Cloudsphere

This component allows you to create a cloud layer for your planets.

Color

This allows you to tint the cloudsphere color.

Brightness

The **Color**.RGB values get multiplied by this when written to the shader. This is useful in combination with HDR.

Render Queue

This allows you to set which render queue group the cloudsphere will be placed in.

Render Queue Offset

This allows you to tweak the render queue position. For example, the Transparent render queue is 3000, so an offset of 5 will set the render queue to 3005.

Main Tex

This allows you to set the main cube map applied to the surface.

Depth Tex

This allows you to set the lookup table used to calculate the opacity and color of the cloudsphere at a given optical depth.

The SgtCloudsphereDepth component can be used to generate this.

Radius

This allows you to set the radius of the cloud sphere.

Camera Offset

This allows you to offset the distance between the cloudsphere and each camera. This is useful if you want to force it to draw on top or behind of another transparent object.

Fade

If you enable this, the cloudsphere will fade out as the camera approaches.

Fade Tex

This allows you to set the lookup table used to calculate the opacity value at a given distance.

The SgtCloudsphereFade component can be used to generate this.

Fade Distance

This allows you to set the distance from the camera at which the clouds begin fading.

Mesh Radius

This allows you to set the actual radius of the meshes you set in the **Meshes** list. For example, the default Unity sphere primitive has a radius of 0.5 units.

Meshes

This allows you to set the meshes you want to use for the cloud sphere. These should be standard spheres with outward facing normals.

Lit

If you enable this, then the cloudsphere will be subject to ambient lighting, and allow lighting + shadows.

Lighting Tex

This allows you to set the lookup table used to calculate the current brightness & color of the cloudsphere based on the camera to fragment to light angle.

The SgtCloudsphereLighting component can be used to generate this.

Lights

If you want a light to shine on this then add it here.

NOTE: Only the first two active lights will be used.

Shadows

If you want a shadow to cast on this then add it here.

NOTE: Only the first two active shadows will be used.

[CONTEXT] Update Material

This option will force the cloudsphere material and its settings to be updated.

NOTE: This should automatically get called when modifying values in the inspector.

[CONTEXT] Update Models

This option will force the cloudsphere models to be updated.

NOTE: This should automatically get called when modifying values in the inspector.