

Stochastic texturing (avoids texture repition)

Animate and control speed of water texture

Control strength of heightmap and normals

Control alpha threshold of cloud detail texture

Control metalic and smoothness of clouds

• Stochastic texturing (avoids tiling of cloud detail texture)

• Shadow attenuation (so that clouds on the dark side of the planet are black)

• Animate and control speed of clouds so they move across the planet, unform and reform

• Triplanar texturing (so that textures look right regardless of angle)

Input detail cloud texture for detail

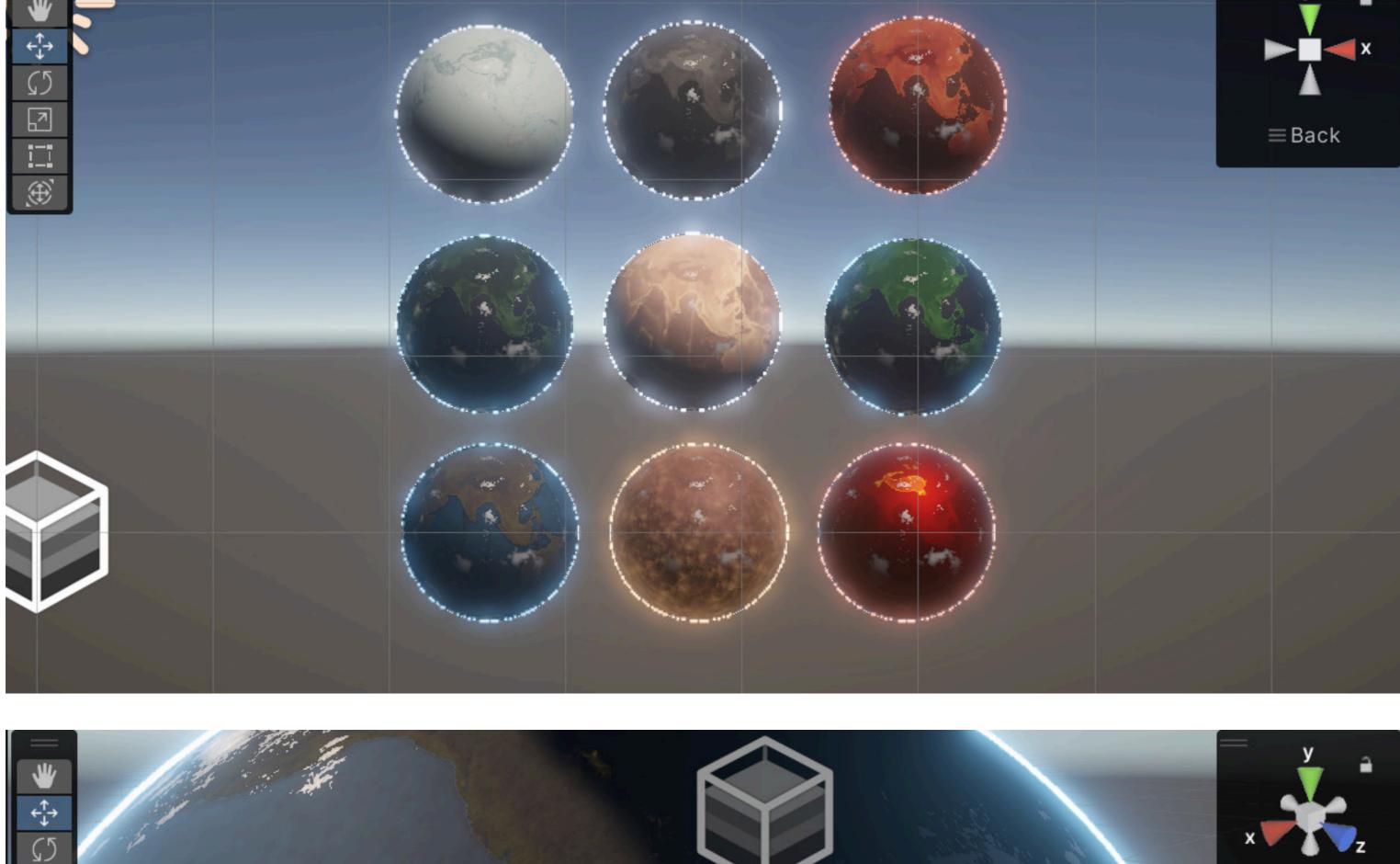
Control scale of cloud detail texture

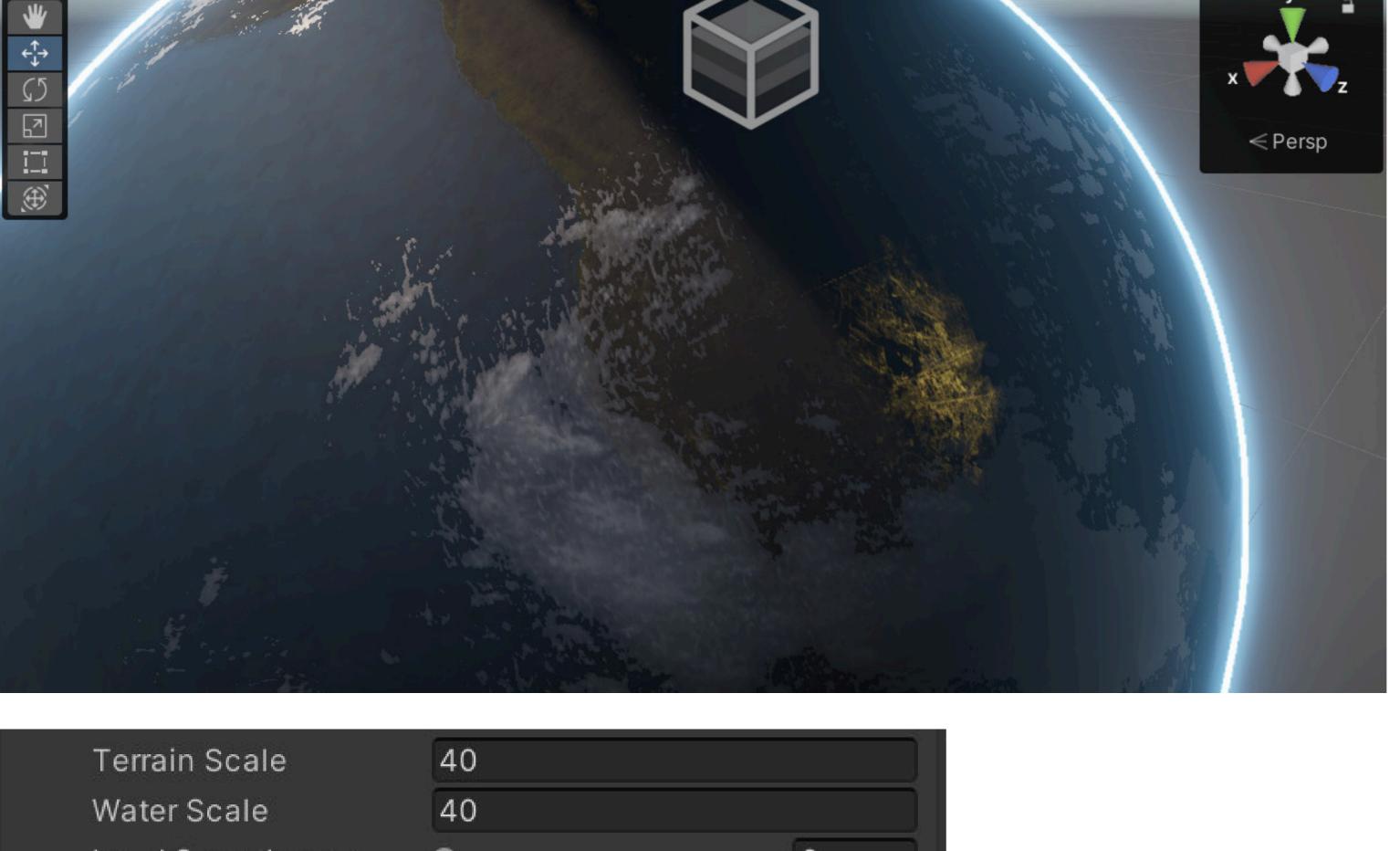
Control spread of lights

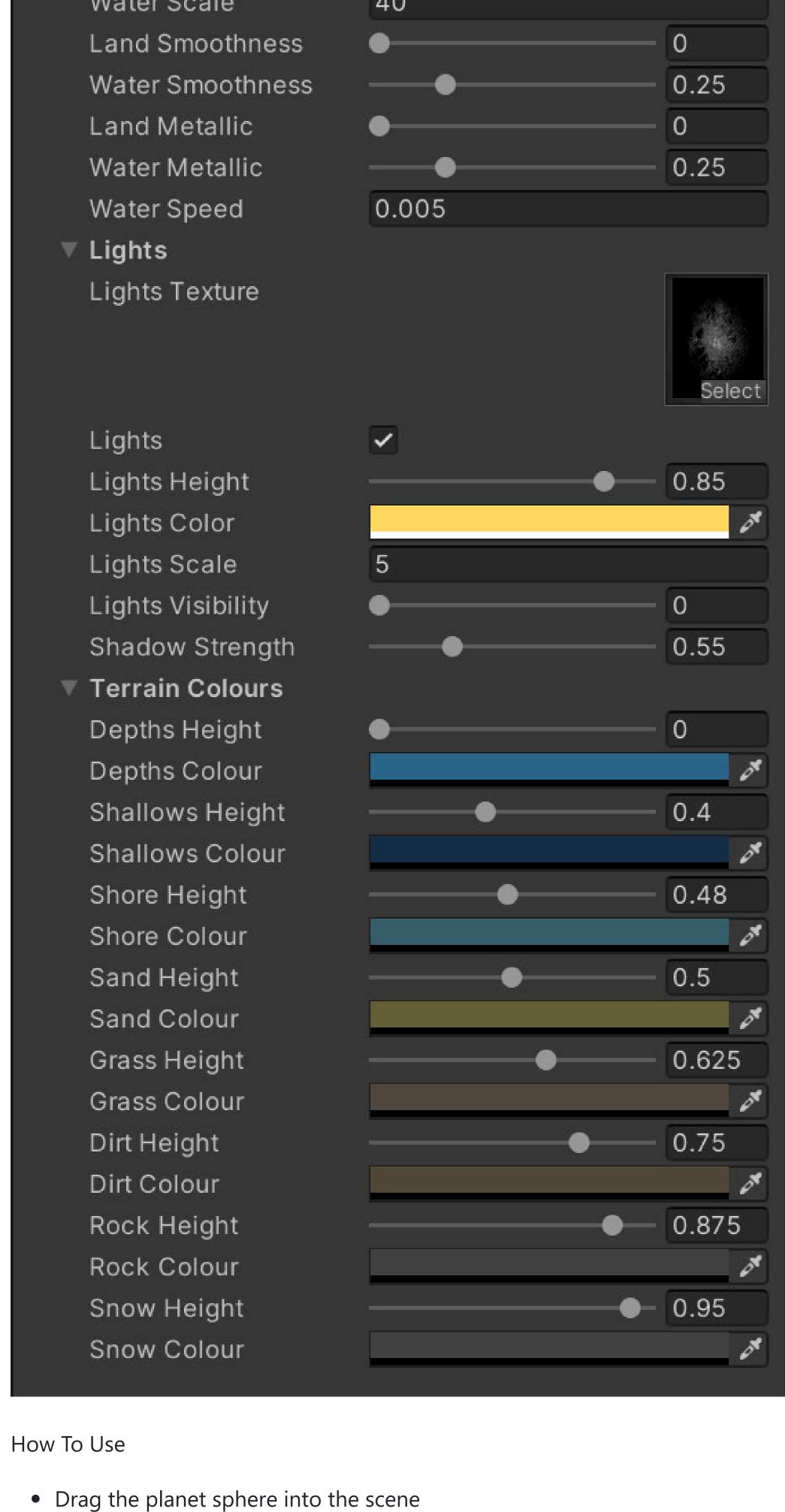
Cloud Shader Features

• Shadow attenuation (so the dark side of the planet is black)

Control whether lights appear on the dayside or just on the darkside of the planet







- Drag in your selected heightmap (the higher the resolution the better it looks)
- Fiddle around with the heightmap strength until it looks right • Add in your ground and water and light textures (or just use the samples provided)
- If your making a desert planet or similar use the ground texture in the water slot and make sure that the water
- speed is set to 0 so that the ground doesn't appear to move • Set the colours for the different heights of the heightmap
- in the water
- Set what height you'd like lights to appear from... something above 0.55 is good if you dont want them to appear
- 'Lights Visibility' controls the degree to which lights appear on the dayside of the planet Credits

- I implemented the custom lighting node by Cyanilus (MIT License), which can be found here:
- https://github.com/Cyanilux/URP_ShaderGraphCustomLighting
- I implemented some of bgolus ideas for generating my own normal maps • I implemented Junior_Djjr stochastic node, which can be found here:
- The cloud texture is from Solar System Scope (CC 4.0): https://www.solarsystemscope.com/textures/ • Other Textures in example files from nasa earth observatory (Public Domain)

https://github.com/JuniorDjjr/UnityProceduralStochasticTexturingNode

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