Potions & Volumetric Liquid

Contents

Introduction

Thank you for purchasing!
Potions & Volumetric Liquid contains 8 unique magic potion designs (2 variations each with lot of customization options). It leverages Liquid Volume Pro for unlimited customization.

We hope you find the asset easy and fun to use. Feel free to contact us for any enquiry.
Visit our Support Forum on https://kronnect.com for help and access to the latest beta releases.

Kronnect Technologies
Email: contact@kronnect.com
Support Forum: https://www.kronnect.com/support

Importing the package

This potions package requires Liquid Volume Pro. Please import the appropriate version of both Liquid Volume Pro and the potions package for your current render pipeline (built-in or URP).
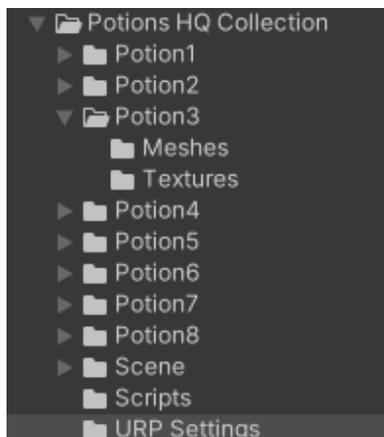
Demo Scene

Go to Scene folder where you can find a demo scene:

Prefabs

Each potion prefab can be found inside the package in its own folder inside "Potions HQ Collection" folder. All prefabs hold multiple children including crystal flask and details as well as a "**Volume**" gameobject which holds the Liquid Volume Pro.

Each prefab contains 3 LOD variations of all meshes. When you add the prefab to your scene you will see the different LOD elements as children:
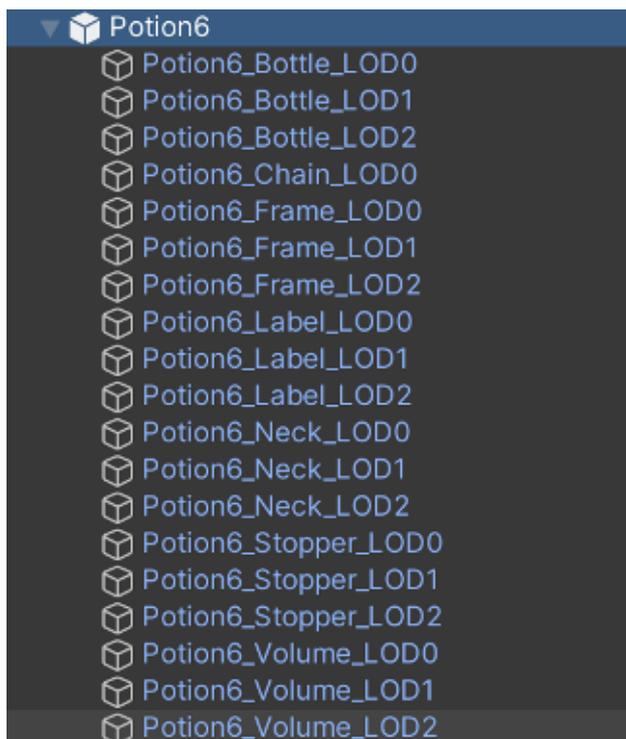

The root of each prefab contains a special script, called "Liquid LOD Sync" which takes care of syncing the liquid volume parameters across all LODs. You only need to change settings of the Liquid Volume of LOD0 and those changes will automatically propagate to LOD1 & LOD2.

Universal Rendering Pipeline compatibility

URP support is limited in this package. Please make sure you import the URP version only in your URP project. Also, make sure you add the "Liquid Volume Depth Pre Pass" render feature so the volumetric liquid can render correctly:
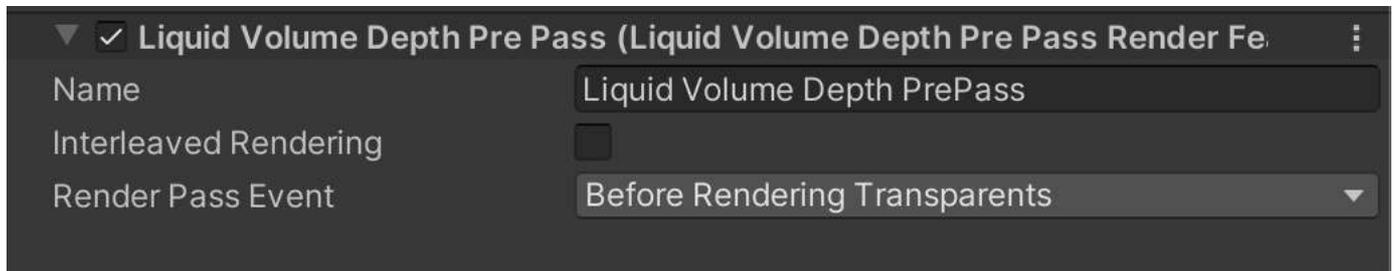

The "Interleaved Rendering" option can be used to improve potions rendering when they overlap.

How to set up Render Feature

In order for Liquid Volume Pro to render correctly, you need to set up the "Render Feature" option. Follow the steps below to set it up:

- Go to Edit – Project Settings – Graphics and click the Render Pipeline profile to access its location on the project and click it to open the options on the inspector panel.
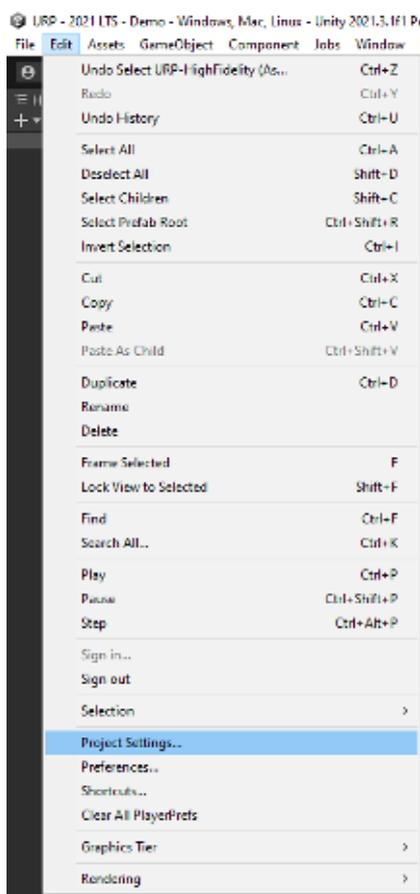
- Double-click the "Universal Render Data" to open it and finally add the Liquid Volume Pro Render Feature at the bottom.
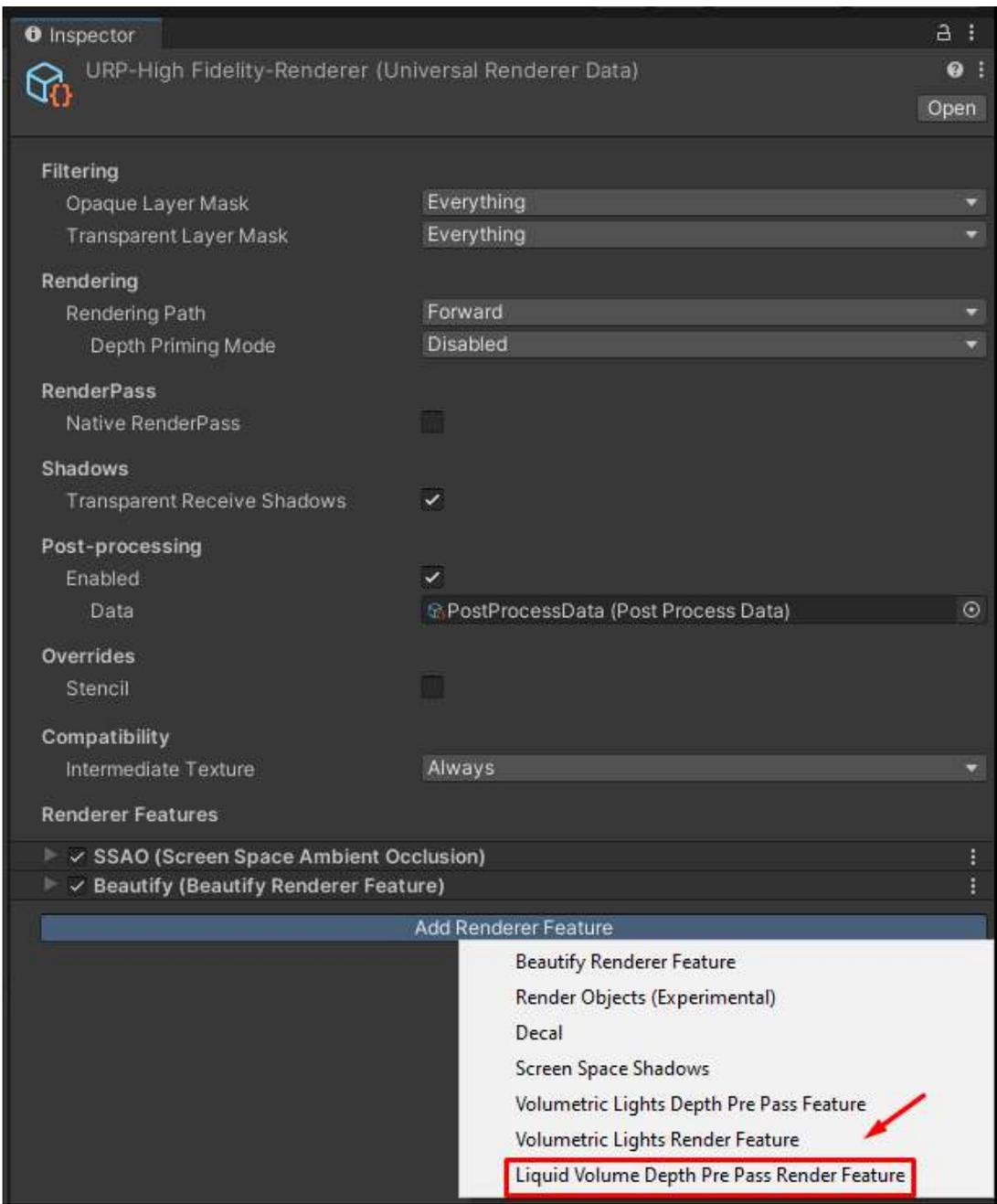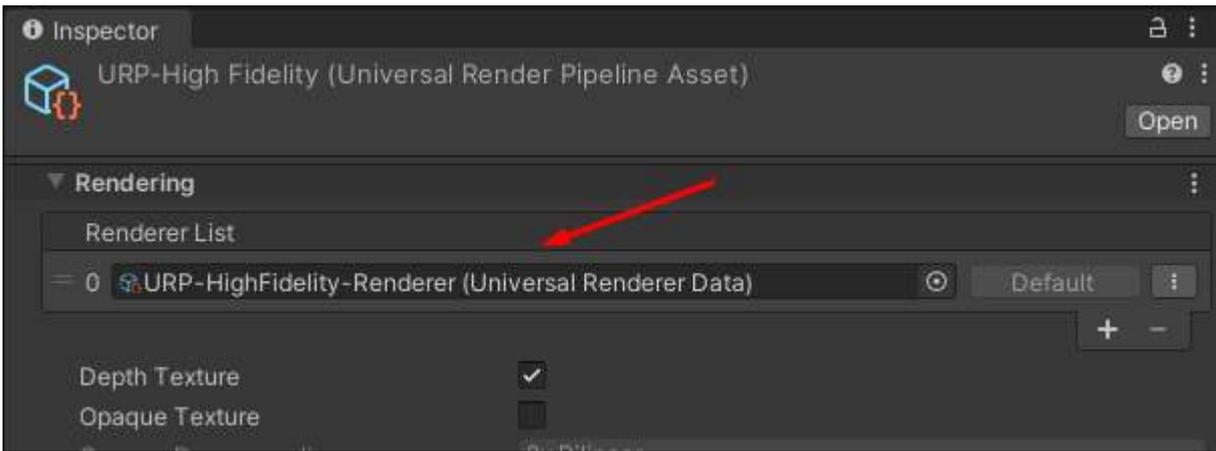
FAQ

Some flasks show on top of other liquids.

To provide the best appearance, the flask/crystal/bottle element of each potion has a render queue higher than the liquid volume. This ensures the crystal is rendered on top of the liquid so specular highlights will be fully visible and crystal will look more natural/realistic.

However, changing the render queue of transparent objects will force some parts to render on top of the others and this also affects other potions. If you experiment issues with render queues, experiment different values. The render queue of the flask can be changes in the material of the flask while the render queue of the liquid volume can be changed in the Liquid Volume Pro inspector.

Potions show up in pink.

This can occur if:
1) You didn't import Liquid Volume Pro or you import the incorrect version for your pipeline (Liquid Volume Pro has 2 packages as well, one for built-in and another for URP).
2) You imported the wrong package for your rendering pipeline. Make sure you import the potions and Liquid Volume Pro packages corresponding to your rendering pipeline.

How can I get in contact with Kronnect?

Please feel free to send us an email to contact@kronnect.com, or visit our web support forum on https://kronnect.com/support or join our Discord server: https://discord.gg/EH2GMaM