

Game 2D Water Kit For Unity

Create beautiful and dynamic water and waterfall systems

Game 2D Water Kit is a plugin for Unity that allows you to easily create fast, beautiful, and dynamic 2D water and waterfalls.

Supported Unity versions

Unity **2017.4 or newer** are supported.

Note

Supports the **Builtin (Default) Render Pipeline** (Unity 2017.4 or later), the **Lightweight Render Pipeline 6.7 or higher** (Unity 2019.2 or later) and the **Universal Render Pipeline** (Unity 2019.3 or later).

Key Features

- Highly customizable water and waterfall systems
- Seamless integration into the Sprite workflow:
 - Easily sort the water/waterfall object relative to sprites using sorting layers
 - Hide or reveal parts of the water/waterfall object using Sprite Masks
- Quickly tweak and test the water and the waterfall simulation properties in edit-mode
- Well-integrated into the Unity Editor with clean and well-organized inspectors
- Top performance across platforms - Mobile friendly

Water System

- Optimized realtime refraction and reflection effects.
- Dynamic water with 4 different types of ripples:
 - On-Collision Ripples: Created when a rigidbody falls into or gets out of the water
 - Constant Ripples: Created at regular time intervals
 - Script-Generated Ripples: Created in code

- Waterfall Ripples: Created by a waterfall object that overlaps the water object
- Customizable sound and particle effects for each type of ripple (not including the waterfall ripples), with an efficient object pooling system
- Easily create very large (endless) water area, with great performance
- Fake perspective effect: Add a sense of depth to your scene by rendering certain objects as partially submerged into water
- Set a solid or gradient color, a texture or even a texture sheet animation and apply distortion effects, across the water body and/or surface
- Animate the water size either in code, or using Unity animation system
- 8 optimized water shaders:
 - 4 shaders for the Builtin (Default) Render Pipeline: 1 unlit, and 3 lit shaders (pixel-lit, vertex-lit and vertex-lit-only-directional-lights)
 - 2 shaders for the Lightweight Render Pipeline: 1 unlit and 1 lit shader (supports the 2D Renderer)
 - 2 shaders for the Universal Render Pipeline: 1 unlit and 1 lit shader (supports the 2D Renderer)

Waterfall System

- Optimized realtime refraction effect
- Can interact with water systems it overlaps, disturbing their surfaces and creating ripples
- Set a solid or gradient color, a texture or even a texture sheet animation and apply distortion effects, across the waterfall body, left-right edges and top-bottom edges
- 8 optimized waterfall shaders:
 - 4 shaders for the Builtin (Default) Render Pipeline: 1 unlit, and 3 lit shaders (pixel-lit, vertex-lit and vertex-lit-only-directional-lights)
 - 2 shaders for the Lightweight Render Pipeline: 1 unlit and 1 lit shader (supports the 2D Renderer)
 - 2 shaders for the Universal Render Pipeline: 1 unlit and 1 lit shader (supports the 2D Renderer)

For detailed instructions, please see the Getting Started guides down below.

You can check the asset Unity Asset Store page, [link](#)

Getting Started

- [Water System - Getting Started Guide](#)
- [Waterfall System - Getting Started Guide](#)