LOW POLY CLOUD SYSTEM

Guide

Thank you for purchasing this asset.

If you have any problems feel free to contact me:

stanislavdol@gmail.com

As it is a very simple and straight-forward asset there is no need for a long guide. Basically, you just drag&drop any prefab(or multiple prefabs) to your scene and you have your cloud system ready to go.

Cloud system is a particle system with meshes as particles. Particles are populated by script based on perlin noise.

Each prefab contains a C# script with a number of public variables available for you in the editor.

- Cloud limit density – defines max allowed density for GUI slider (if it's enabled)

- Cloud density – actual current density (influence total number of particles)

- Resolution - Perlin noise resolution (size and number of clouds at certain point depends on the value of perlin noise at this point). Best to be 64, 128 or 256

- Clouds Area Scale – change this value to increase\decrease the clouds coverage.

- Clouds Size Scale – clouds average size

- Clouds Size RND – clouds size randomizer – bigger this value, more random cloud size will be

- Clouds Lifetime – particles lifetime

- Clouds Speed – how fast clouds are traveling

- Clouds brightness – clouds brightness

- Clouds rotation RND – clouds rotation randomizer absolute value in angles along each axis. 10 180 10 means that along x axis clouds rotation will be between -10 and 10, along y – between -180 and 180 and along z – between -10 and 10. There is a Unity bug in 5.4 and earlier that Unity doesn't apply particles 3d rotation correctly. It has been fixed in the latest 5.4.x and 5.5 versions.

- Show GUI – to render or not to render(that is the question... =)) cloud controls in-game.

As clouds are low poly mesh, they can cast shadows and by default, this feature is turned on. However, as Unity real-time shadows is a performance disaster you might want to turn them off if you don't need them(select a prefab, find a particle system renderer tab in the inspector and set cast shadows to off).

You can mix different cloud prefabs together to get more diversity but try to keep the total cloud count not very high.

You can easily add more cloud types by coping an existing prefab and replacing the particles mesh(renderer tab->Mesh)