation



Support

<mailto:support@ideoservo.com>