Cloudsphere

This component allows you to create a cloud layer for your planets.

Lights

If you want a light to shine on this then add it here.

NOTE: If this list has a length of zero, then it will be rendered with full brightness.
NOTE: If this list has a length of more than zero, then it will be rendered with ambient lighting.
NOTE: Only the first two active lights will be used.

Shadows

If you want a shadow to cast on this then add it here.

NOTE: Only the first two active shadows will be used.

Color

This allows you to set the final color tint.

Brightness

This allows you to set the final color brightness. This is useful in combination with HDR.

Render Queue

This allows you to set which render queue group the cloudsphere will be placed in. By default this is set to Transparent, but you can also use Background if you want the cloudsphere to render before other transparent objects.

Render Queue Offset

This allows you to tweak the render queue position. For example, the Transparent render queue is 3000, so an offset of 5 will set the render queue to 3005.

Main Tex

This allows you to set the main cube map applied to the surface.

Radius

This allows you to set the radius of the cloud sphere.

Observer Offset

This allows you to tweak the distance between the prominence and the observer (e.g. Main Camera). This is useful if you want to force it to draw on top or behind of another transparent object.

Fade Near

This setting allows you to fade the clouds out as the camera approaches the cloud surface.

Fade Inner Radius

This allows you to set the distance from the camera at which the clouds become invisible.

Fade Outer Radius

This allows you to set the distance from the camera at which the clouds finish fading to full opacity.

Lighting Brightness

This allows you to set the brightness gradient. The right side of the gradient is the color that will be used when fully lit by a light.

Lighting Color

This allows you to set the color gradient. This is multiplied with the **Lighting Brightness** to give the final lighting gradient.

Rim Color

This allows you to set the rim gradient. The left side of the gradient is the color that will be applied to the edge of the clouds.

Mesh Radius

This allows you to set the actual radius of the meshes you set in the **Meshes** list. For example, the default Unity sphere primitive has a radius of 0.5 units.

Meshes

This allows you to set the meshes you want to use for the cloud sphere. These should be standard spheres with outward facing normals.