

For examples of the various water particle effects, load Rain_Water_Demo.unity. For the custom water shaders, load Water_Shaders_Demo.unity. Alternatively, you can drag any of the particle effect Prefabs into your scene.

To change the height drop of the various falling water assets you can either scale the entire asset (which will naturally change the size of all the separate VFX) or duplicate or delete some of the Falling_Water child assets (to delete any you'll need to right click on the parent node and choose Prefab -> Unpack Completely). When happy with the water drop size, move the three ground splash child assets so they sit just above the ground.

To use the water shaders, select the object that is to use the shader, then drag the shader from the project window into the Inspector window material, on top of where it says Shader (the material settings are usually at the bottom of the Inspector window when the object is selected, with the shader shown just beneath the Material, greyed out).

For ideal starter settings, look at the Running_Water_Roof_Demo and Water_Puddles_Demo prefabs. Note that the running water shader only shows the water moving when the surface is at an angle.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com