


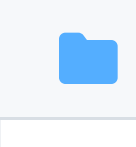
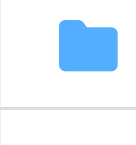
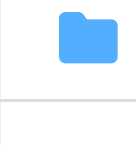
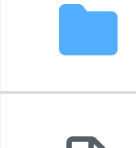

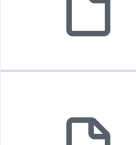
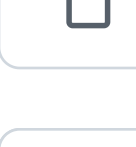
master

1 branch

0 tags

Go to file

Code

	AlexStrook Update README.md	b3cea3b on Sep 22, 2020	4 commits
	Assets	add project and readme images	16 months ago
	Packages	add project and readme images	16 months ago
	ProjectSettings	add project and readme images	16 months ago
	Readimages	add project and readme images	16 months ago
	.gitignore	Initial commit	16 months ago
	LICENSE	Initial commit	16 months ago
	README.md	Update README.md	16 months ago

About

A unity cloud shader, using vertex colors and tessellation for a simple stylized look.

cloud

unity

shader

sky

- Readme
- CC0-1.0 License
- 146 stars
- 5 watching
- 23 forks

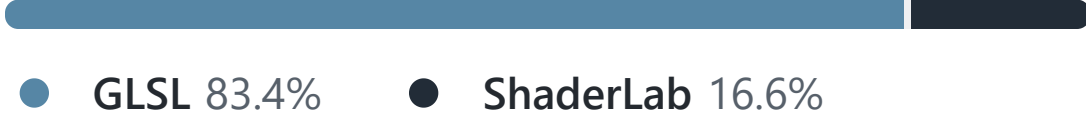
Releases

No releases published

Packages

No packages published

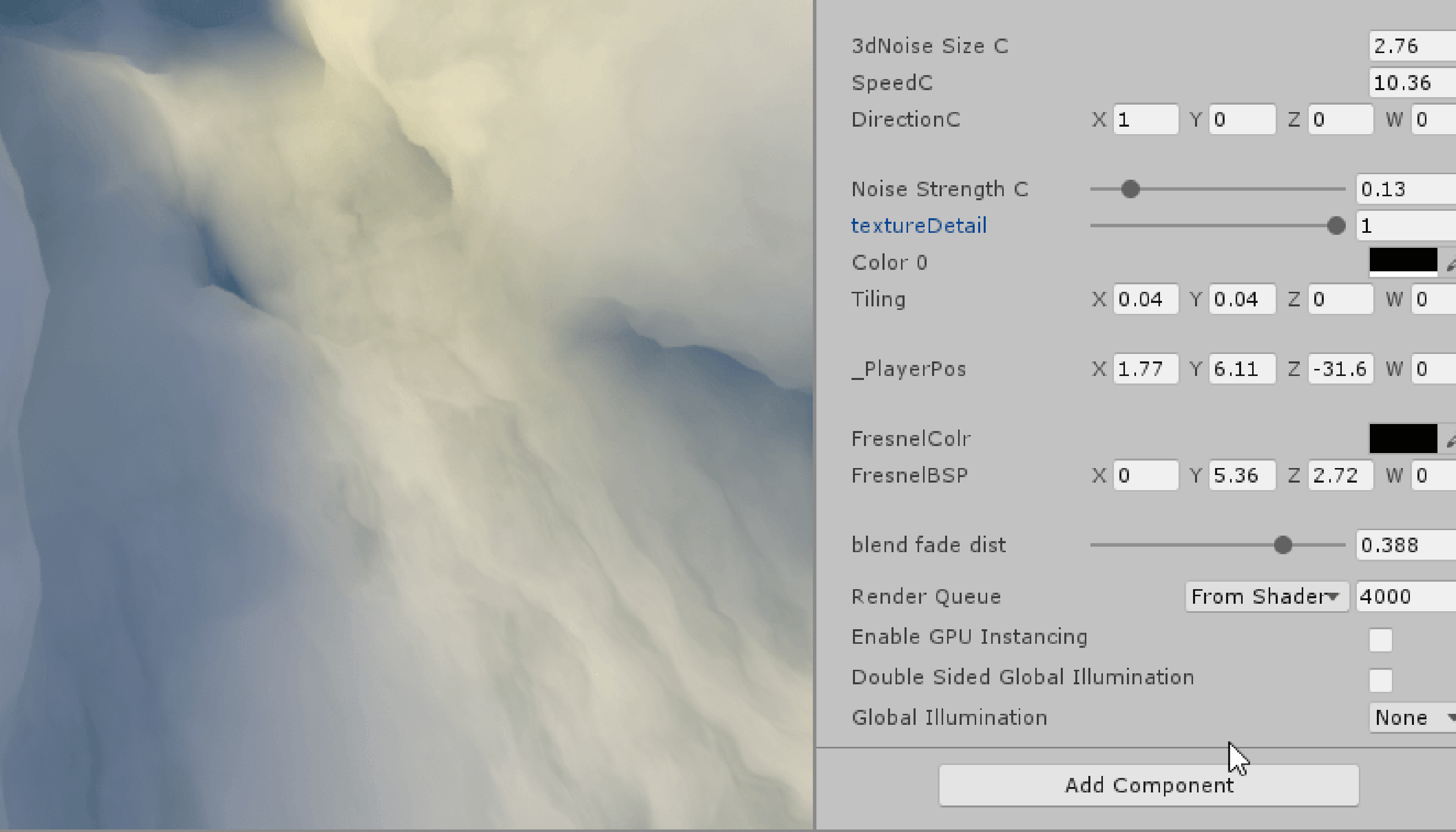
Languages



README.md

UnlitClouds

A unity cloud shader, using vertex colors and tessellation for a simple stylized look



i dont know how to do git readme properly...check out the detail of this here in the meantime :
<http://astroukoff.blogspot.com/2019/09/clouds-shader-breakdown.html>

