



# Procedural cloud shader

## Requirement specification

### Project 2

In this project, I research and implement a procedural, volumetric cloud shader. This documentation reveals the process of creating such a shader in both a technical and mathematical view, considering different algorithms for techniques like noise generation and raymarching.

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Specialization:	Computer perception and virtual reality
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## Contents

1	Introduction	2
2	Introduction	2

## **1 Introduction**

Here comes the content.

## **2 Introduction**

Here comes the content.

