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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Contents

1 General

1.1 Purpose

This document serves the purpose of defining and clarifying the goals, which the project 'Procedural cloud shader' is supposed to achieve. Furthermore, the requirement specification allows for a more accurate evaluation of the achievement of objectives and of the result itself.

1.2 Revision history

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

2 Scope of work

Here comes the content.