



# Procedural cloud shader

## Project documentation

### **Project 2**

The goal of this project is to research and implement a procedural, volumetric cloud shader. The following document reveals the process of creating such a shader from both a technical and mathematical perspective, considering different algorithms for techniques like noise generation and raymarching.

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# 1 General

## 1.1 Purpose

During this project, all gathered information and knowledge about the researched algorithms and techniques are written down in this document.

## 1.2 Revision History

Version	Date	Name	Comment
0.1	March 29, 2020	Matthias Thomann	Initial draft