Zibra Liquids: One pager documentation

Zibra Liquids is a cross-platform GPU-based plugin for real-time liquid physics simulation and rendering.

This tool is created for game developers, game designers, and VFX artists to make effects creation easier, improve visuals, and add interactive physics.

Zibra Liquids results from the synergy of a physical solver that allows real-time liquid simulation and artificial intelligence-based technology for neural object representations to set up the interaction of 3D objects of arbitrary shape with different types of liquids automatically. It has various visual and physical parameters, making working with liquid as simple as never before.

Summary of the main features:

- Liquid emitters - allows you to emit liquid in a specified area
- Configurable physical and visual liquid parameters: stiffness, viscosity, surface tension, color, roughness, metalness, index of refraction, etc.
- Multiple visual and physical presets
- Gravity Control
- Force fields - allows you to apply force to the liquid
    - Radial - pulls liquid to or pushes liquid from force field
    - Directional - pushes liquid to specified direction - *Not available in Free version*
    - Swirl - swirls liquid around a specified axis - *Not available in Free version*
- Liquid voids - allows you to delete liquid in a specified area - *Not available in Free version*
- AI-accelerated interaction with complex-shaped 3D objects via Neural SDFs - *Not available in Free version*
- Rigidbody Force interaction - *Not available in Free version*
- Collider friction - *Not available in Free version*
- Liquid initial state baking - starts liquid simulation from pre-made state - *Not available in Free version*
- Skinned mesh SDF - allows you to use Skinned Meshes for liquid colliders/manipulators - *Only available in Pro version*
- SDF manipulators - e.g. Skinned Mesh Force Field - *Only available in Pro version*
- Multiple liquid types - *Only available in Pro version*
- Foam effect - *Only available in Pro version*

Link to the full documentation