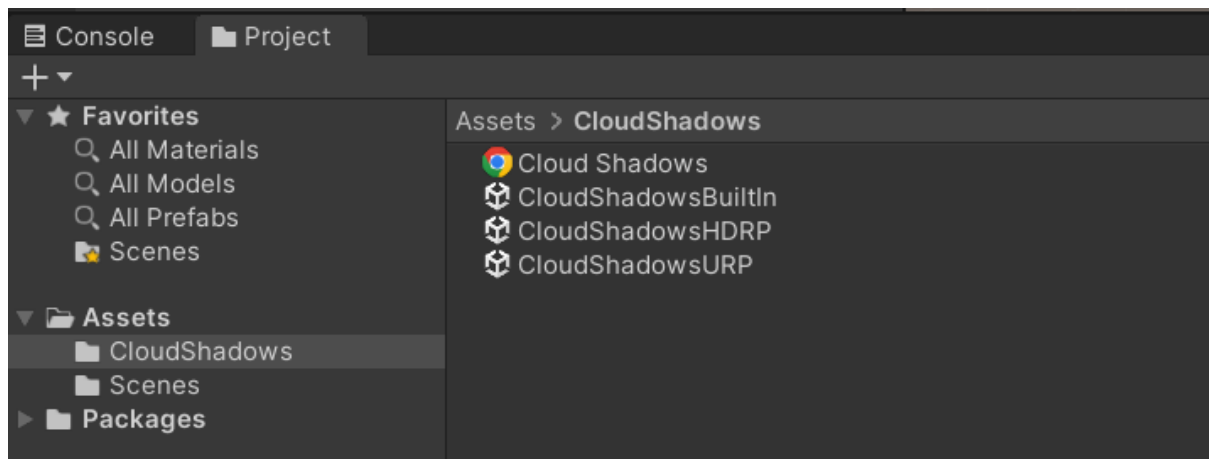# Cloud Shadows

Cloud Shadows is a simple solution to add dynamic clouds in your game with performance and simplicity in mind.
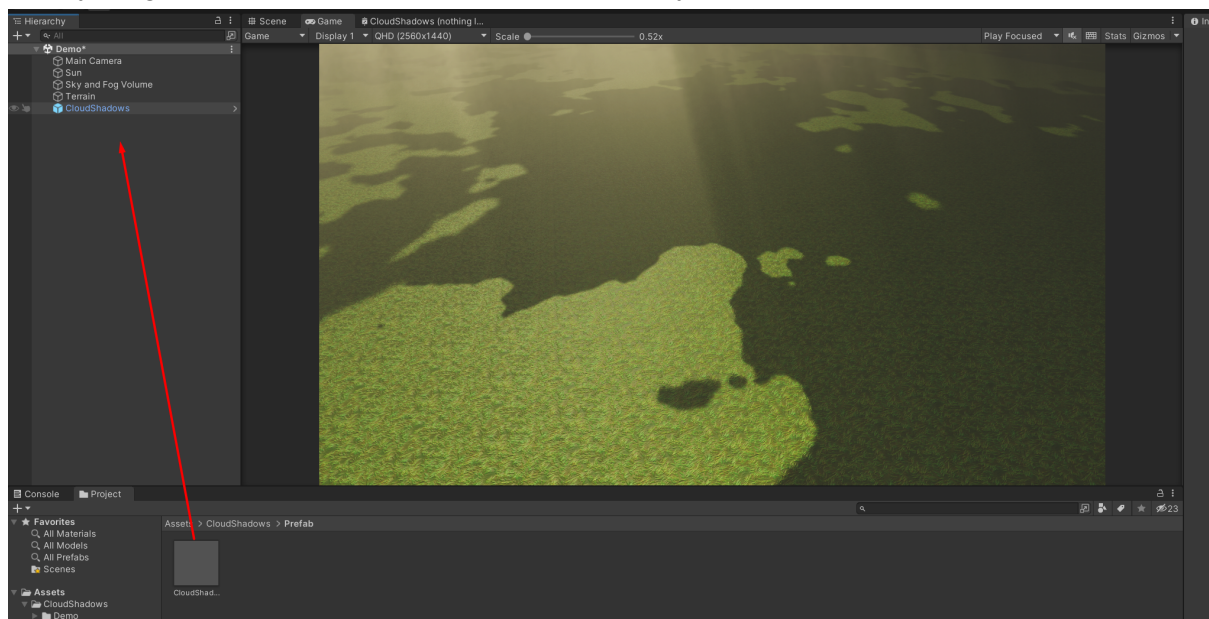
Installation

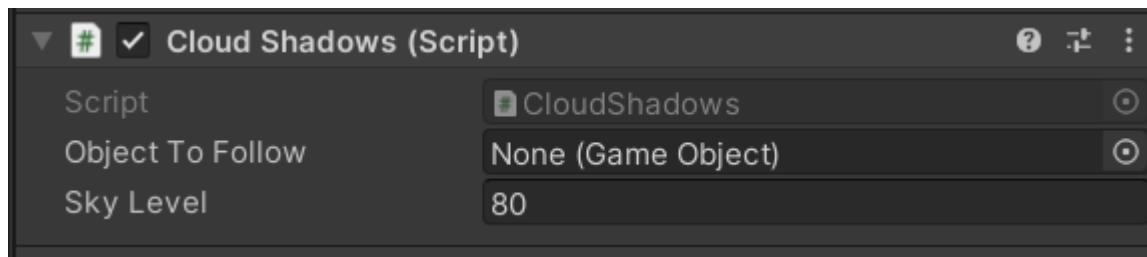Instal the package relevant to your render pipeline (BuiltIn, URP or HDRP)

How to use

Simply drag and drop the Cloud Shadows prefab in your scene.

Settings

Cloud Shadows (script component) - Optional

You can increase the scale of the Cloud Shadows component without stretching the clouds.

Object To Follow: You can add either your player or camera here. The Cloud Shadows will then follow the target, without breaking the shadow effect.

Sky Level: Insert the level of the sky, if the cloud follows the player, the sky level will prevent the cloud from changing in "y" position.

Material
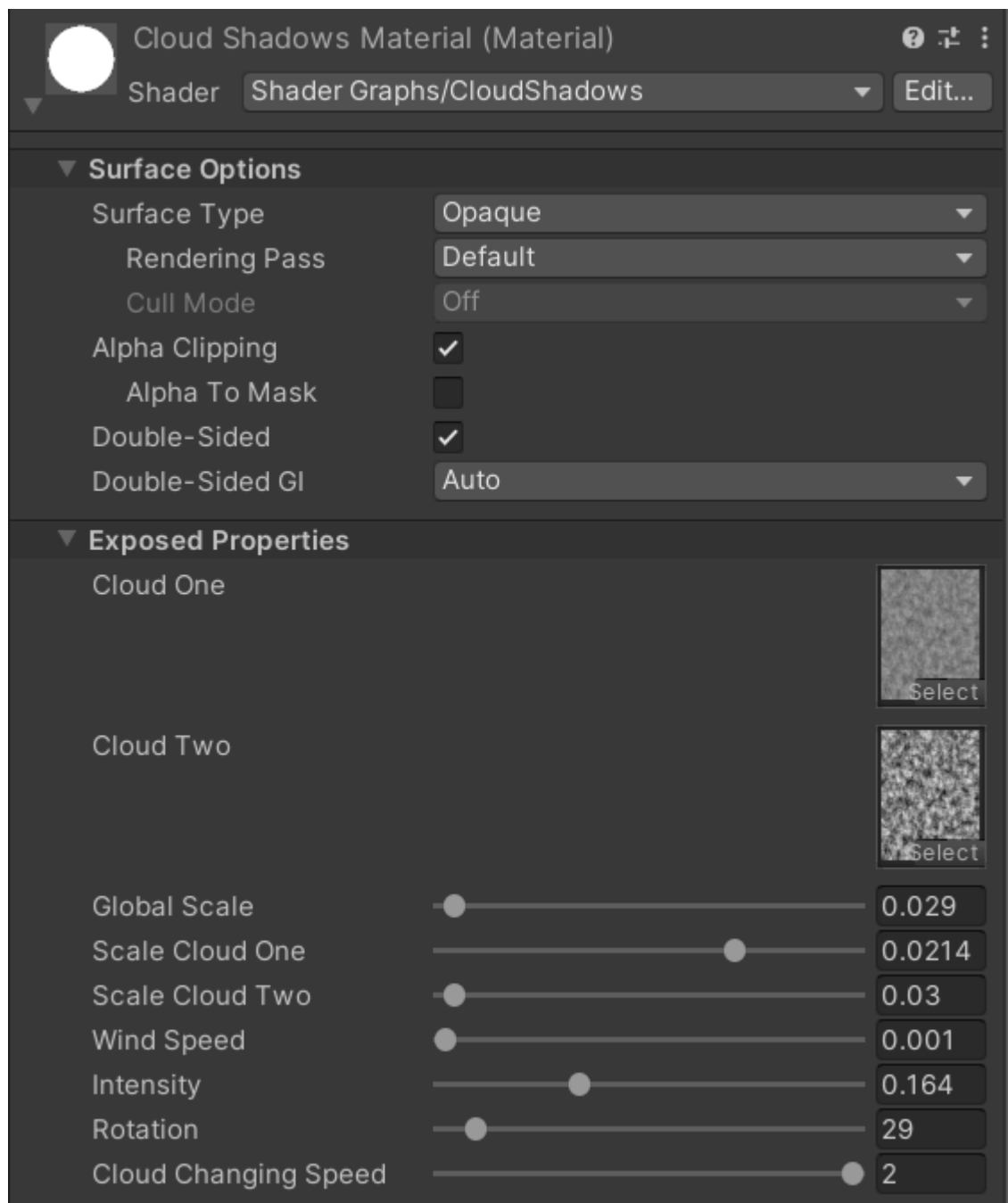
Cloud one and Cloud two: You insert two texture noises here (some are provided). The Cloud Shadows will mix those noises to create the cloud effect.

Scale Cloud One: Adjust the scaling of the first cloud noise.
Scale Cloud Two: Adjust the scaling of the second cloud noise.
Wind Speed: Adjust the wind speed.
Intensity: Increase or decrease the cloud coverage of the scene.
Rotation: Change the cloud's direction.
Cloud changing Speed: Change the cloud morphing speed.

If you have any questions don't hesitate to contact me on michaelsimard@qwertystud.io.