

# 3D CLOUD SYSTEM

## Guide

This cloud system is very simple to use.

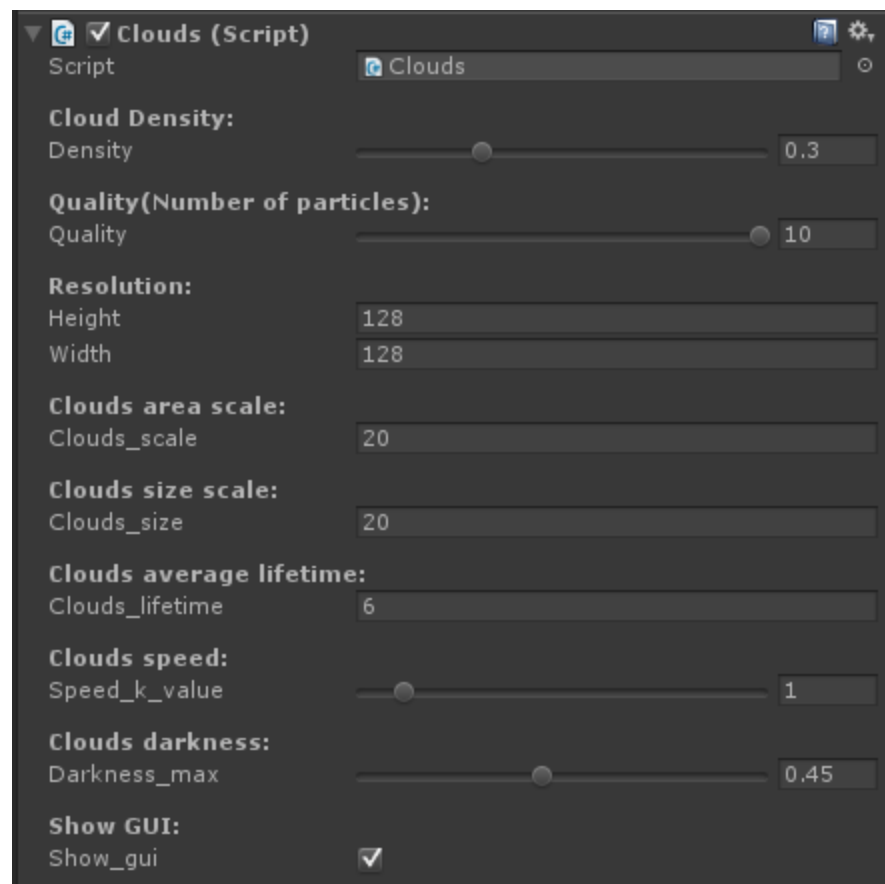
Just drag&drop one of the clouds prefab at the center of your scene on the height, you want your clouds to be.

That's it, you have a cloud system now.

If you don't want clouds control gui elements to be on the screen just uncheck show gui toggle btn in the inspector.

Let's go through main public variables that are used to control:

- Cloud Density. The name speaks for itself, this variable defines cloud density.



- Quality – higher the number more particles will be used. Even when quality is equal to 1 (lowest possible) clouds look very good.

- Resolution. Height and Width define the resolution of the perlin noise. Also total area covered by clouds is equal to height x clouds\_scale and width x clouds\_scale. For mobile use (this asset is not recommended for mobiles due to low framerate) reduce it to 32 or 64.

- Clouds Area Scale. Clouds\_scale variable is used to change the area, the cloud system covers.
- Clouds Size Scale. This variable defines the size of each particle.
- Clouds average lifetime sets the average lifetime of each particle. It works only if "show\_gui" is unchecked (otherwise it's defined by "speed and lifetime" slider)
- Clouds speed. Speed\_k\_value is responsible for clouds movement speed. It works only if "show\_gui" is unchecked (otherwise it's defined by "speed and lifetime" slider)
- Clouds darkness defines the contrast between clouds.
- Show GUI. This toggle button is responsible for showing or not showing cloud controls during the game.

If you have any questions\problems, feel free to contact me: [stanislavdol@gmail.com](mailto:stanislavdol@gmail.com)

Thank you for purchasing this asset.