



Procedural cloud shader

Requirement specification

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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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.

