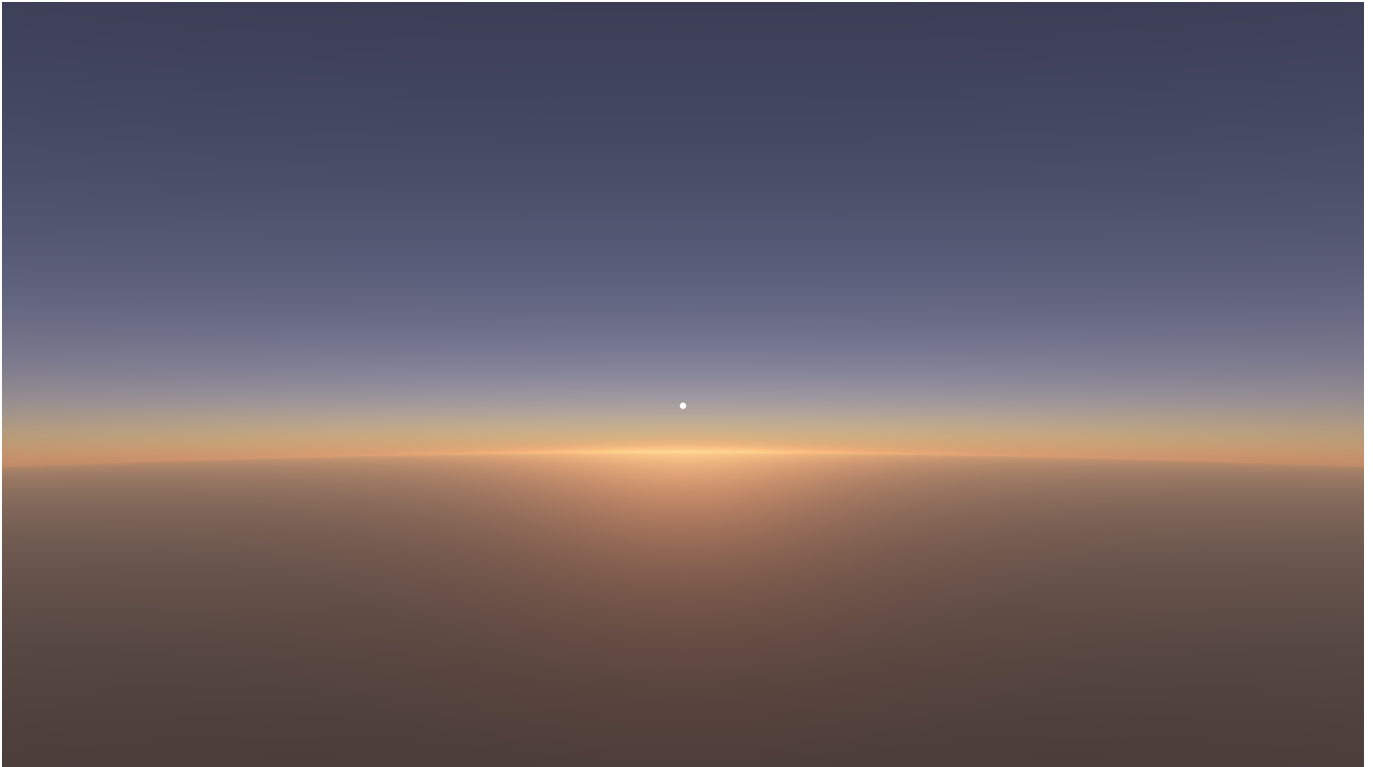


# Aerosol

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This project implements a simplified version of [Precomputed Atmospheric Scattering](#) in Unity.



## Usage

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The [Scenes/Demo](#) contains a simple working example. To use this skybox, follow these steps:

- Drag the prefab in [Prefabs/AerosolSkybox](#) into your scene for texture pre-computation.
- In the editor menu [Window/Rendering/Lighting](#), choose the [Environment](#) tab and assign the material in [Materials/Skybox](#) as the skybox material. Also, remember select your sun source in the same tab.

Now you can play with the skybox material. If you want more control of the atmosphere parameters, modify the values in [Scripts/Constants.cs](#), then use the editor menu [Window/Aerosol/GenHLSLHeader](#) to re-generate the header file [Shaders/header.hlsl](#) which provides atmosphere constants for shaders.

## License

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This project is released under the BSD license.