

Clouds Shader (URP & LWRP)

Introduction

This is a clouds shader. If you want an unparalleled clouds effect in your game. Then this asset is perfect for you. This asset includes perfect cloud shader. It can make your game look more vivid. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The graph shader file exposes multiple parameters for you to adjust. Let you adjust the clouds effect of many different parameters by yourself. Due to the cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)

In order to show this effect better, I imported 1 free asset from unity asset store, which means that you also need to import it when you use this asset. Don't worry that they are all free. After importing, you need to upgrade their materials to URP. Here are asset store links:

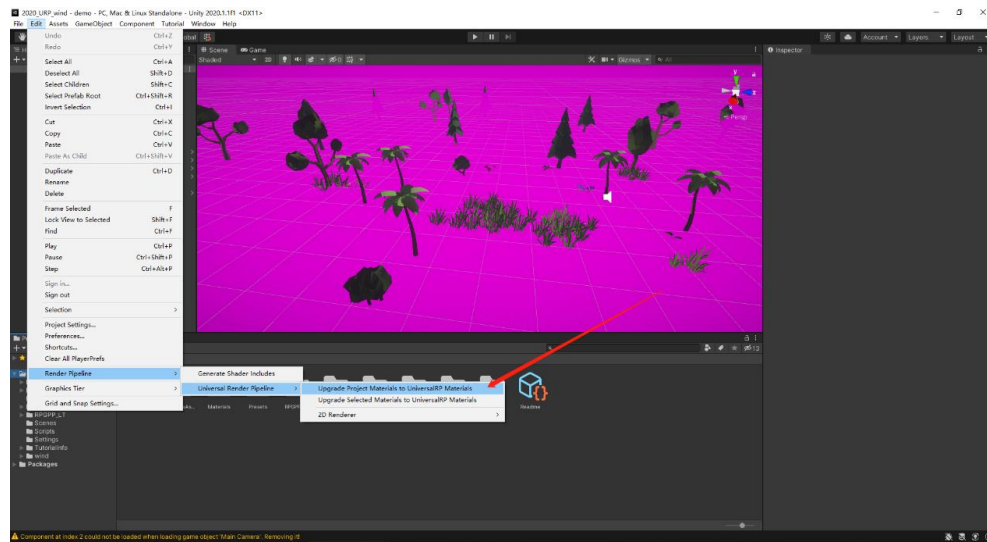
<https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410>

Main Features :

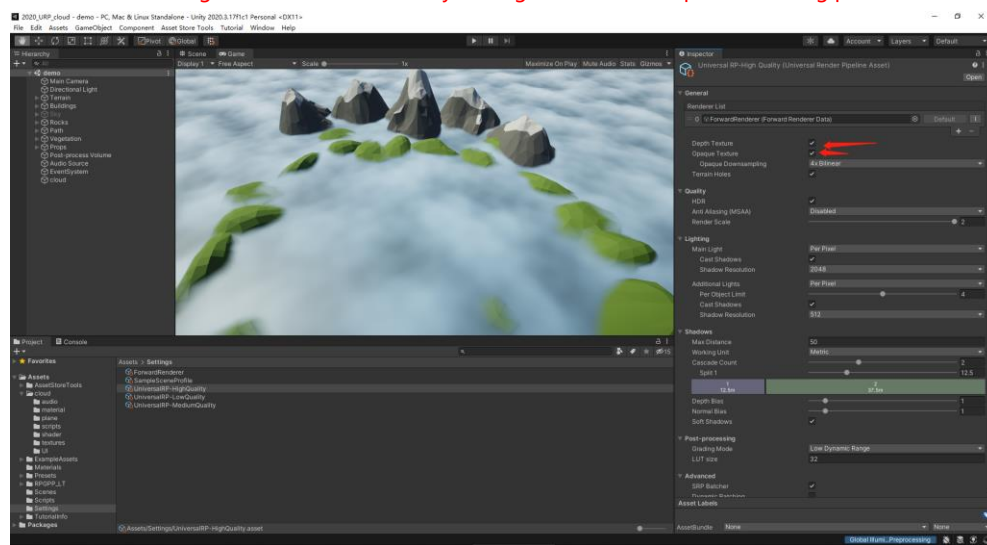
1. Easy to integrate into your project, no need to write any shader and code
2. Clouds that can move
3. Contains 3 clouds materials that have been adjusted
4. Support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)
5. You can modify the attributes exposed by the shader.
6. Support Android, IOS, Windows and other platforms
7. Clear demo
8. Cheap

pay attention:

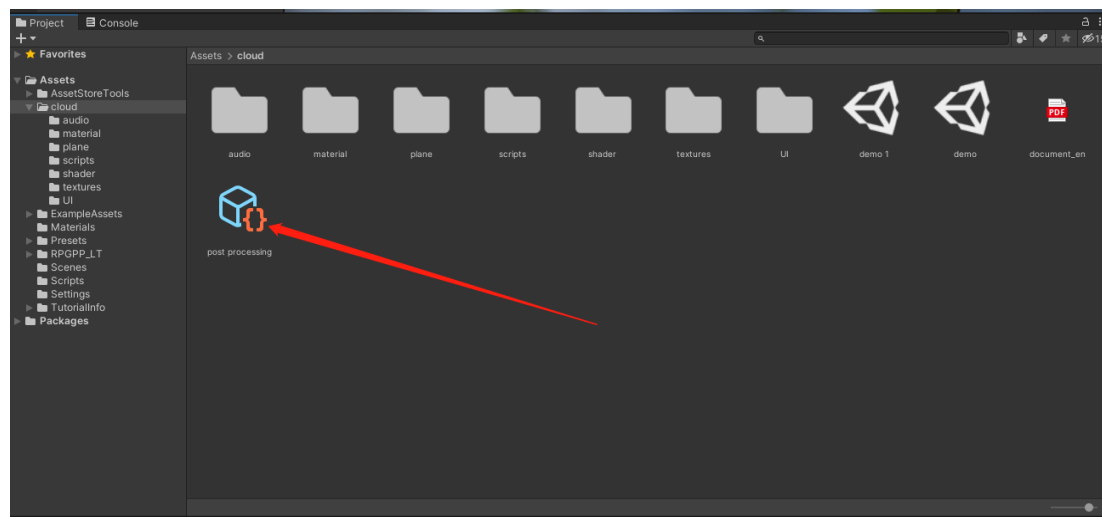
1. After importing the dependency Package, You must upgrade the materials to URP:



2. You must change the UniversalRP Quality Setting, It is best to keep the following picture consistent.

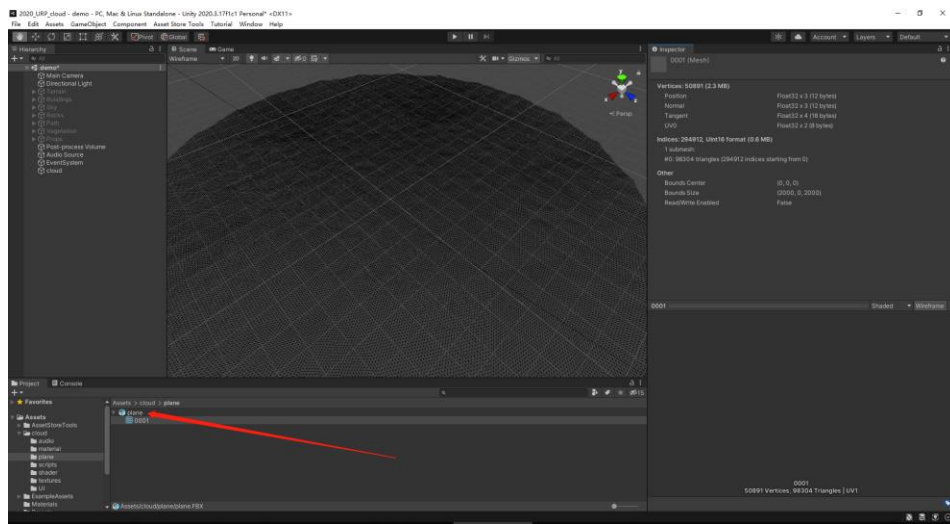


3. It needs to be used together with post processing, the post processing effect file the post processing effect file is included in this asset.



How to use in your game

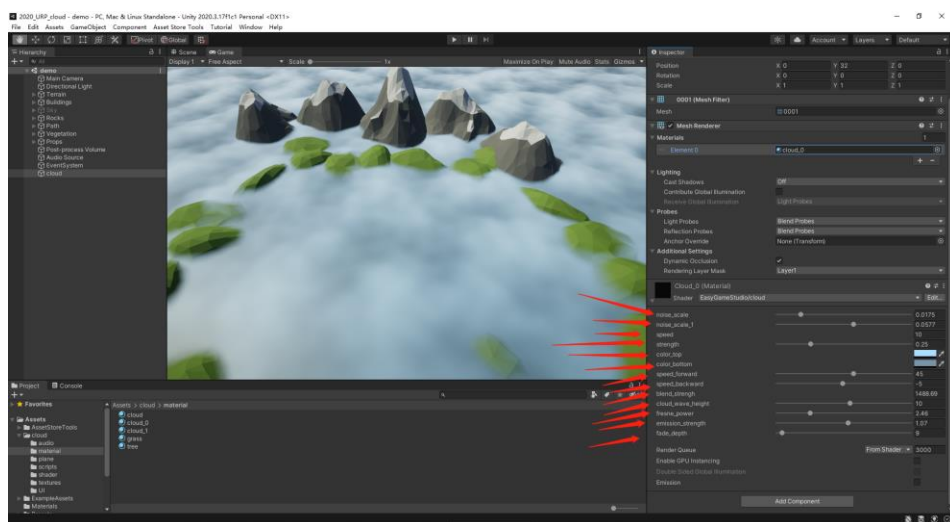
1. In order to achieve a better effect, you need a plane with a large number of vertices. Like this:



2. Choose a material that I adjusted for your plane. Like this:



3. Adjust the attributes of the shader to achieve the effect you want. Like this:



Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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