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## 1. Description of the package.

This is a simple package to start with water dynamics. The package has two different scenes:

- A simple floating effect with wave movement.
- An advanced floating effect with wave movement.

The wave movement is achieved by modifying the vertices of a plane mesh while the floating effect is generating according to two approaches:

- Basic floating effect: adds a force to the object with an offset vector.
- Advanced floating effect: gets the pressure force applied at each triangle of the mesh.

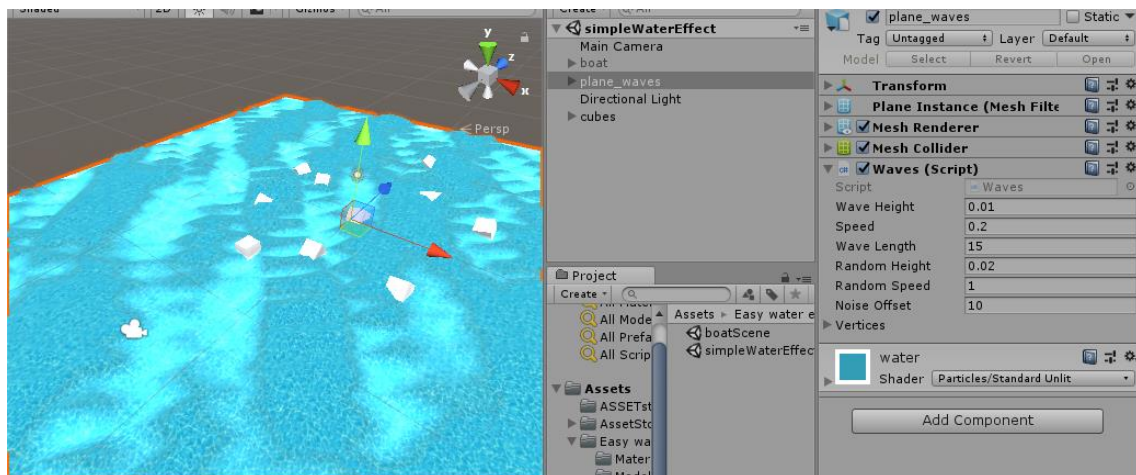
All textures, models and scripts shown in the video are included. Contact at [michael.soler.beatty@gmail.com](mailto:michael.soler.beatty@gmail.com)

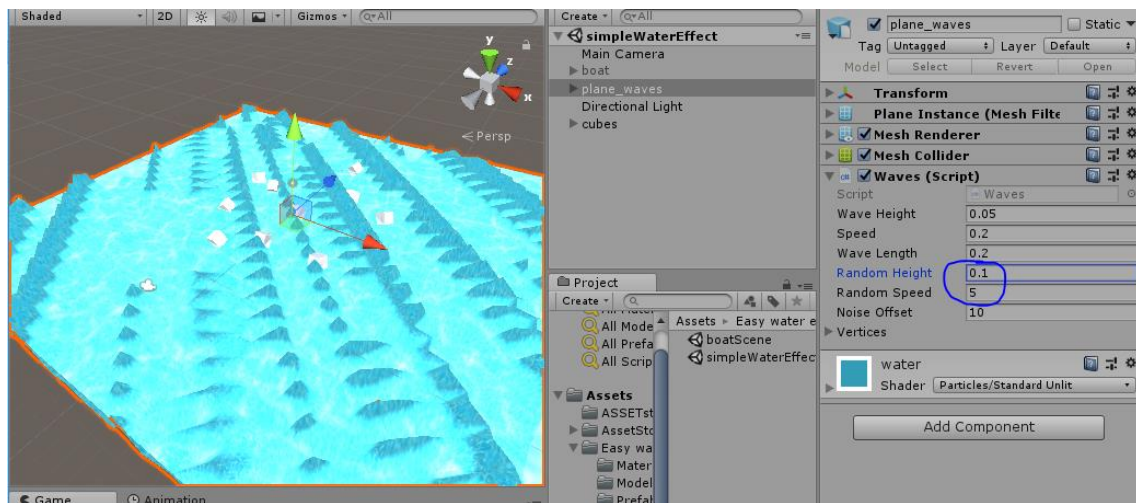
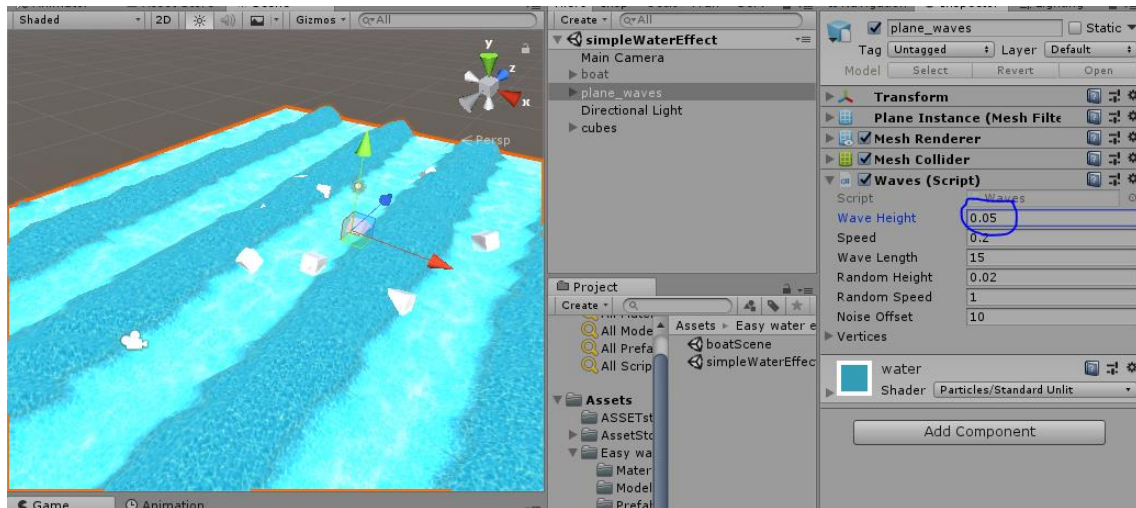
## 2. Colliders, tags and physics

A rigidbody is attached to the object that must float.

## 3. About wave generation

Wave has different parameters, which will change the look of the waves and the portion of water that is being used:

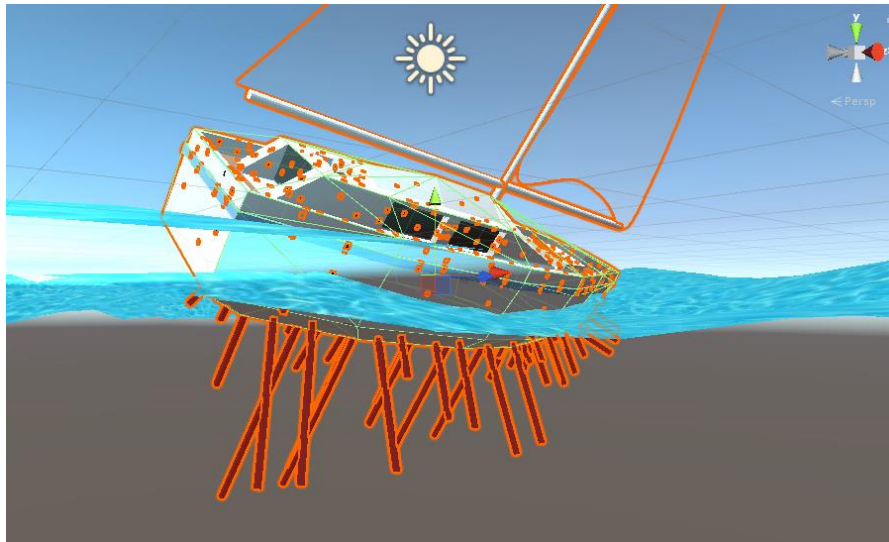




Default values are best for the water simulation.

#### 4. About floating effect

The advanced floating effect allows the user to draw the normal that show the forces applied to each triangle of the mesh:



## 5. Scripts

We have made a tutorial explaining how scripts and game dynamics work.

<https://youtu.be/TXXB8UdRo1A>