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Code

About

Custom render feature for Unity URP to have transparent objects show behind refraction properly

 Readme

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Releases

No releases published

Packages






No packages published

Languages



 DMeville Update README.md

c0e9974 on Nov 7, 2021 7 commits

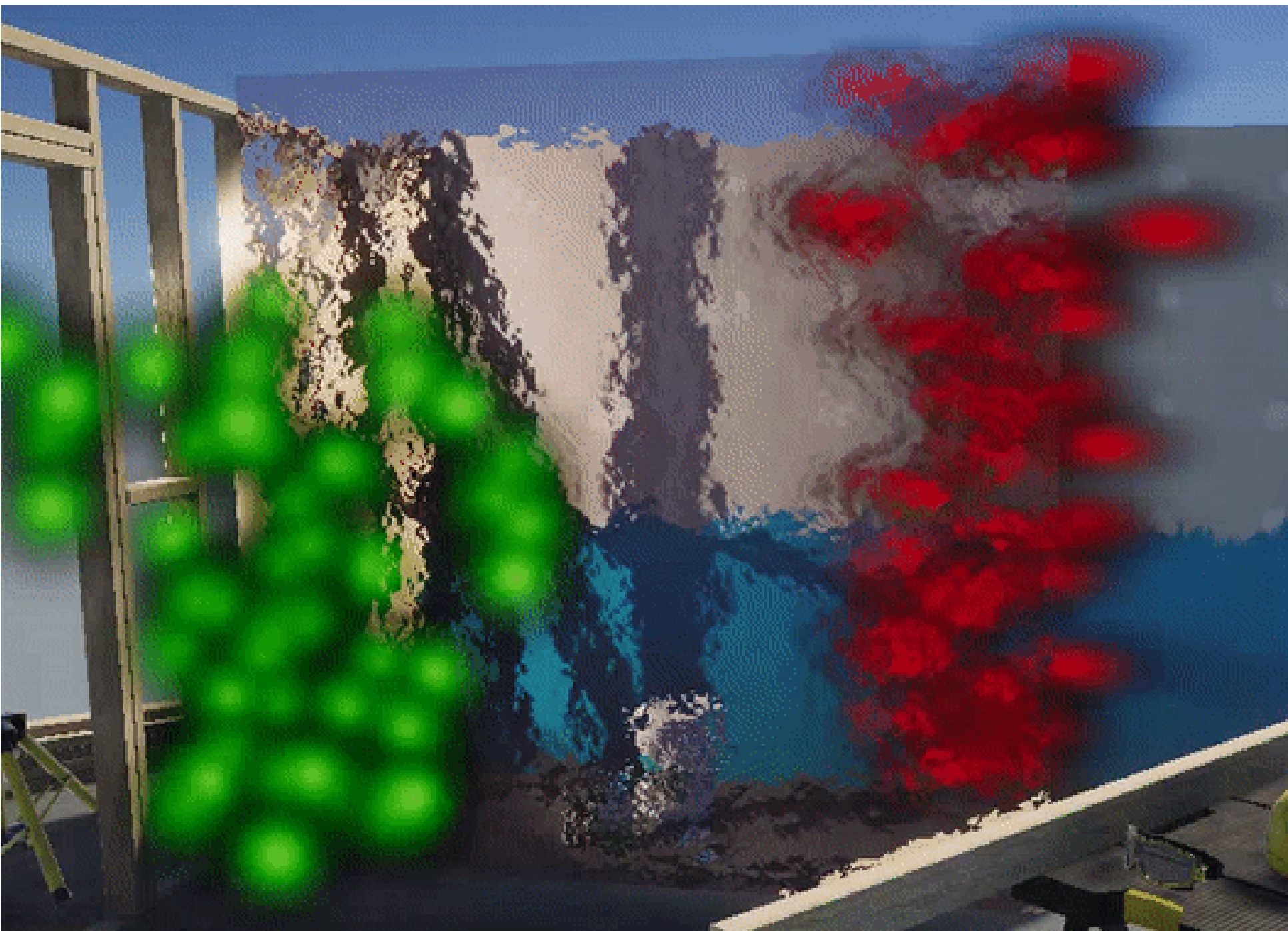
 RefractedTransparent	Δ(< i)>	3 months ago
 .gitignore	Δ(< i)>	3 months ago
 Example.gif	Gif	3 months ago
 LICENSE.md	Initial commit	3 months ago
 README.md	Update README.md	3 months ago

 README.md

VIDEO TUTORIAL AND EXPLANATION: <https://www.youtube.com/watch?v=tyyn6NhH-MQ>



WHAT



Custom render feature for URP that allows transparent objects to show up behind glass (with refraction)!

WHY

By default, unity uses the OpaqueTexture/SceneColor when doing refraction. This texture is BEFORE transparent objects have been rendered, and because of this, transparent objects do no show up through glass. This is dumb. And while working on some water/waterfall things, I realized I rely on particles a lot, and don't want them disappearing when looking through waterfalls and stuff.

WHO

MIT license, do whatever you want.

Questions, tweet me at @DMeville