SgtCloudsphere

This component allows you to render a sphere around a planet with a cloud cubemap.

Color

The base color will be multiplied by this.

Brightness

The Color.rgb values are multiplied by this, allowing you to quickly adjust the overall brightness.

RenderQueue

This allows you to adjust the render queue of the cloudsphere material. You can normally adjust the render queue in the material settings, but since this material is procedurally generated your changes will be lost.

Mesh

This allows you to set the mesh used to render the cloudsphere. This should be a sphere.

MeshRadius

This allows you to set the radius of the Mesh. If this is incorrectly set then the cloudsphere will render incorrectly.

Radius

This allows you to set the radius of the cloudsphere in local space.

MainTex

The cube map applied to the cloudsphere surface.

DepthTex

The look up table associating optical depth with cloud color. The left side is used when the depth is thin (e.g. edge of the cloudsphere when looking from space). The right side is used when the depth is thick (e.g. center of the cloudsphere when looking from space).

Near

Enable this if you want the cloudsphere to fade out as the camera approaches.

NearTex

The lookup table used to calculate the fade opacity based on distance, where the left side is used when the camera is close, and the right side is used when the camera is far.

NearDistance

The distance the fading begins from in world space.

CameraOffset

This allows you to offset the camera distance in world space when rendering the cloudsphere, giving you fine control over the render order.

Lit

If you enable this then nearby SgtLight and SgtShadow casters will be found and applied to the lighting calculations.

LightingTex

The look up table associating light angle with surface color. The left side is used on the dark side, the middle is used on the horizon, and the right side is used on the light side.

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