

Procedural cloud shader

Real-time volumetric cloud rendering

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.

Field of Studies: BSc in Computer Science

Specialization: Computer perception and virtual reality

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1 Introduction

Here comes the content.

2 Introduction

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