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master | 1 branch | 0 tags

Go to file | Code ▾

daniel-ilett Improved Rainsplash.png. ... 3006185 on May 18, 2020 ⏱ 13 commits

📁 Assets	Improved Rainsplash.png.	2 years ago
📁 Packages	Added empty rain VFX graph.	2 years ago
📁 ProjectSettings	Tweaks to rainsplash collision.	2 years ago
📄 .gitignore	Initial commit	2 years ago
📄 LICENSE	Initial commit	2 years ago
📄 README.md	Rain VFX now more complete.	2 years ago
📄 banner.jpg	Added banner image for README.md.	2 years ago

≡ README.md

Rain Puddles in Unity URP

A rain puddle effect using Unity Shader Graph, Visual Effect Graph and Universal Render Pipeline.
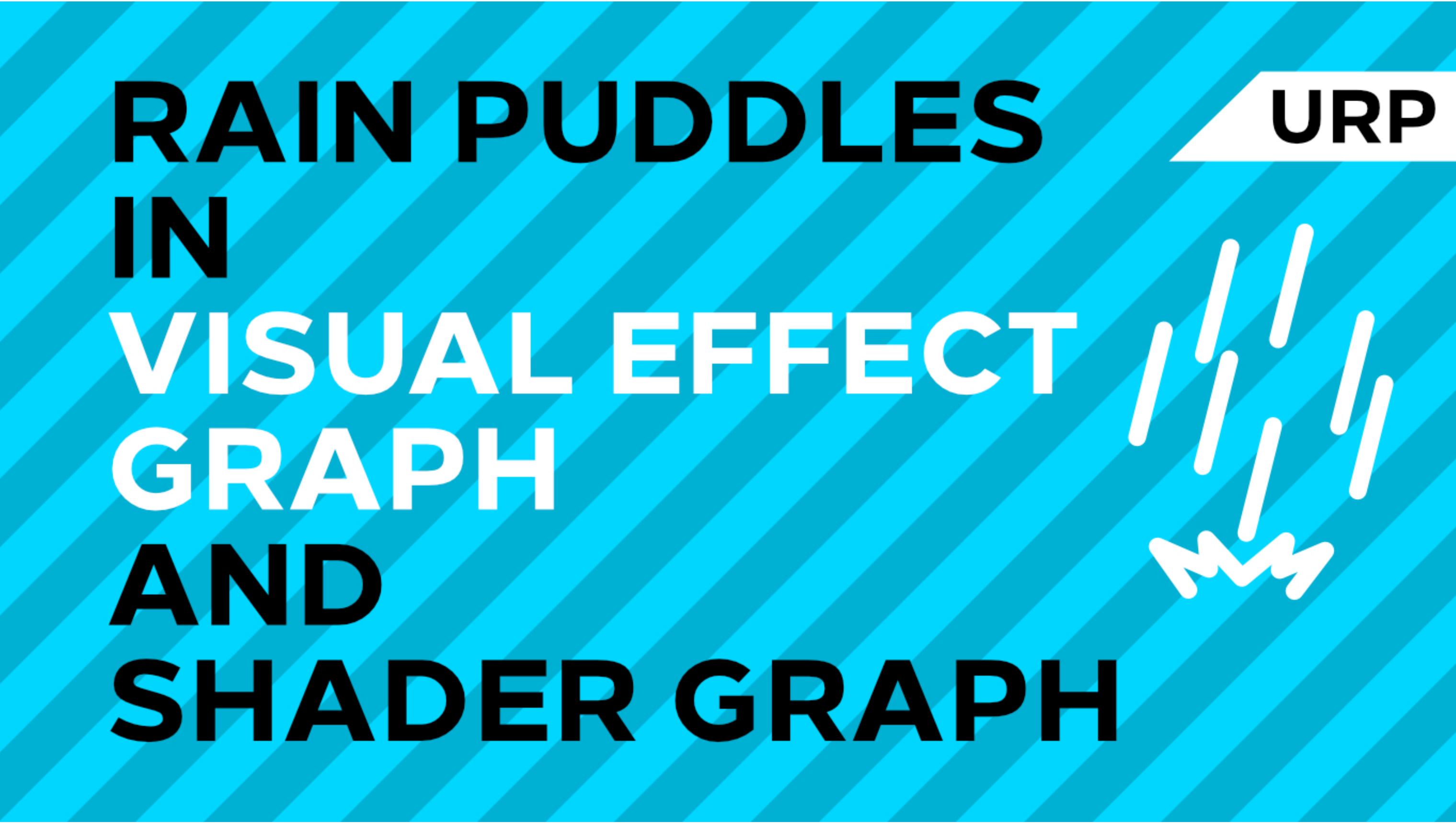
Overview

This project contains a rain puddle shader which uses an animated raindrop texture and a 'puddle map' to determine which sections of the floor are covered in rainy puddles. On top of that, a particle effect is used to simulate falling raindrops.

Software

This project was created using Unity 2019.3.0f6 and Universal Render Pipeline 7.1.8.

Authors

This project and the corresponding tutorial series were written by Daniel Ilett. Follow him on Twitter for more gamedev tutorials!

Release

This project was released on May 18th 2020.

About

A rain puddles shader for Unity Shader Graph and Universal Render Pipeline

📖 Readme
⚖ MIT License
⭐ 18 stars
👁 3 watching
⑂ 6 forks

Releases

No releases published

Packages

No packages published

Languages

● Mathematica 60.4% ● C# 39.6%