



# Creating Simulation

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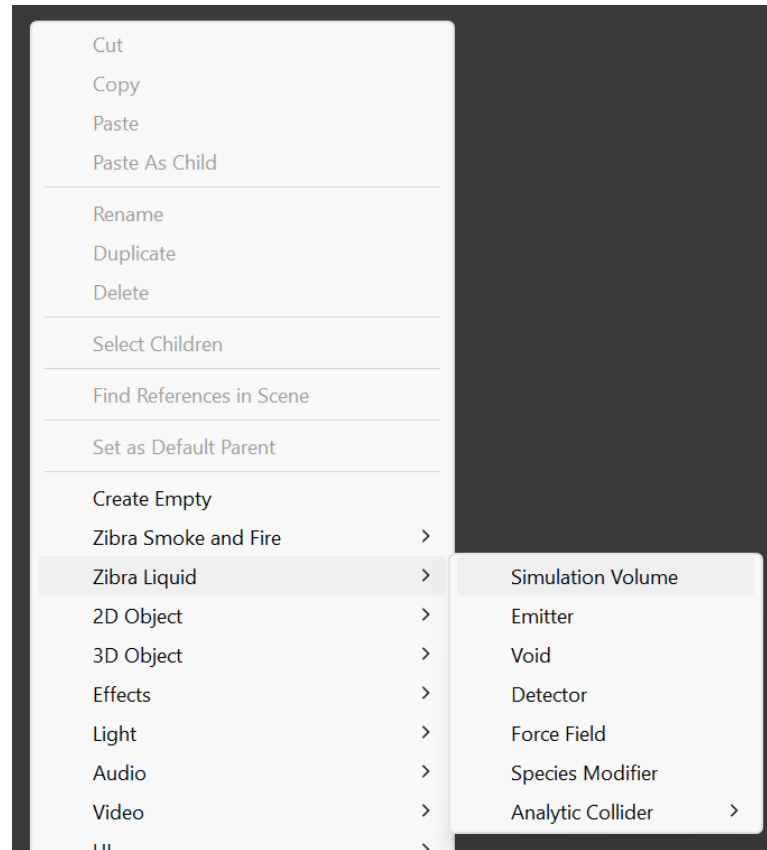


[Zibra Liquid](#)

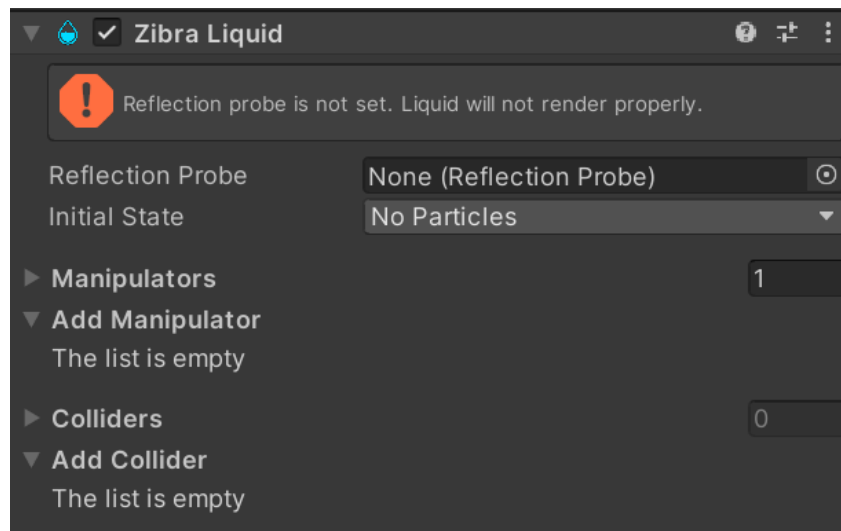
## Creating Liquid Simulation Volume

To create a Liquid instance:

1. Right click in the Hierarchy window and select "Zibra Liquid → Simulation Volume".

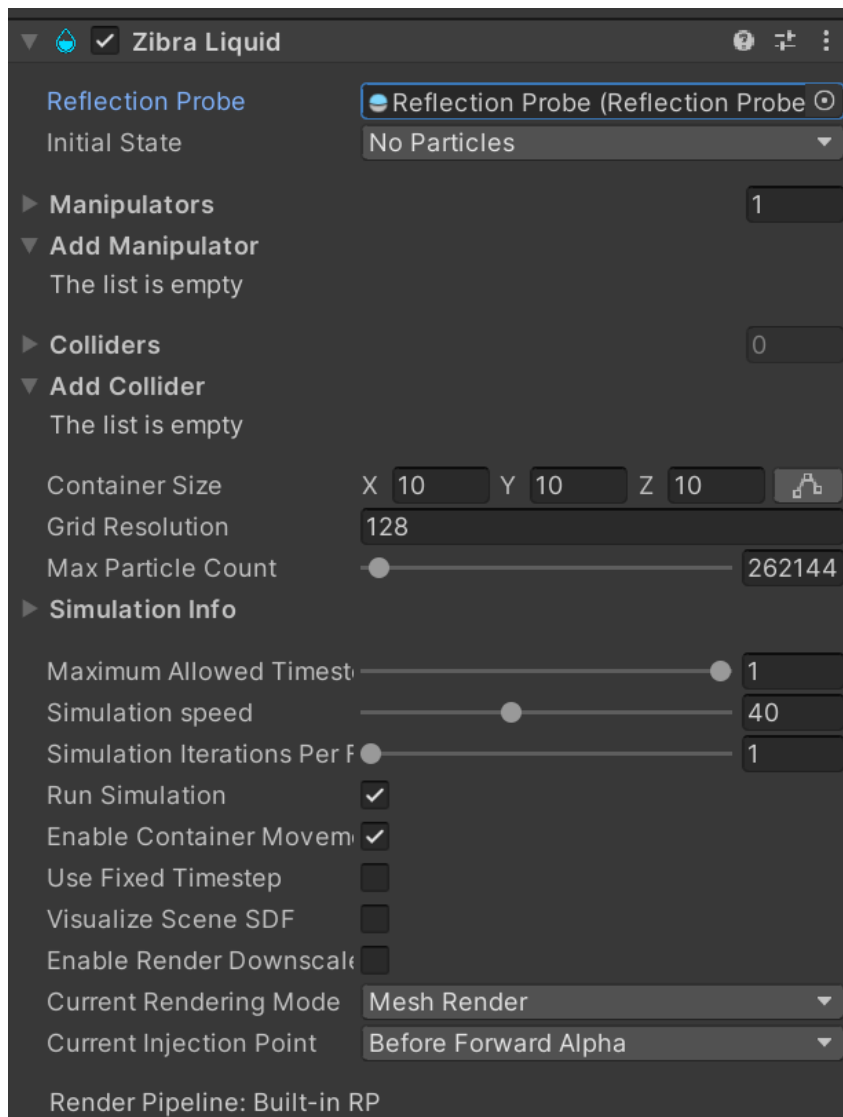


2. In the Inspector window, you'll see the Zibra Liquid parameters:



3. Set the "Reflection Probe" parameter. On BRP/URP it's strongly recommended that you set this parameter, but is not strictly necessary. On HDRP it's strictly necessary to set this parameter. You can check which render pipeline you are

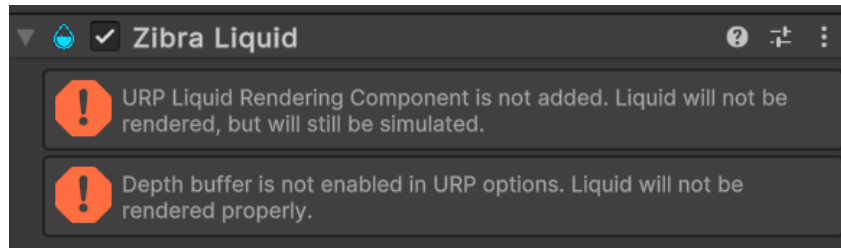
using by looking at the “Current render pipeline” message - on the screenshot the BRP is shown.



4. If you are using BRP, you are now ready to use your liquid. For URP/HDRP please proceed to or accordingly.

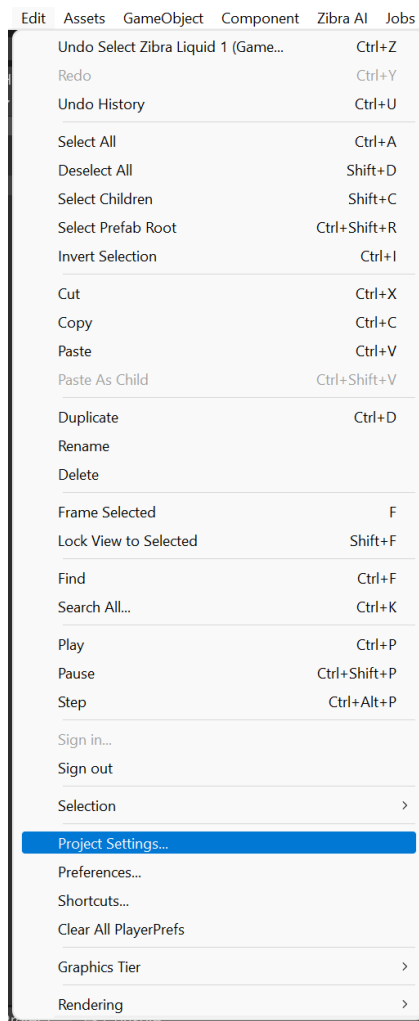
## Additional setup on URP

If you are using URP you may see those errors:

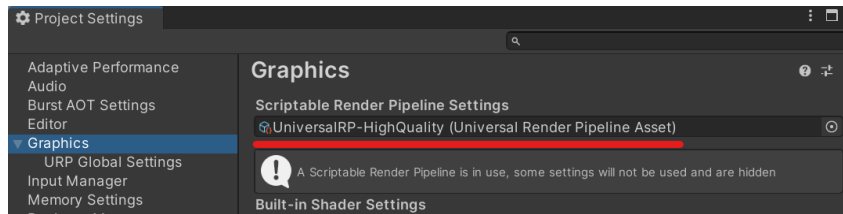


To add “URP Liquid Rendering Component” and fix first error:

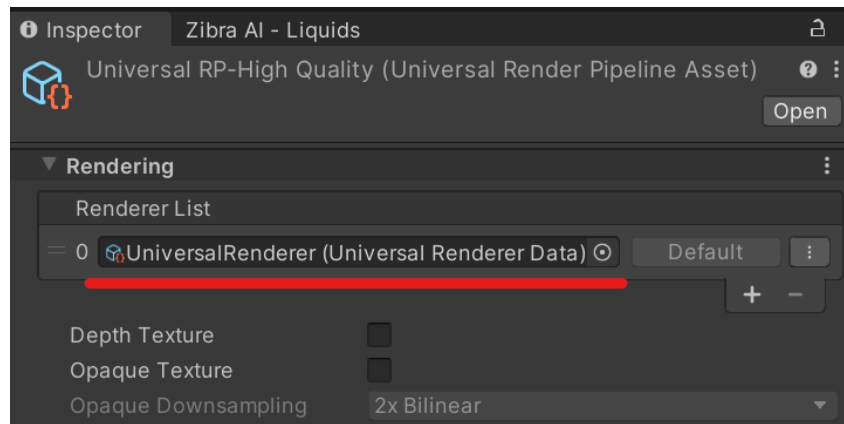
1. Navigate to “Edit → Project Settings...”



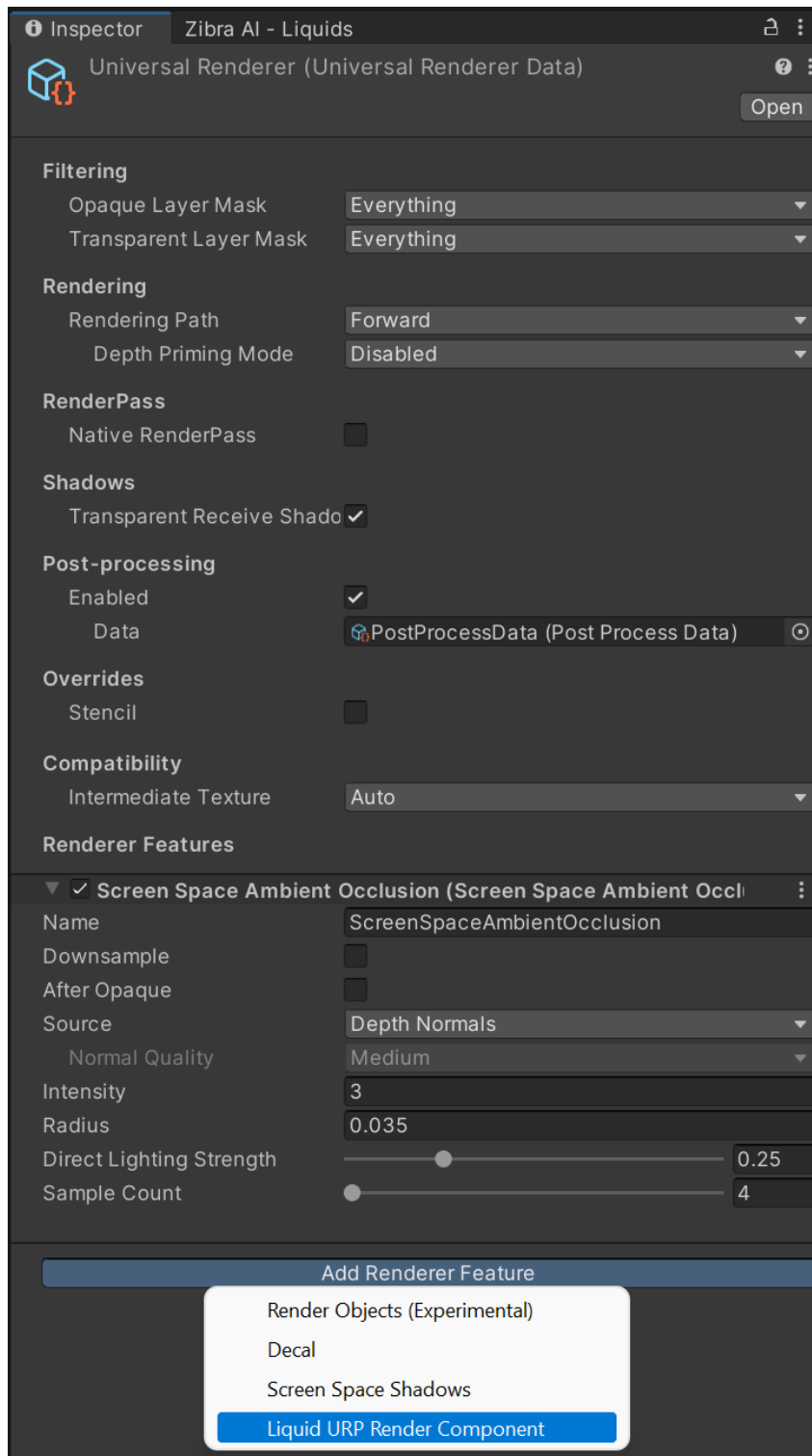
2. From there go to Graphics and open your current Scriptable Render Pipeline Settings asset in the Inspector (you can do it by double clicking it).



3. Now you can see the Renderer List. Open your default Renderer asset in the Inspector (you can do it by double clicking it). You may need to repeat following steps for non default Renderers if you intend on using liquid with them.

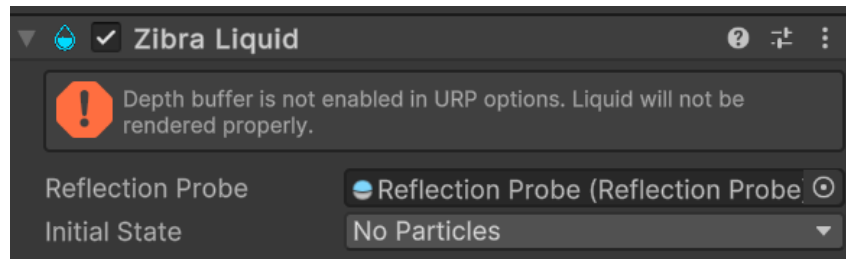


4. Add the "Liquid URP Render Component"



(Specific UI elements can vary depending on Unity version)

5. If you did everything correctly, that error in Zibra Liquid will disappear:



### Notes

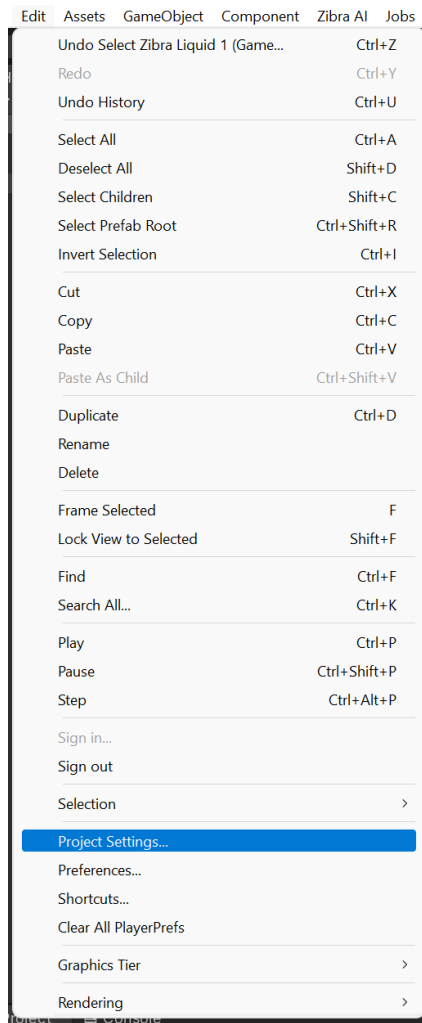
Adding "URP Liquid Rendering Component" is project wide, and is only needed once.

**You may have separate settings for desktop and mobile platforms.**

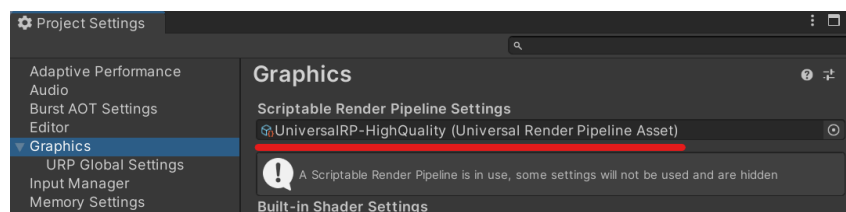
In that case, please make sure to add Liquid URP Render Component to each setting you intend to use with Liquid.

To enable depth buffer and fix second error:

1. Navigate to "Edit → Project Settings..."

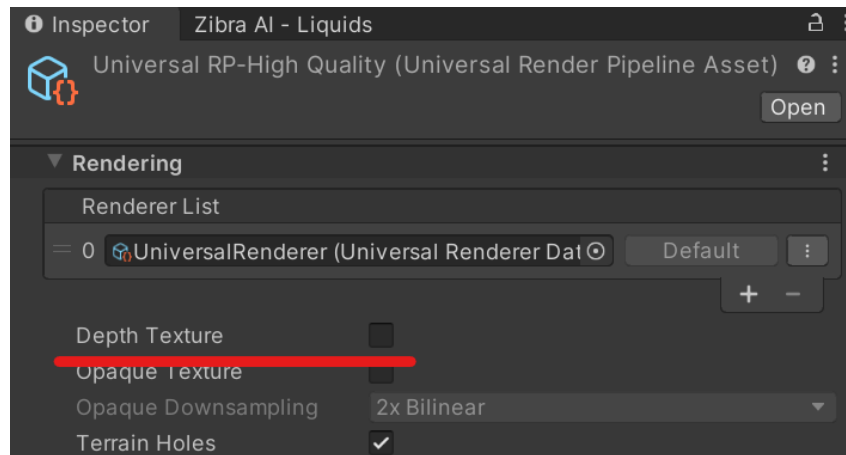


2. From there go to Graphics and open your current Scriptable Render Pipeline Settings asset in the Inspector (you can do it by double clicking it).



3. Enable the Depth Texture option





4. If you have any additional Universal Render Pipeline assets used in your project (e.g. for use on Mobile devices), please enable Depth Texture
5. If you did everything correctly, that error in Zibra Liquid will disappear:



#### Notes

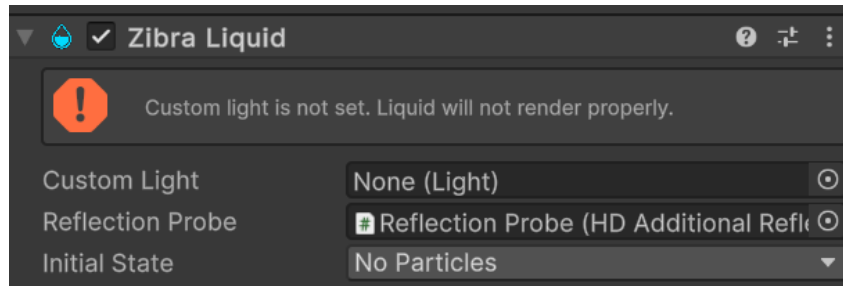
Enabling depth texture is project wide, and is only needed once.

**You may have separate settings for desktop and mobile platforms.**

In that case, please make sure to enable depth texture in each setting you intend to use with Liquid.

## Additional setup on HDRP

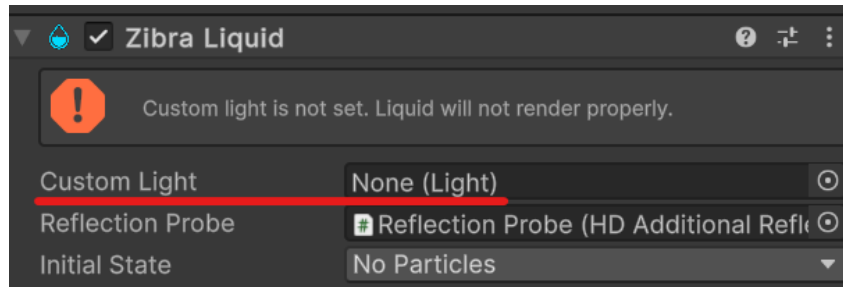
If you are using HDRP you'll see this message:



On HDRP you also need to set the Custom Light parameter.

This parameter sets which light will be used for the liquid lighting.

Currently, only 1 light can be used for lighting the liquid.



After setting the Custom Light parameter the error message will disappear:

