

# Simple Dome Clouds

This is a simple dome cloud that gives you a nice atmosphere of clouds moving around your terrain.

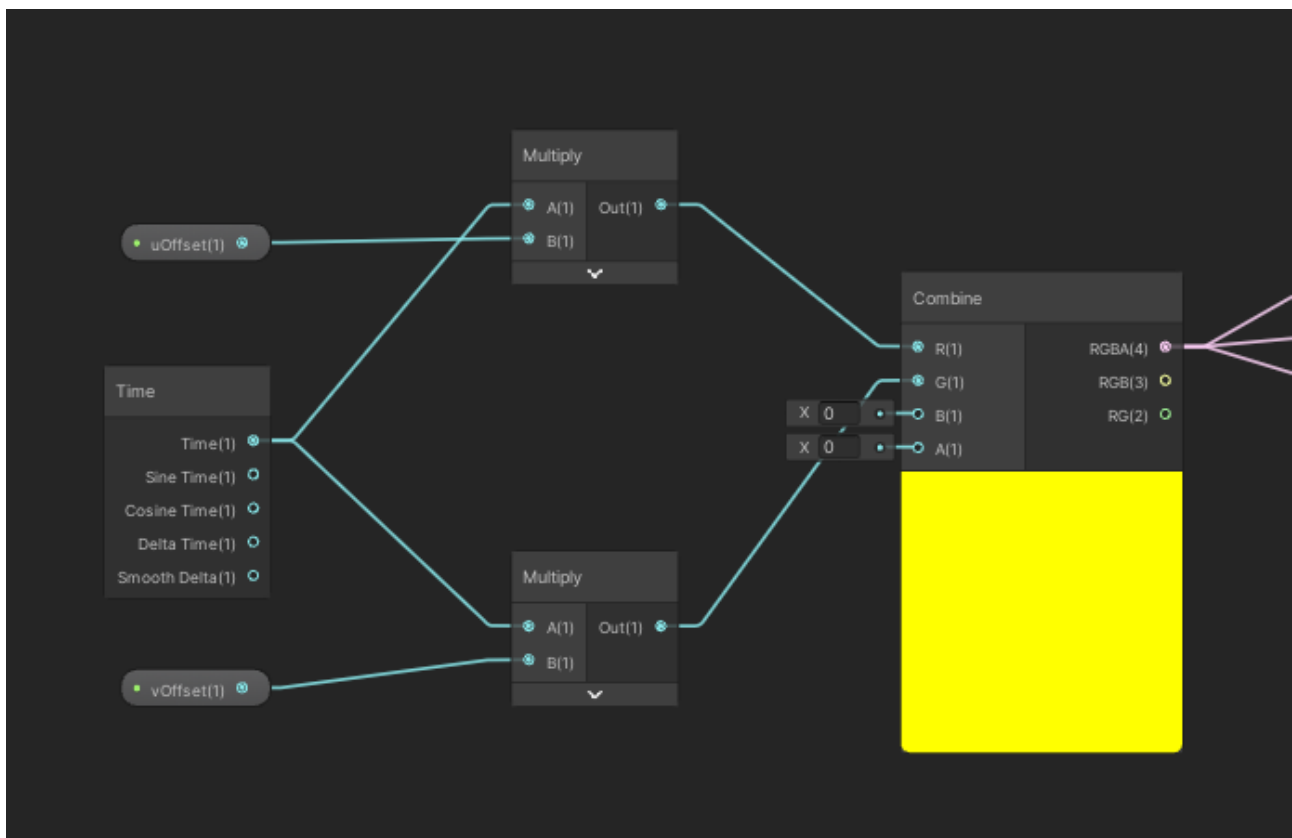
It is dynamic. It's use Shader Graph to move UV, so it's high performance.

You can change cloud Density, Color, Speed by change material property.

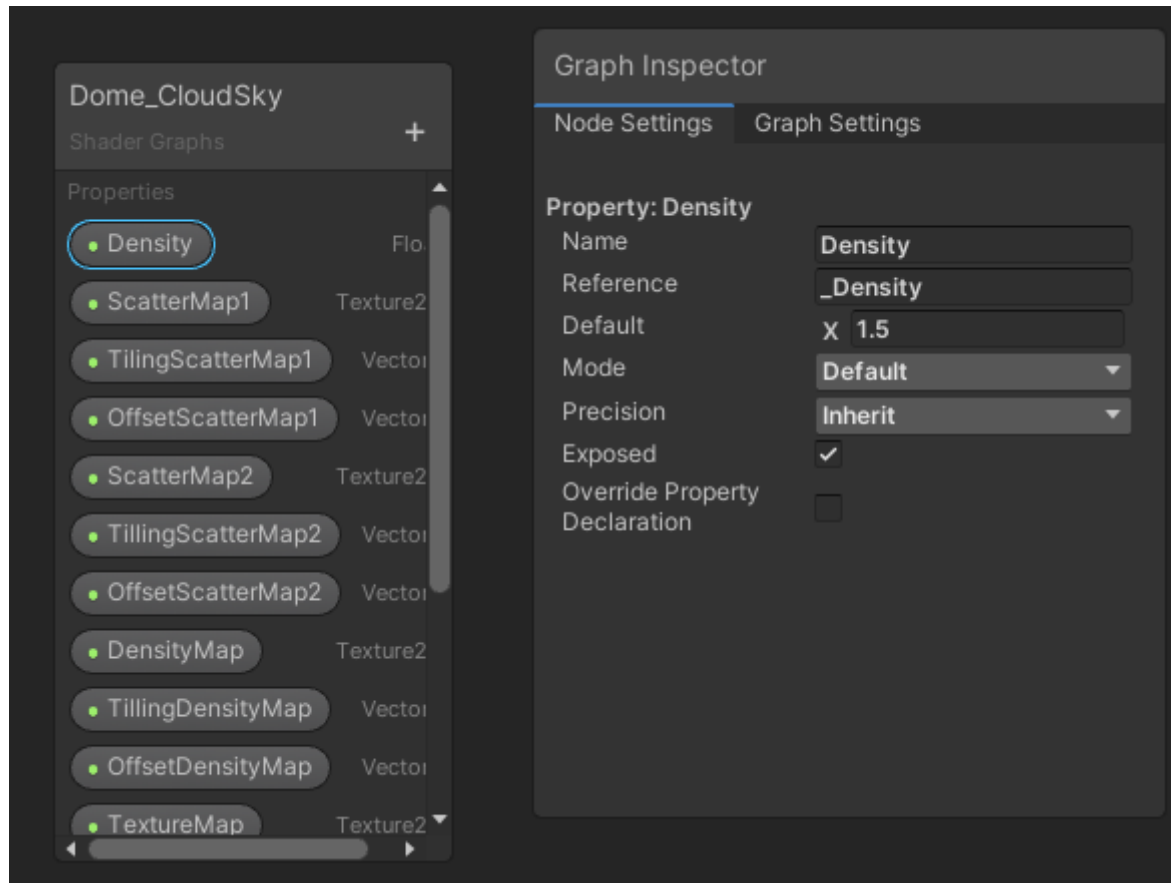
- Built in | Not Support
- URP | Supported
- HDRP | Not Support

Simple and easy to use.

**It's use Shader Graph to move UV to make it dynamic move.**



You can change cloud density, color, speed by change material properties:



```
m_LowCloud.SetFloat("_Density", _CurrentDensity);
```

```
m_LowCloud.SetFloat("_Speed", _CurrentSpeed);
```

```
m_LowCloud.SetColor("_Color", _CurrentColor);
```

**Simple and easy to use. you just need to drag prefab to the scene:**

