

Cloud Rendering Toolkit Evaluation

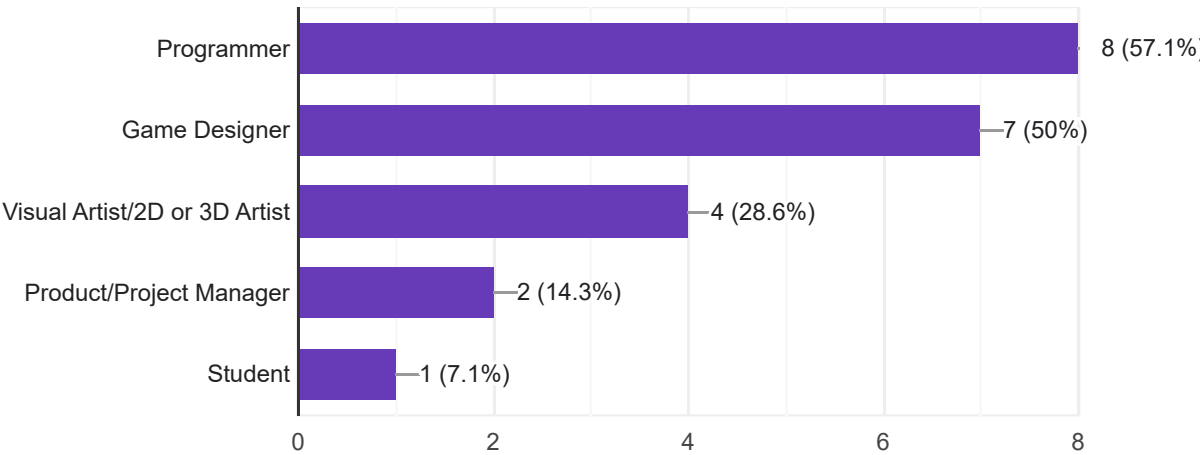
14 条回复

发布分析结果

What is your current role? (Select all that apply)

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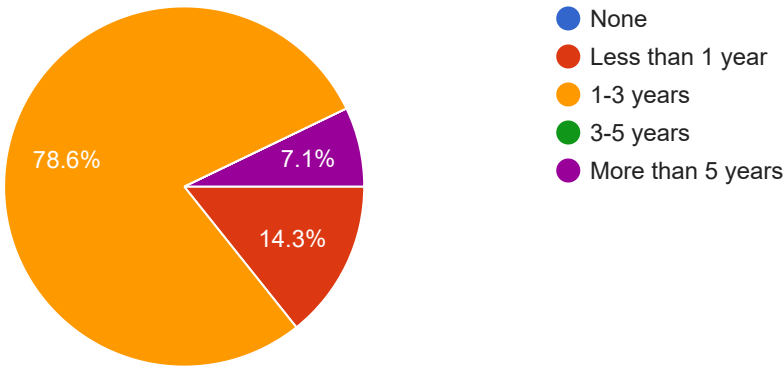
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How many years of experience do you have with Unity?

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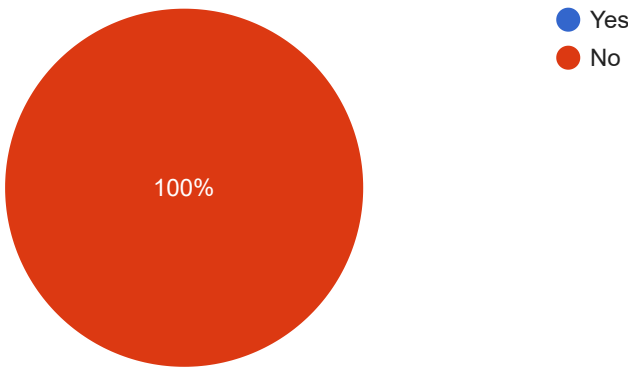
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Have you used any cloud rendering tools or plugins similar to this one?

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If yes, what tool is it?

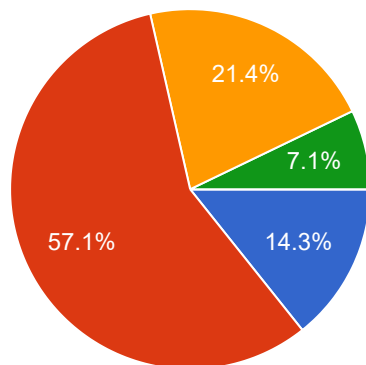
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目前还没有对此问题的回复。

What is your level of understanding of rendering technology?



(14 条回复)



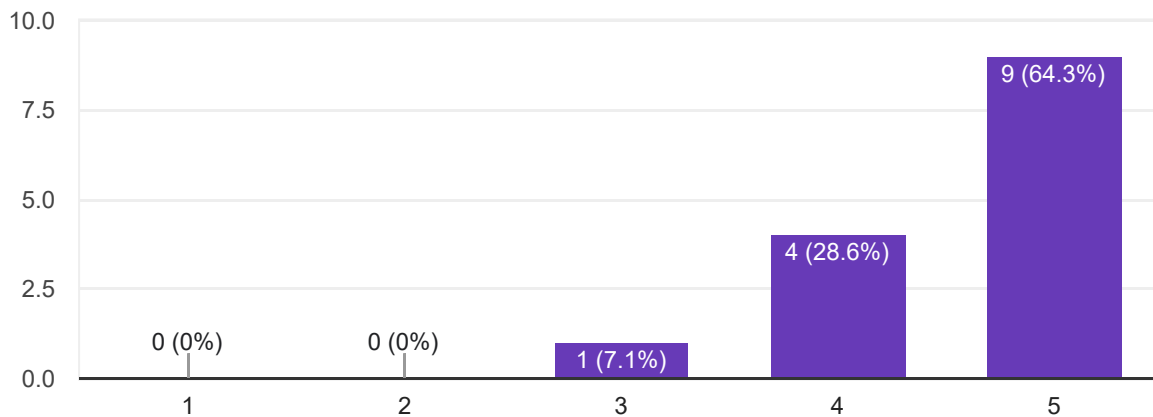
- None: No experience at all
- Beginner: Understands basic rendering concepts
- Intermediate: Familiar with render pipelines and using related tools
- Advanced: Can write and optimize rendering code inde...
- Expert: Extensive experience in rendering development

Utility

Do you feel that the cloud rendering tool has met its intended functional goals?



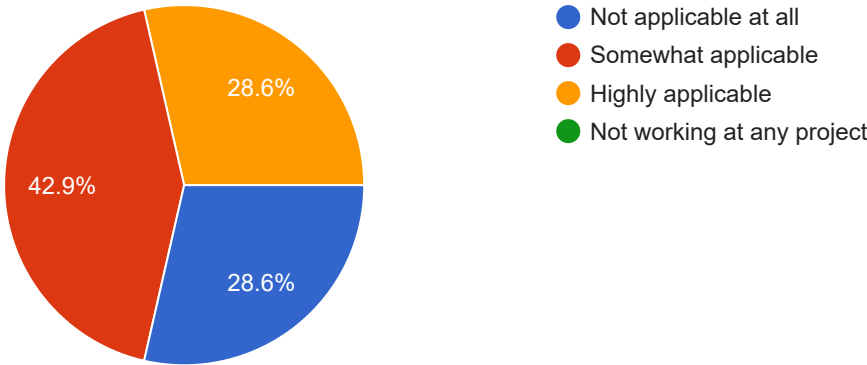
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How applicable is this tool to your current project?

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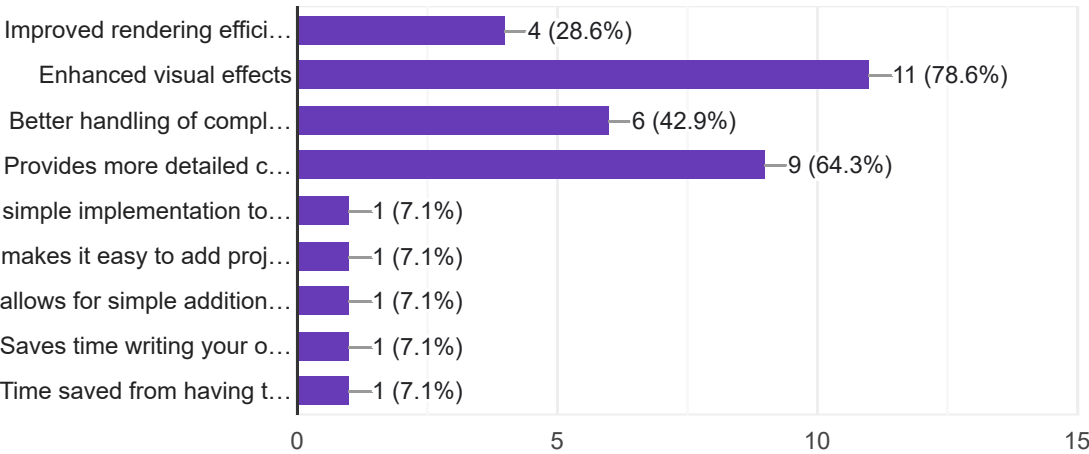
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What are the main benefits or features this tool you think can brought a project?

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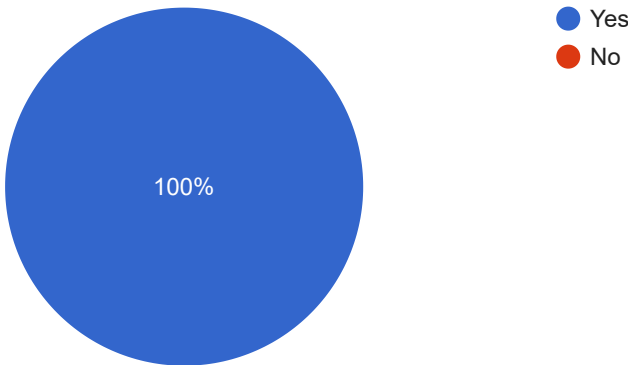
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Do you believe this tool can meet the needs of different types of projects?

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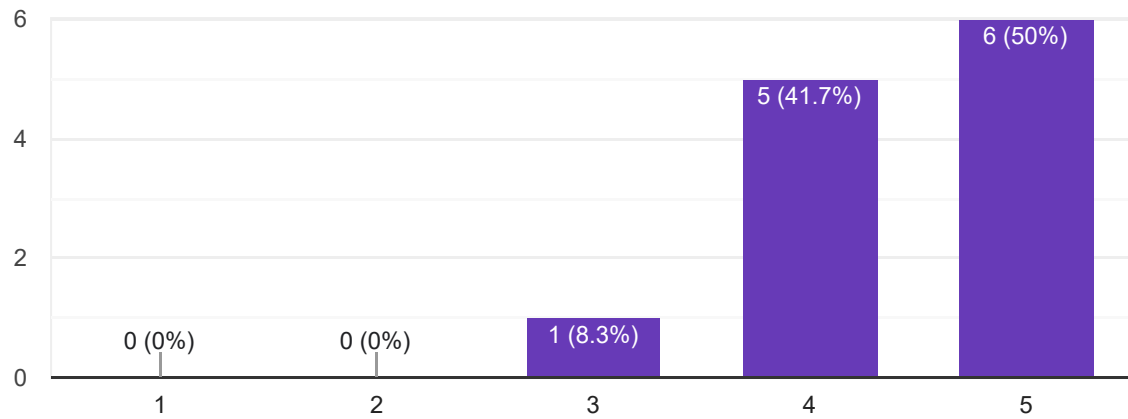
Usability



Was the installation and setup of this tool straightforward?



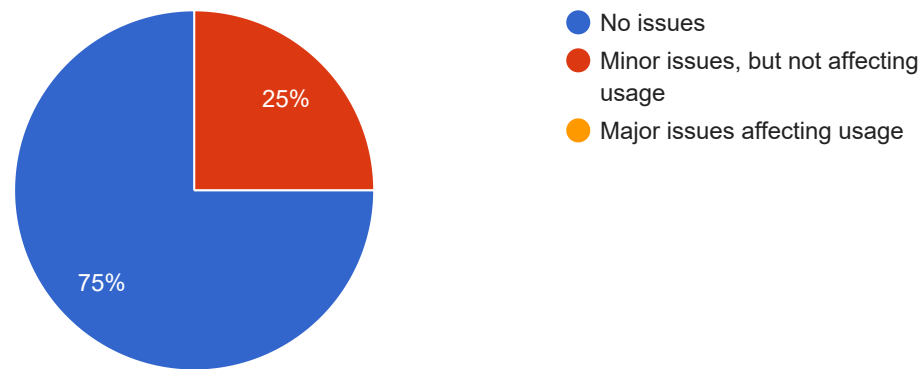
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Did you encounter any issues during installation or usage?



(12 条回复)



If yes, what are the issues is?

(2 条回复)

Frame Drops outside of Play Mode

Wasn't quite sure how to get things set-up at first.



Please list any technical problems or difficulties you encountered, and explain how they impacted your experience.

(4 条回复)

Editor lagging outside of play mode slows the workflow

I'm not sure how to make multiple clouds. There needs to be some guidance about this. Just duplicating or pressing create again doesn't work.

There doesn't need to be an 'installation' section. If the person has already purchased the asset from the store, they don't need to be guided again in the README.md

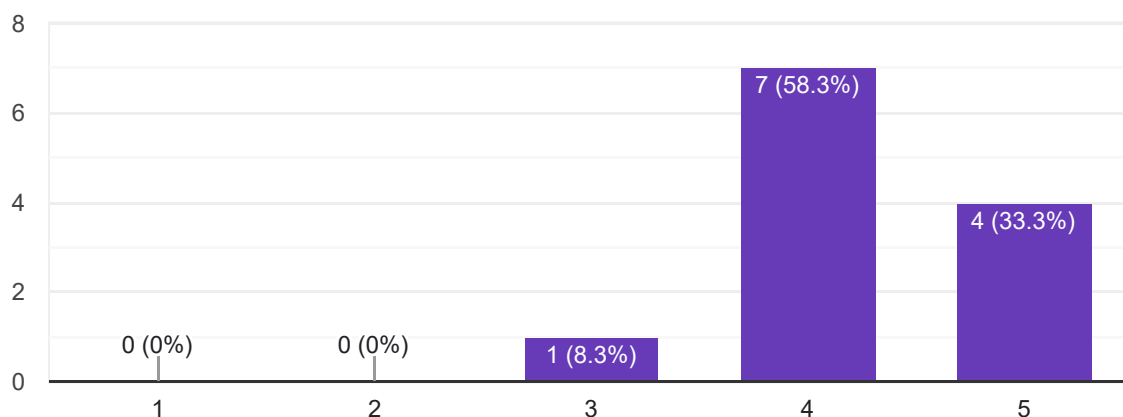
no

It was really just getting things set-up.

Did you find the documentation and tutorials for this tool helpful?



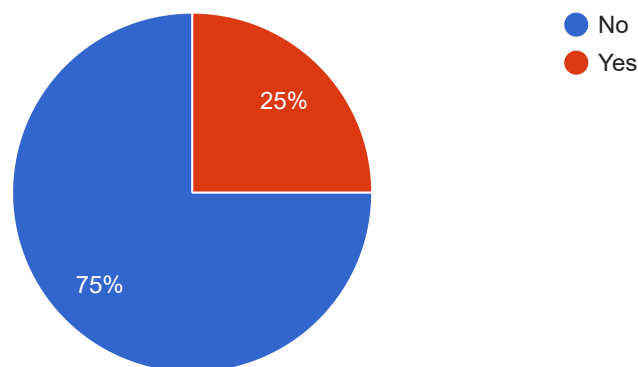
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Are there any redundant or confusing features in the tool?



(12 条回复)



If yes, what are they?

(3 条回复)

the wind if confusing while using some cloud type use the 'Wind' feature tool but some need use 'Detail could Wind' confuse in sometime

More documentation on the shader fields.

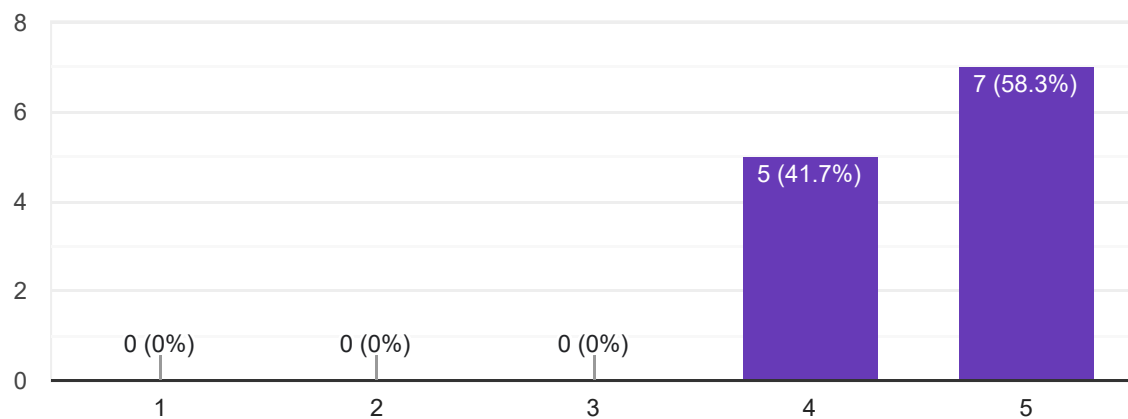
detail cloud scale, density threshold feel similar detail cloud scale, step and light step is not clear without an actual scene

User Experience

How would you rate the tool's responsiveness?

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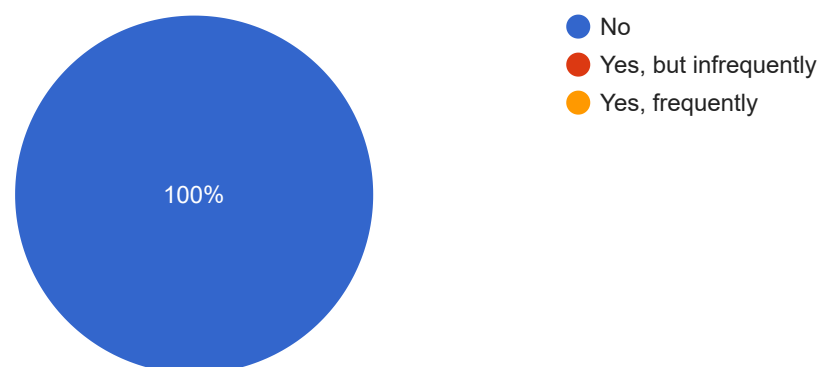
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Did you experience any crashes or errors while using the tool?

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If yes, what is it

(0 条回复)

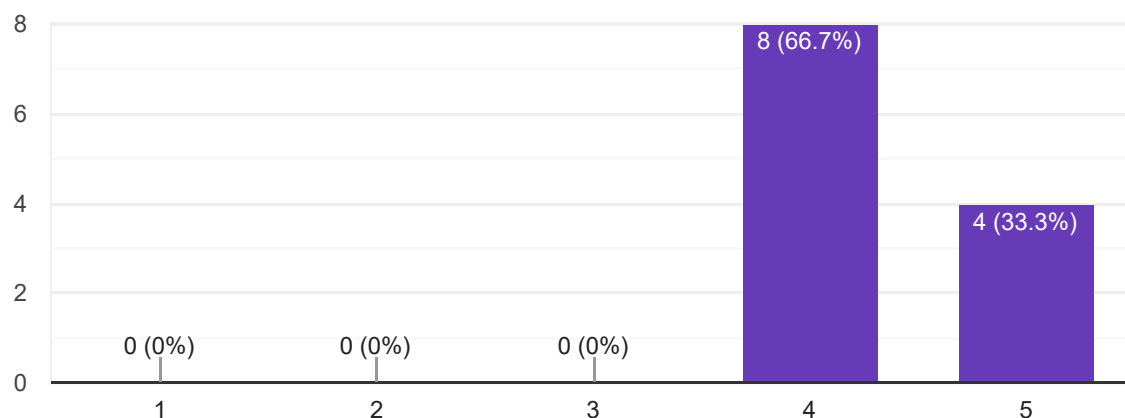
目前还没有对此问题的回复。



How would you rate the overall user experience of this tool?



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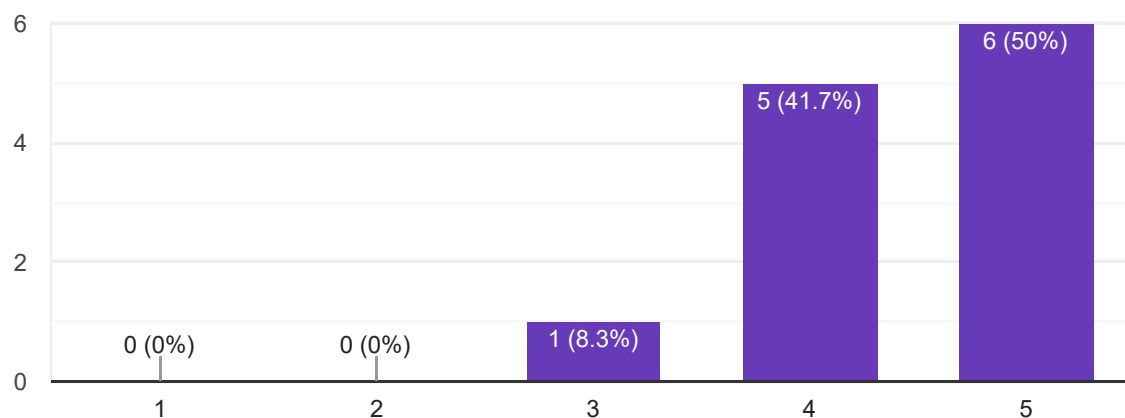


Performance

How would you rate the performance of the tool?



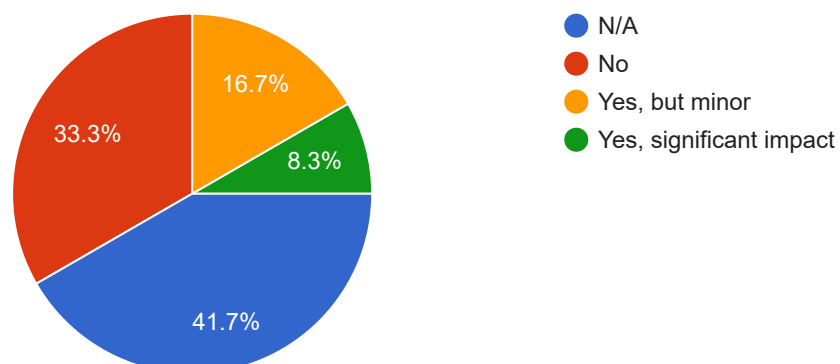
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Did you notice any performance bottlenecks when handling large-scale scenes or complex rendering tasks?



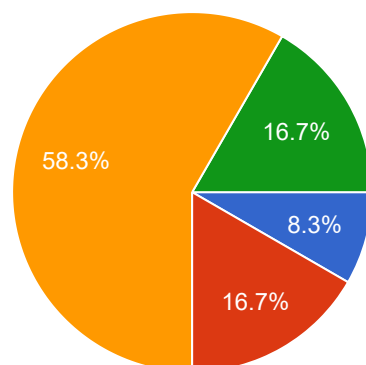
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How is the memory usage and CPU/GPU load of the tool?



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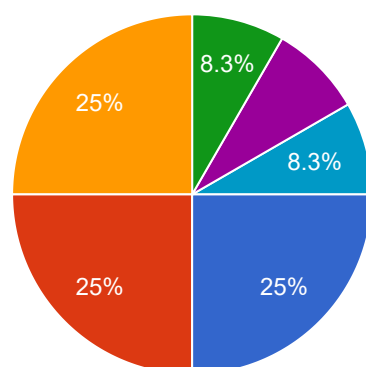
- Very high, affecting other applications
- High, but acceptable
- Reasonable, no impact on other applications
- Very low

Improvement Suggestions

What aspect of the tool do you think needs the most improvement?



(12 条回复)

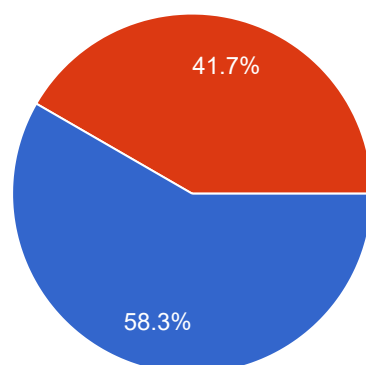


- Feature enhancements
- Performance optimization
- More documentation support
- More documentation support and instructions on how to create multiple clouds.
- Need to explain more about what each controllable aspect...
- I would be interested to have some sort of "preview" mode f...

Is there any feature you would like to see added to the tool?



(12 条回复)



- No
- Yes



If yes, what is it

(5 条回复)

change to next cloud type

dynamic reaction to terrain

Support for multiple clouds and optimization for multiple clouds

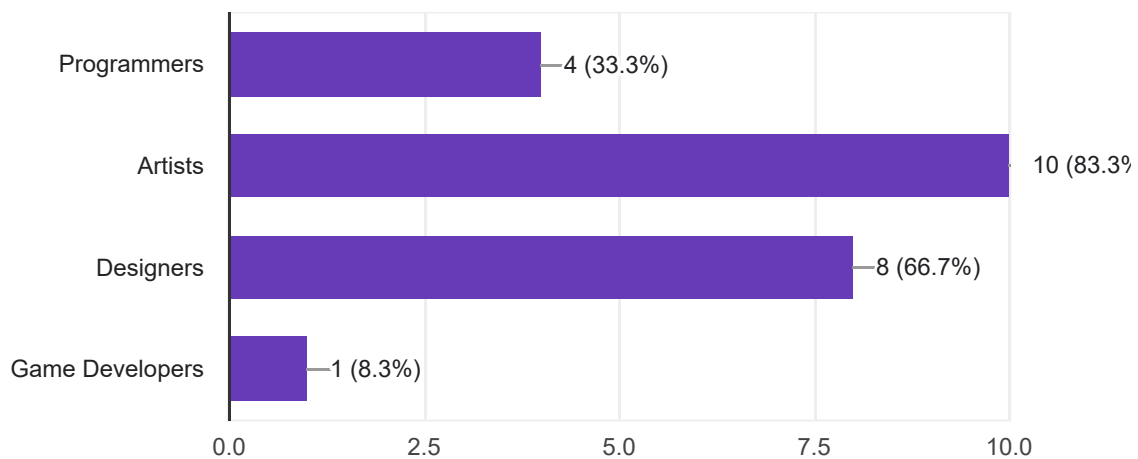
weather system, like raining thunder

A greater variety in cloud patterns.

Who do you think this tool is most suitable for?

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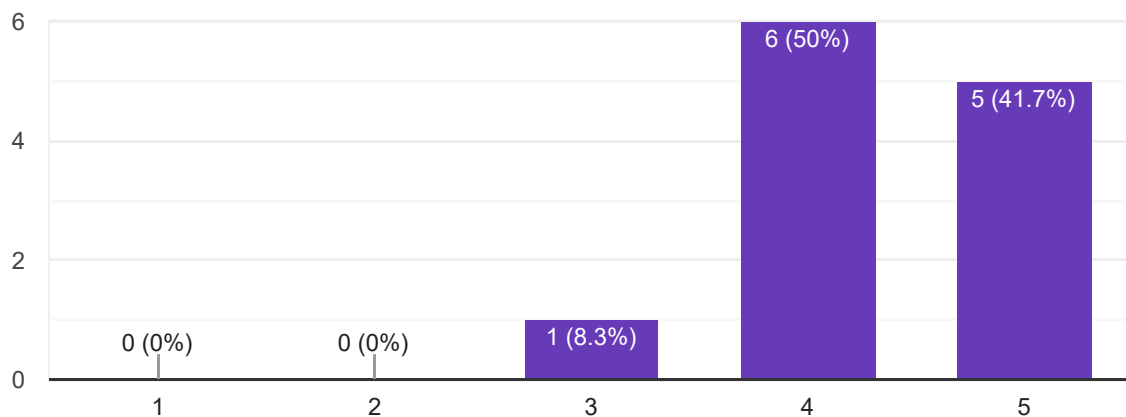


Overall Feedback and Final Thoughts

Please provide an overall rating for the tool based on your experience

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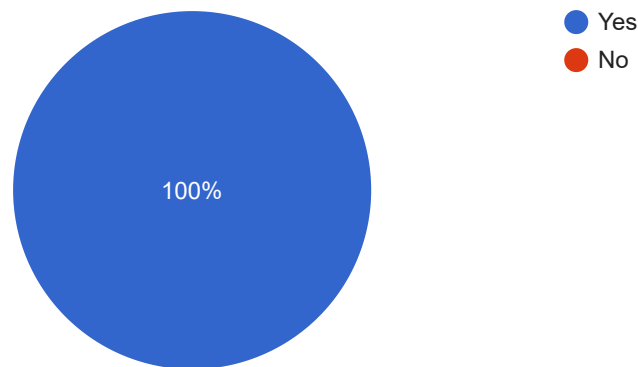
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Would you recommend this tool to other developers?



(12 条回复)



Do you have any additional comments or feedback for the developer?

(7 条回复)

Documentation could be a little more consolidated/ providing tooltips for each property

can have a list of documentation on each function will do what effect it has.

if in the world i want different type the cloud in one scene but can't copy form hierarchy

make it free

very good one

MORE CLOUDS

no

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