



# Procedural cloud shader

## Real-time volumetric cloud rendering

### 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 Introduction**

Here comes the content.

## **2 Introduction**

Here comes the content.

