**Atmospheric Scattering**

**University of Minho**

**Master in Informatics Engineering**

Computer Graphics

Display and Lighting I

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**Table of Contents**

[Abstract 3](#_Toc442204729)

[Introduction 3](#_Toc442204730)

[Conclusion 3](#_Toc442204731)

[References 4](#_Toc442204732)

**Table of Figures**

**Não foi encontrada nenhuma entrada do índice de ilustrações.**

# Abstract

# Introduction

Our atmosphere is a mixture of several processes which result in various effects that are noticeable throughout the day. One of the most important is the scattering. Scattering is the process by which small particles in the atmosphere diffuse, reflect or absorb a portion of the incident radiation emanated from the sun. Rayleigh scattering of sunlight in the atmosphere causes diffuse sky radiation, which is the reason for the blue color of the sky and the yellow tone of the sun itself.

This phenomenon has been simulated using computer graphics, mostly to achieve a certain realism in a virtual world. This problem ban be studied from two different angles: the view from the Earth’s surface, or the view from space. A project with this features already existed for the Unity 3D engine, with both angles mentioned before. On this work assignment a new version for Nau3D engine was developed based on the previous mentioned project, although only the latter angle was focused on. The objective is to mimic atmospheric effects that a person would be able to see if they were in space, looking at Earth. The scene created is constituted by only two concentric spheres, one simulates the Earth and the other slightly bigger the atmosphere.

# Rayleigh Scattering

Resumir isto: https://en.wikipedia.org/wiki/Rayleigh\_scattering

# Mie Scattering

# Result Comparison

Mostrar imagens do unity e da NAU3D

Podemos também mostrar as do “dentro” da atmosfera”

# Conclusion

Baseado nos shaders de um projeto do Unity

“sucesso” no shader da atmosfera

Referir erros nos shaders da terra

Possivelmente devido à má escala, valores de constants não aplicáveis à escala…

# References

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| [1] | "Atmospheric Radiation," Weather Edge, [Online]. Available: http://www.severewx.com/Radiation/scattering.html. |