Unity asset - Crest Water System URP Ocean Rivers Lakes v4.19

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Unity asset - Crest Water System URP Ocean Rivers Lakes v4.19: Crest stands as a leading water system crafted by seasoned game developers, earning trust within the industry for its exceptional quality and performance. Widely implemented across successful games and simulators, Crest has been a topic of discussion in SIGGRAPH talks, showcasing its innovation and reliability.

With Crest, integrating water into your project is streamlined, requiring just three components: water surface, underwater effects, and waves. Its intuitive workflow offers balanced defaults and includes several example scenes catering to various use cases. Detailed help boxes within the inspector provide real-time validation feedback, ensuring smooth setup, with embedded videos in the online documentation for further guidance.

Boasting a state-of-the-art LOD (Level of Detail) system for optimal performance, Crest features an innovative wave authoring system supporting FFT and Gerstner waves. Its input system allows for dynamic modifications of ocean data using mesh, trail, line, and particle renderers, while the "wave spline" technology enables detailed control over water simulation, including rivers, lakes, and shorelines.

Crest's simulated light transport offers realistic effects such as reflection, refraction, scattering, caustics approximation, and shadowing. It includes underwater effects with partial submersion and meniscus and GPU or CPU-based water displacement querying. Support for Unity Server and a Shifting Origin component for large/open worlds further enhance its versatility.

Dynamic wave simulation facilitates object-water interaction, including boat wakes. In contrast, shallow water effects, foam simulation, surface clipping, planar reflections, and shader graph nodes for transparent objects add depth to the water simulation. Crest supports various rendering modes, including Deferred, Forward, Perspective, Orthographic, and Stereo (VR/XR), with compatibility with popular assets like Dynamic Water Physics 2, Enviro, Gaia, and more.

To witness Crest's features in action, users can refer to the YouTube channel for demonstration videos. Additionally, a FAQ section in the documentation addresses common queries, ensuring a smooth integration experience.

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