

matters needing attention

1:Since shader needs to use the normal information of the model, if the model you create is too different from the result you think, please reverse the normal information of this model in 3DMAX. Use normals in 3DMAX. Use only if the effect is wrong.

2:Rendering pipeline needs to open opaquetexture,Because the water needs to be turned on to capture screen information.

3:For help, please contact 402057377@qq.com

If you are satisfied with this effect, please post your love on the platform!

*****I hope you have a good time*****