Introduction

This package contains different demo scenes for each Render Pipeline, which are located in a separate folder. Simply open the folder with the corresponding name, where you can find the demo scene:
- *Built-In* - if you use *Built-In*;
- *URP* - if you use *URP*;
- *HDRP* - if you use *HDRP*.

This effect is animated using a *Unity Animator Controller*. If you need to change the duration of the effect, simply increase the *CloudAnimation* duration. If you don't need the start and end animation, it's better to use the *Thundercloud_Prewarm* prefab.

This package includes 2 cloud models, each available in two versions: a high-poly model for creating a realistic cloud surface *(see the Thundercloud_Demo* scene), and a low-poly version for better performance *(see the Thundercloud_LowPoly_Demo* scene).

Requirements

This package uses *Shader Graph*, and some of its effects rely on the *Bloom* effect. If you are using the *Built-In Render Pipeline*, you will need to install both the *Shader Graph* package and the *Post Processing* package in *Package Manager*.

To ensure the shaders work correctly, make sure HDR is enabled in your graphics settings.

Shaders

For performance reasons, procedural noise is not used in this package. All shaders rely on pre-rendered noise textures and images.

Cloud

This shader moves the provided noise texture along the mesh of the object.

Parameters:
- *Texture* – base texture of the effect;
- *Color* – HDR color of the effect;
- *Width* – controls the width of the texture (it is recommended to set an integer value);
- *Speed* – controls the speed of the texture;
- *DistortionStrength* – adjusts the contrast of the final texture (the value must be greater than 0);
- *EmissionWeight* – controls the intensity of the object's color glow (used for animation);
- *Opacity* – controls the transparency of the final texture.

DistortedCloud

This shader moves the provided noise texture along the mesh of the object and modifies the object's vertex positions to create a surface distortion effect.

Parameters:
- *Texture* – base texture of the effect;
- *Color* – HDR color of the effect;
- *Width* – controls the width of the texture (it is recommended to set an integer value);
- *Speed* – controls the speed of the texture;
- *DistortionStrength* – adjusts the contrast of the final texture (the value must be greater than 0);
- *SurfaceTexture* – noise texture that will be used to distort the object's surface;
- *SurfaceSpeed* – speed of the surface distortion;
- *SurfaceScale* – strength of the surface distortion;
- *EmissionWeight* – controls the intensity of the object's color glow (used for animation);
- *Opacity* – controls the transparency of the final texture.

SpellCircle

This shader blends the provided texture with a noise texture and applies rotation around the center. This shader also trims the edges of the texture, leaving only a circle in the center.

Parameters:
- *MainTexture* – base texture of the effect;
- *NoiseTexture* – the noise texture that will be applied to the effect (it is recommended to use a seamless noise texture);
- *Color* – HDR color of the effect;
- *RotationSpeed* – rotation speed of the base texture;
- *DistortionStrength* – adjusts the contrast of the final texture (the value must be greater than 0);
- *TwirlSpeed* – rotation speed of the noise texture;
- *TwirlStrength* – defines the intensity of the noise distortion (twisting effect);
- *Opacity* – controls the transparency of the final texture.

SphericalEdge

This shader blends two noise layers – one moving vertically and the other rotating radially. It also adds blur to the top edge of the final texture.

Parameters:
- *LinearTexture* – sets the texture that will move vertically;
- *LinearWidth* – controls the width of the vertical noise;
- *Speed* – controls the rotation speed of the final texture;
- *DistortionStrength* – adjusts the contrast of the final texture (the value must be greater than 0);
- *RadialTexture* – sets the texture that will rotate radially;
- *RadialDistortion* – adjusts the contrast of the radial noise;
- *EdgeFade* – increases the height of the blur at the top edge of the texture;
- *Color* – HDR color of the effect;
- *Opacity* – controls the transparency of the final texture.

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