

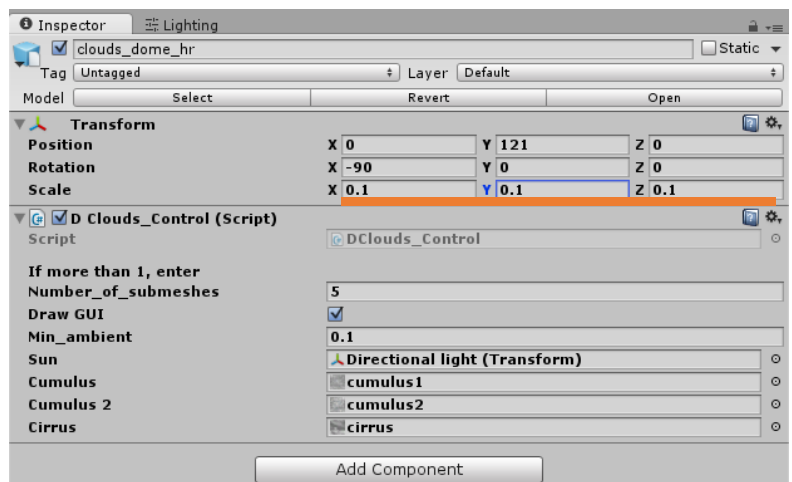
# DYNAMIC CLOUD SYSTEM

## Guide

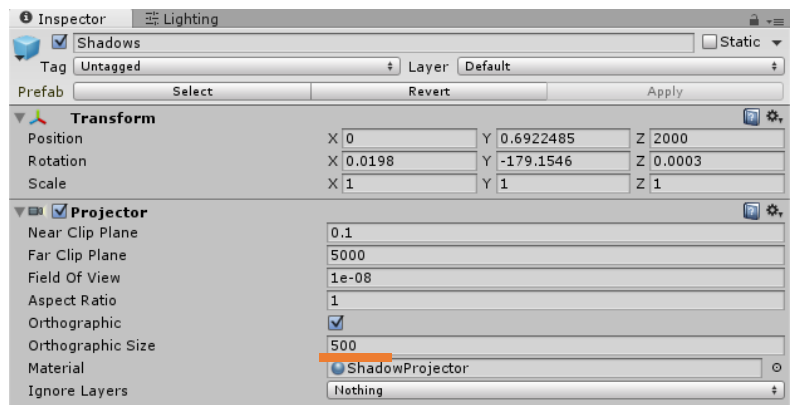
This asset was designed to be very easy to use. Just drag&drop one of the prefabs from "Dynamic Clouds/prefabs" folder to the center of your scene and you are done!

Each prefab consists of a dome, noise generator and a shadows projector. The only difference between 2 prefabs is number of vertices per dome. Lighting is calculated per vertex (in order to achieve great performance even in high resolution VR).

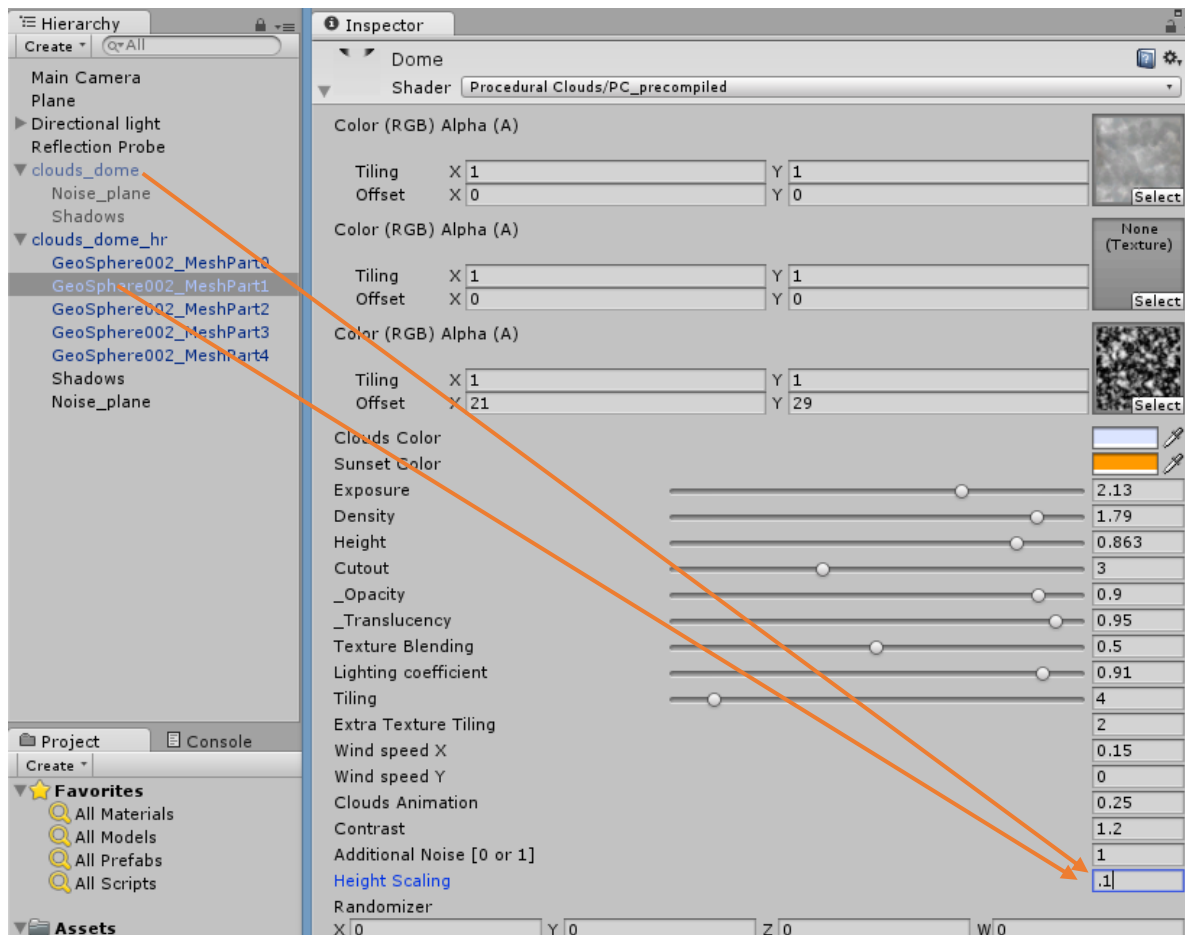
The next step is scaling. By default the dome is quite large in order to cover the whole scene no matter how big it is. You can either set you camera's far clip plane to 20000 or scale the cloud system down. In order to scale it down you just need to select the dome (the one you dragged&dropped to the scene) and set the scale you want using the transform tab in the inspector.



After that, you need to select "Shadows" object (a child of clouds dome) and change the orthographic size accordingly to the scaling. For example, if you scaled the dome down 10 times (to 0.1) than orthographic size should be also reduced 10 times (to 500).



The last step would be to select the dome mesh (either the prefab itself for a low-resolution version or one of the child mesh objects of the high-resolution version) and to change "Height Scaling" in the material properties accordingly (another option would be to change the material property "Dynamic clouds/Materials/Dome").



If you want to disable the GUI, just select the prefab on the scene and uncheck "Draw GUI".

Most shader variables are self-explanatory but let's go through them:

- Clouds and sunset colors – main color of your clouds and color during the sunset. Clouds are also affected by your directional light color.

Exposure – in other words brightness, increase the value to make them lighter, decrease –to make them darker

Density – higher value=more cloudy

Height – too low value = flat clouds, too high value = too volumetric clouds



Cutout – higher value = separate clouds.

Opacity – clouds transparency

Translucency – sets how hard it is for light to travel through clouds.

Lighting coefficient – 0 = clouds are not affected by lighting at all.

Tiling – noise texture tiling

Extra texture tiling – additional clouds texture tiling

Wind speed – wind speed

Clouds animation – perlin noise animation speed. How fast clouds evolve.

Contrast – clouds contrast for post-editing

Additional noise – to use or not to use additional prerendered noise texture.

Height scaling – displacement coefficient for scaling

That's it, good luck with your project!

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

Thank you for purchasing this asset.