



Dynamic Water Physics 2 is a water-object interaction simulator that uses mesh data to simulate both buoyancy and hydrodynamics, making it suitable for objects of any shape or size, moving or stationary.

[Demos](#) - [Documentation](#) - [Discord](#) - [Unity Forum](#) - [YouTube](#)

[Get Dynamic Water Physics 2 on Unity Asset Store.](#)

Main Features

- Fast and easy to setup - either manually or through one-click wizard.
- Simulate any object of any shape or size, as long as it has a mesh.
- Extremely well optimized. ~0.02ms CPU time on average per object in the demo scene, ~1.2ms total for 70 objects. (Wavy water performance depends on 3rd party asset used)
- Utilizes Burst-enabled Unity Jobs to make use of multiple CPU cores.
- WaterObjects are rigidbodies and interact with water only through use of forces. No translation or rotation applied.
- Uses in-built algorithm to generate a simplified simulation mesh meaning that high-poly models can be used without affecting performance.
- Suitable for both desktop and mobile.
- Works with any positive object scale.
- Works under water.
- Water effects work with any flat water and are auto-generated using simulation data.
- Included C# source code, manual and everything seen in the demo.

Ship Controller

- Ship controller that can be used together with WaterObjects to make drivable boats and ships.
- Additional script for submarines.
- Multiple engines with sound, both inboard and outboard.
- Bow and stern thrusters.
- Multiple rudders.

Supported Water Assets

Waves

- Crest
- R.A.M
- Lux Water
- Ceto Ocean
- Ocean Community Next Gen
- SUIMONO Water System

Flat

- All flat water assets (AQUAS, Stylized Water Shader, etc.)

Notes

- DWP2 is not a water renderer / shader.
- The basic flat water from demo scene does not work with HDRP. Use water from Unity Standard Assets as a replacement if you need to use HDRP.

Have any questions or need support? Contact us at nwhcoding@gmail.com.

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