



Unity asset - Low Poly Water – Builtin URP – Poseidon v1.8.7

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Getting tired of water assets that don't work with URP and have no support at all? Poseidon is everything you need!

Render pipeline compatibility

The Built-in Render Pipeline is Unity's default render pipeline. It is a general-purpose render pipeline that has limited options for customization. The Universal Render Pipeline (URP) is a Scriptable Render Pipeline that is quick and easy to customize and lets you create optimized graphics across a wide range of platforms. The High Definition Render Pipeline (HDRP) is a Scriptable Render Pipeline that lets you create cutting-edge, high-fidelity graphics on high-end platforms.

Description

Poseidon is a user friendly water system to help you create impressive water-scapes, deeply focused on low-poly and stylized worlds, which can run smoothly on both PC, Mobile and VR devices, save you a lot of time and effort!

Poseidon is the first system which fully support for Universal and Built-in Render Pipeline, with various settings for you to customize. Those features can be easily turn on and off with simple toggles.

CORE VALUES

- Optimal performance.
- Highly customizable.
- Professional customer service.
- **Super easy to learn:** Getting started in no time, with all-in-one-place editor, in-depth document.
- **Robust mesh generation:** Water mesh is generated automatically with different patterns and different forms, including Tileable Plane, Area, Spline and Custom Mesh, which mean it can scale well from open water, lakes to curvy rivers and streams.
- **User-Friendly Interface:** Dive into creating water scenes effortlessly with our intuitive editor and comprehensive documentation.
- **Versatile Mesh Generation:** Poseidon automatically generates water meshes with various patterns and forms, from tiled planes to intricate custom shapes, enabling seamless integration into diverse environments like open waters, lakes, rivers, and streams.
- **Flexible Lighting Options:** Enjoy high-fidelity Specular PBR lighting or opt for performance-enhancing Blinn-Phong and Lambert modes, perfect for mobile devices without compromising quality.
- **Fresnel Effects:** Experience realistic reflection and refraction blending based on viewing angles, adding depth to your scenes.
- **Dynamic Ripples:** Infuse life into your environment with natural water movements, breathing vibrancy into your scenes.
- **Captivating Waves:** Transport yourself to a sun-kissed beach with dynamic wave simulations, enhancing immersion.
- **Light Absorption:** Witness light rays diminishing as they penetrate deeper into the water, mimicking real-world physics.
- **Foam Effects:** Accentuate water interactions with surrounding geometry, emphasizing wave crests, river flows, and waterfalls.
- **Planar Reflections:** Elevate your visuals with stunning reflections of mountains and skies on the water surface.
- **Refraction:** Explore the enchanting underwater world through realistic refraction effects.
- **Caustics:** Delight in impressive light scattering effects without the need for projectors.
- **Underwater and Wet Lens Effects:** Immerse yourself in the sensation of diving in and out of water bodies with



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immersive camera effects.

- **VR Support:** Seamlessly integrate Poseidon into your VR experiences with optimized effects, tested on Oculus Rift S using Single Pass Instanced stereo rendering.
- **Queryable Interface:** Access vertex positions anywhere in your scene, facilitating the creation of buoyancy effects. (Note: Buoyancy physics system not included)

Experience the power and versatility of Poseidon for crafting captivating water environments in Unity.



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