



Zibra Effects Changelog

Version 2.1.1

- Fixed compatibility with macOS 14 Sonoma

Version 2.1.0

- Initial release of “Zibra Liquid” and “Zibra Smoke and Fire”
- Added compatibility with URP 17.0
- Added Smoke and Fire compatibility with Quest 2/Pro Standalone
- Added option to use Cubemap Refraction for liquid rendering
- Implemented background loading
 - Zibra Effects no longer stall game on startup
 - Loading is now happening in background, starting with game startup
 - Zibra Effects will still stall if you try to start simulation before loading finished
 - Added methods to check whether background loading has finished
- Allowed running Zibra Effects with only Liquid or only Smoke/Fire simulation present
 - You can now remove effects that you are not using
- Improved VR compatibility
- Improved performance of Smoke and Fire simulation and rendering
- Fixed liquid drifting when in having zero gravity
- Fixed “Native Collection has not been disposed” error
- Fixed error when viewing presets for some Zibra Effects components
- Fixed Smoke and Fire rendering artifacts on iOS

- Fixed miscellaneous minor bugs
- Removed support for Unity 2020

Version 2.0.0

- Renamed asset to “Zibra Effects” (old name was “Zibra Liquids Pro”)
- Added new Effect - “Smoke & Fire”
 - Updated all component/object menus to distinguish between SDFs/Liquids/Smoke & Fire components/objects
 - Now base path for plugin is Assets/Plugins/Zibra
- Updated sample scenes
 - Moved sample scenes to new location - Assets/Plugins/Zibra/Common/Samples
 - Added Terrain collider to desktop samples
 - Added Smoke & Fire to desktop samples
 - Changed scale to better match expected values
- Changed liquid render to be opaque
 - Now transparent objects render correctly together with liquids
 - Some post effects requiring depth now work better with liquid (e.g. DOF)
 - Can no longer include transparency in refraction
- Improved gizmos to have different color when object is selected
- Fixed Liquids rendering on latest version of Quest 2 firmware
- Fixed Terrain SDF not having correct scale for height
- Fixed error when trying to save initial baked state on unsaved scene
- Fixed collider/manipulator lists allowed duplicate entries
- Fixed material parameters order/ranges were inconsistent between main and additional materials
- Fixed Edit Container Area gizmo changing multiple sides of container
- Fixed render in case HDRP render component has 0 render passes
- Fixed Visualize SDF in case multiple views are rendered
- Decreased number of shader permutations used by liquid shader
- Hidden Internal shaders from Material

Version 1.5.3

- Removed Windows x86 support & UWP x86 support
 - Please use Windows x64 or UWP x64



- Extended detectors functionality to detect bounding box of the liquid
- Extended voids functionality to remove certain % of liquid inside per second
- Added popups for streamlining licensing experience
- Added automatic plugin update checking
- Added Terrain SDF to be used with Liquid colliders
- Added option to disable Foam completely
- Added additional info to Performance Overlay
- Added anonymous plugin usage statistics collection
- Added Fresnel strength option
- Added sample scenes for all render pipelines
 - Also updated existing ones
- Reworked Foam, not it's rendered as particles, instead of projecting white color on liquid surface
 - Material 1 is now independent from Foam
- Updated diagnostics info format
- Updated gizmos icons to be consistent with upcoming Smoke & Fire plugin
- Fixed HDRP rendering, in case resolution was changed and camera textures don't match camera resolution

Version 1.5.1

- Initial release of Zibra Liquids Pro

