Blender Market - Postshade - Waterfx [Eevee, Cycles] v1.1.2

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Postshade - Waterfx [Eevee, Cycles] v1.1.2:

Postshade - Waterfx [Eevee, Cycles] introduces Water Caustics specifically for Eevee, utilizing Smoothed Voronoi Based Caustics combined with depth mapping for enhanced realism in water scenes.

These caustics are connected to the water surface using a rewritten vector compound system.

While the Voronoi system can be used in Cycles, it is recommended to use the Cast Shadow Caustics function in Cycles for optimal results.

The Water Shader supports shadow caustics when lights and water surfaces are set as casters and objects as receivers.

Chromatic dispersion is supported through phase offsets on the RGB channel of the caustics combine node, though it may impact performance.

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