

Planet Atmosphere and Clouds guide

How to setup

Atmosphere

Some already set-upped prefabs are inside the package and are deployed in the demo scene.

To setup a new Planet Atmosphere, instantiate an “atmosphere_mesh” mesh. This can be found inside the model folder.

Place the atmosphere mesh at the center of your planet, and set all the x,y and z scales to the radius of your planet. Remember to set the “cast shadows” parameter to “off” on the Mesh Renderer.

Now create a new material, and assign to him the Corvoshader/CAtmosphere shader.

Assign this new material to your atmosphere, and edit the material parameters to create your custom atmosphere color, density, intensity and fading.

The stars skybox may be still visible when inside an atmosphere; A good workaround for this is to change your skybox intensity when getting inside the atmosphere.

Clouds

Some already set-upped prefabs are inside the package and are deployed in the demo scene.

There are two kinds of Clouds: The interiors (visible only from inside the atmosphere/the ground of the planet), and the exteriors (Visible only from space).

Those two objects uses different shaders and meshes, but can be both be parented to the same gameobject for a better managing.

To create the exterior clouds, instantiate a “sphere_hd” mesh to the center of your planet, and set the x,y,z scale to the radius of your planet. Remember to set the “cast shadows” parameter to “off” on the Mesh Renderer.

Now create a new material, and assign to him the Corvoshader/OutsideClouds shader.

Assign to the material a cloud map (You can use the one that came with this package), and edit the parameters to get the best result for your project.

Now do the same with the interior clouds. For those ones use the “sphere_hd_insideOut” mesh and the Corvoshare/InsideClouds shader. Remember to set the “cast shadows” parameter to “off” on the Mesh Renderer.

Also, you can add the CloudMover script, to make clouds rotate around your planet.

You can use for the external clouds the “sphere_Id” instead of the “sphere_hd” if you want a more optimized mesh and your planet is not huge.

You can use for the external clouds the “sphere_Id_insideOut” instead of the “sphere_hd_insideOut” if you want a more optimized mesh and your planet is not huge.