



Unity asset - KWS Water System Standard Rendering v1.4.05

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Render Pipeline Compatibility

KWS Water System seamlessly integrates with Unity's render pipelines, offering compatibility with multiple options to suit your project's needs. Whether you're using the default Built-in Render Pipeline, the flexible Universal Render Pipeline (URP), or the high-fidelity High Definition Render Pipeline (HDRP), KWS ensures stunning water rendering that adheres to real-world parameters.

- **GPU Waves Simulation:** Realistic wave simulation with multiple cascades to prevent tiling.
- **Physical Lighting Approximation:** Accurate rendering of volumetric lights, shadows, absorption, sub-surface scattering, caustics, sunshafts, PBR shading, and sun reflection.
- **Reflections:** Utilizes fast screen-space projected reflections, camera planar reflections, and skybox reflection for lifelike reflections.
- **Refraction:** Screen-space refraction with dispersion based on water IOR for realistic visual effects.
- **Caustics:** Realistic caustics relative to water waves with dispersion.
- **Underwater Effects:** Partial submersion, underwater sunshafts, half-line tension effect, Snell's window effect, internal SSR reflection, bubbles, and lit-particles.
- **Decal System:** Shadergraph-based decal system for effects like duckweed and blood.
- **Trails:** Shadergraph and particle system-based trails, including foam trail effects.
- **Foam Rendering:** Intersection and open ocean foam, shoreline foam waves rendering with pre-baked particles simulation.
- **Flow Rendering:** Utilizes flowmaps for rendering and integrated flowmap painter.
- **Fluids Simulation:** Simulates fluids for static objects such as rivers, with foam rendering.
- **River System:** Utilizes splines for creating dynamic river systems.
- **Buoyancy:** Includes an API for buoyancy effects.
- **Dynamic Ripples:** Creates dynamic ripples using primitives or mesh renderers.
- **Rain Effect:** Adds rain effects for atmospheric immersion.
- **Various Meshes:** Supports various mesh types including infinite mesh (ocean), finite box (pool), spline rivers, and custom meshes.
- **Optimization:** Optimized rendering for multiple water instances, LOD system with dynamic mesh quality and culling using QuadTree, and tessellation.
- **Depth Buffer Writing:** Ensures correct post-effects like depth of fields or third-party fogs/plugins.
- **Editor Enhancements:** Video/text descriptions of each setting in the editor for ease of use.
- **Fog Compatibility:** Out-of-the-box compatibility with third-party fog assets such as Enviro, Enviro3, Azure, Weather Maker, Atmospheric height fog, Volumetric fog and mist 2, COZY weather, and Aura2.
- **VR Support:** Supports VR for PC target platforms.

With KWS Water System, developers can effortlessly create stunning water surfaces, ranging from oceans to pools, with unparalleled realism and performance.



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