

Water Magic Effect

Introduction

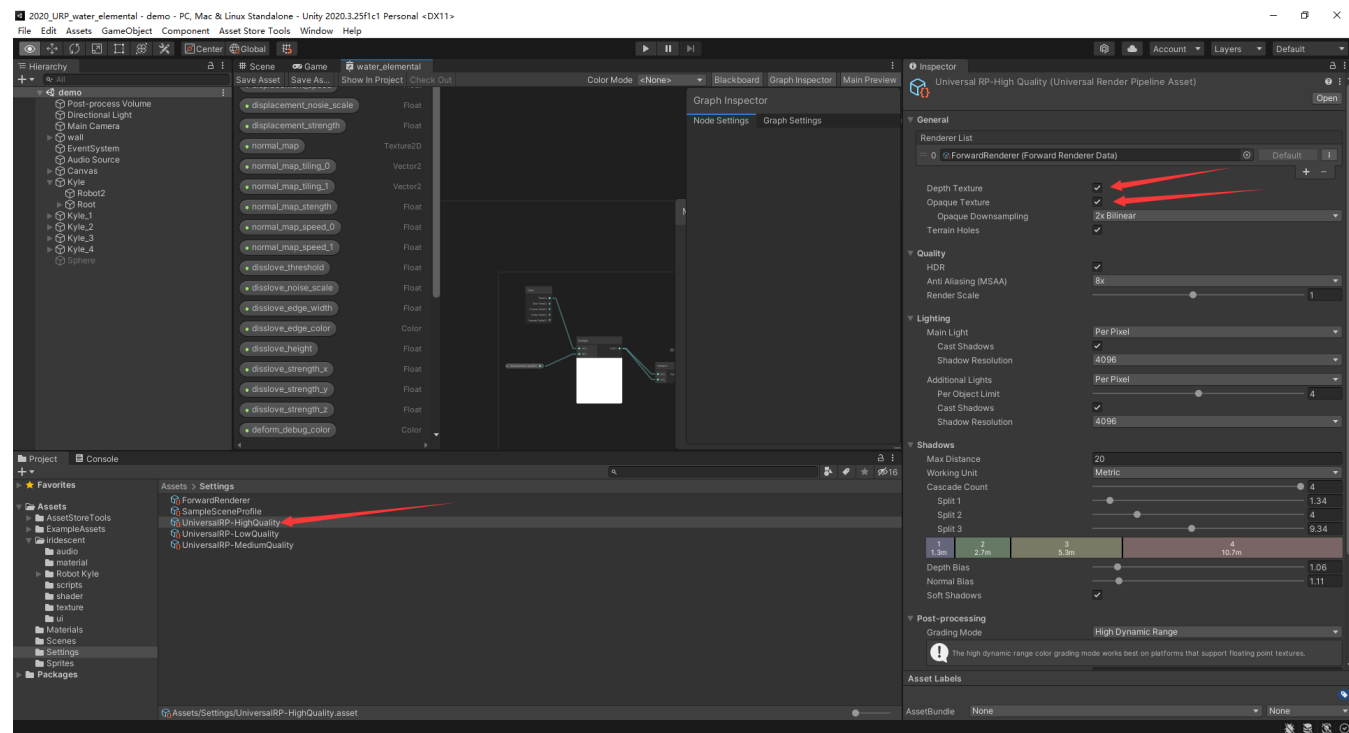
This is a game effect that turns your game objects into water. It is implemented through shaders and supports URP and HDRP. Any game object can be implemented. You can also get more effects that you want by adjusting parameters.

Main Features:

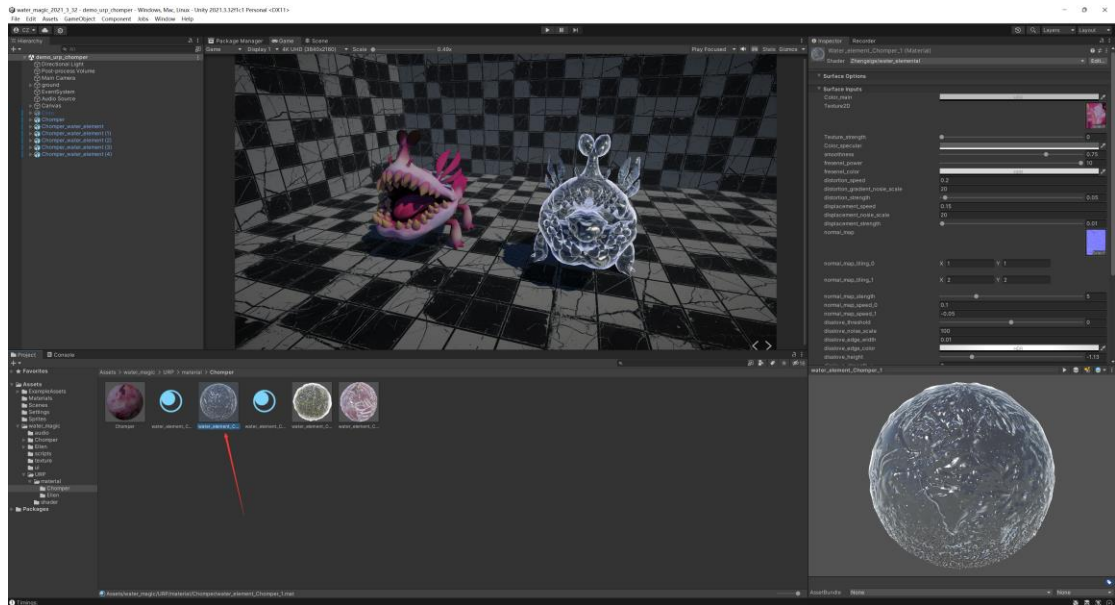
1. Very easy to integrate into your project, no need to write any shader and code.
2. Support URP and HDRP.
3. Through the parameters exposed by the shader, you can easily adjust more effects.
4. Support Android, IOS, Windows and other platforms.
5. Clear demo.
6. Good support.

How To Use It:

1. If you are using URP. You need to change URP Asset first. As shown in the figure below:



2. Because this shader contains too many parameters, it takes a lot of time to create a new material and start re-tuning. I suggest copying the material in the image below and modifying it yourself.



Contact Us:

If you have any question, please feel free to contact us.

Email: zhengsiges88@gmail.com