Zibra Effects
Known Issues

VERSION 2.1.0

- When Foam enabled, regions of the liquid that generate foam will use Material 1 for rendering regardless of material settings
  - To work around that you can disable foam or set material 1 parameters to be same as main material parameters
- Depending on certain project settings and presence of other render related render components and/or packages, liquid rendering may be flipped upside down on Android and/or iOS builds
  - To work around that, you can add/remove usage of "FLIP_BACKGROUND_TEXTURE" and/or "FLIP_NATIVE_TEXTURES" material keywords in plugin's code
- When using non uniform scale with Neural SDF, it will be skewed