

=-----STINGRAY Documentation-----=

How to Setup Clouds and Fog:

1. Delete all directional lights from your scene and add the "RAYMAN_Sun" prefab to your scene.
2. On your URP Settings asset, enable Depth Texture and Opaque Texture.
3. On your URP Settings asset, under the "Shadows" dropdown, set "Depth Bias" to 0.
4. On your URP Settings asset, set "Immediate Texture" to "Always".
5. Locate your URP Renderer Asset and set up the Renderer Features as shown in **fig.1**.
6. On all your cameras (including the scene view camera) set the Far Plane to 100,000

How to Setup Sky:

1. Open the lighting panel and
2. Locate the premade material "STINGRAY_Sky" from STINGRAY/Materials
3. Assign the material to the 'Skybox Material' slot in the 'Environment' section of the Lighting Panel.

How to locate URP Settings/Renderer Asset:

1. Go to Edit/Project Settings/Graphics and select the 'Scriptable Render Pipeline Settings'. This is your URP Settings Asset
2. From your URP Settings Asset, select the first item in the 'Renderer List'. This is your URP Renderer Asset

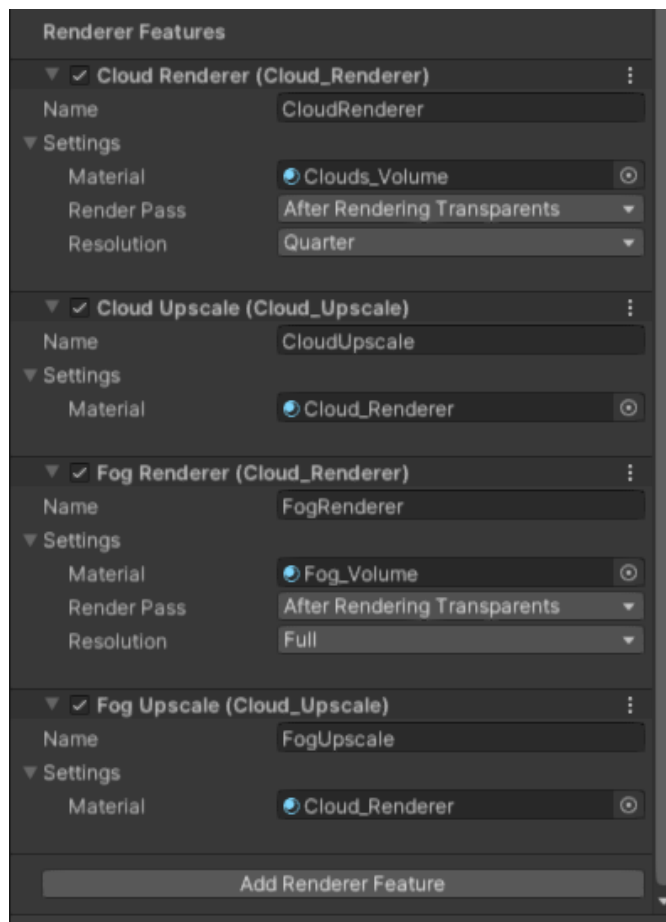
Clouds material properties:

- Main Texture - Do not modify
- Albedo - The colour of the clouds
- Density - How dense the clouds volume is
- Scale - The scale of the cloud noise
- Speed - How fast the clouds move
- Light Scattering - How much light scatters through the clouds
- Min Darkness - The minimum darkness of the cloud shadows
- Steps - Maximum raymarching steps. Higher values give better results, but worsen performance.
- Step Size - The size of the steps used in raymarching. Lower values give better results, but worsen performance.
- Jitter Amount - Jitters the rays used to render the clouds. A lower value may give noisy results
- Twirl Amount - Controls how much the noise is twirled
- Density Offset - Controls the thickness of the clouds
- Position - The position of the bounding box
- Bounds - The bounding box size of the clouds
- Use Shadows - Do not modify
- God Ray Strength - Do not modify
- Noise Texture - The 3D noise texture for the density of the clouds

Fog material properties:

- Main Texture - Do not modify
- Albedo - The colour of the fog
- Density - How dense the fog is
- Scale - Do not modify
- Speed - Do not modify
- Light Scattering - Do not modify
- Min Darkness - Do not modify
- Steps - Maximum raymarching steps. Higher values give better results, but worsen performance.
- Step Size - The size of the steps used in raymarching. Lower values give better results, but worsen performance.
- Jitter Amount - Jitters the rays used to render the fog. A lower value may give noisy results
- Twirl Amount - Do not modify
- Density Offset - Do not modify
- Position - The position of the bounding box
- Bounds - The bounding box size of the fog
- Use Shadows - Do not modify
- God Ray Strength - Controls the strength of the God Rays
- Noise Texture - Do not modify

Fig.1: Renderer Feature Setup.



Please consider leaving a review for the asset as it really helps :)

For any questions, or to show what you have made with my asset, email me at wgappster@gmail.com