

master 1 branch 0 tags

kulesz Merge branch 'master' of https://github.com/kulesz/PlanetaryWater

Assets	Formatting fix
Images	Added images
Packages	Initial commit
ProjectSettings	Initial commit
UserSettings	Initial commit
.gitignore	Initial commit 5 months ago
LICENSE	Initial commit 5 months ago
README.md	Update README.md 5 months ago

Clone

HTTPS GitHub CLI

https://github.com/kulesz/PlanetaryWater.ξ

Use Git or checkout with SVN using the web URL.

Open with GitHub Desktop

Download ZIP

About

Simple implementation of Gerstner Waves simulated on the surface of a sphere.

- Readme
- MIT License
- 7 stars
- 2 watching
- 0 forks

Releases

No releases published

Packages

No packages published

Languages



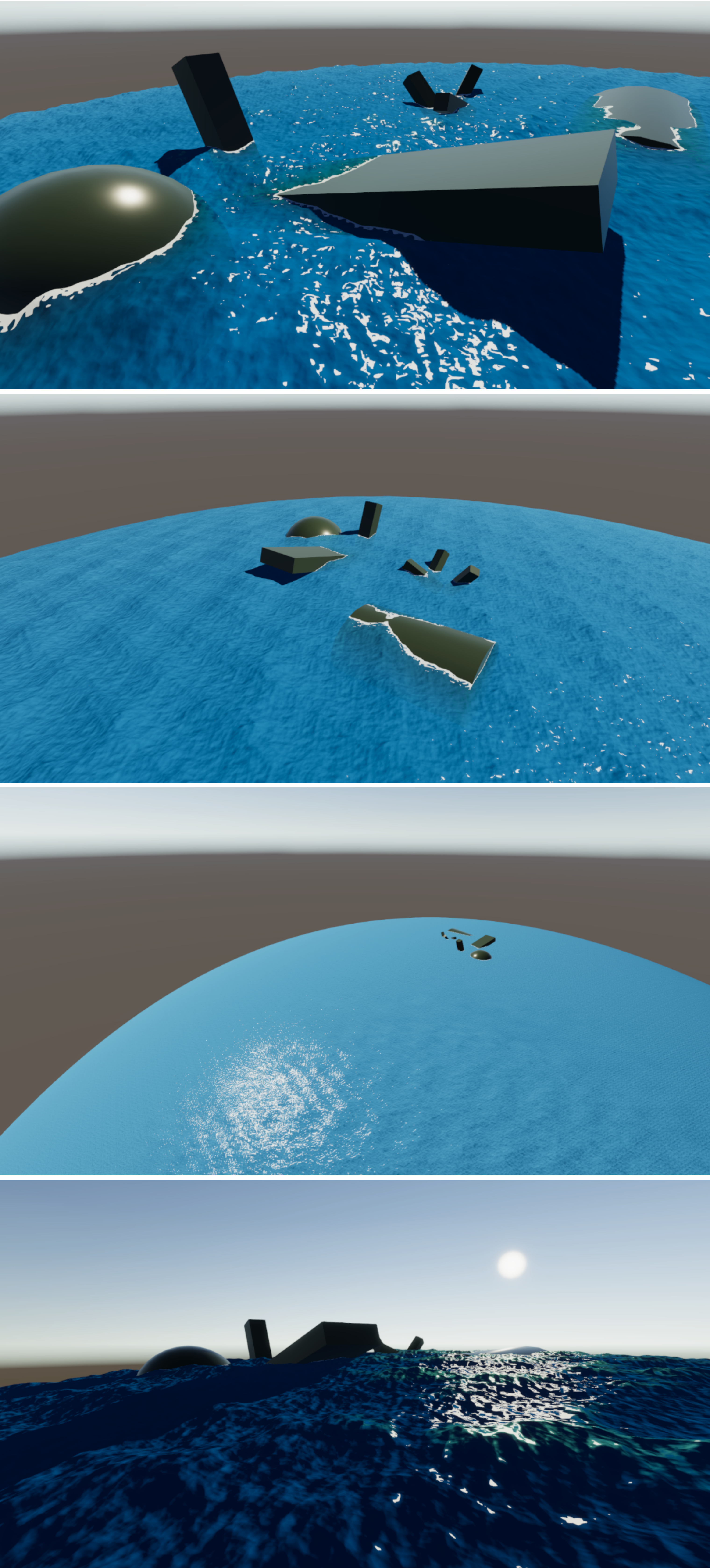
README.md

# Planetary Water

Simple Unity implementation of Gerstner Waves simulated on the surface of a sphere.

Based on **Real-Time Rendering of Procedurally Generated Planets** by Florian Michelic.  
Original paper should be available here: [Link](#).

This is just a prototype - it's not optimized and should be carefully tested before using in any project.  
Initially created in Unity 2021.1.16f1.



Feel free to contribute 😊