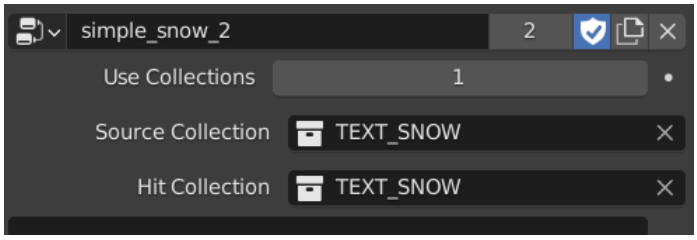


Updated April 10, 2022 - v2.0

Use Collection



- Use Collections

A boolean value that lets you choose between using the geometry of an entire collection, or just the object that the modifier is applied to. False (0) means the parent object is used, and True (1) will use the collections entered below.

- Source Collection

This collection should contain all the objects you want your snow to be applied to.

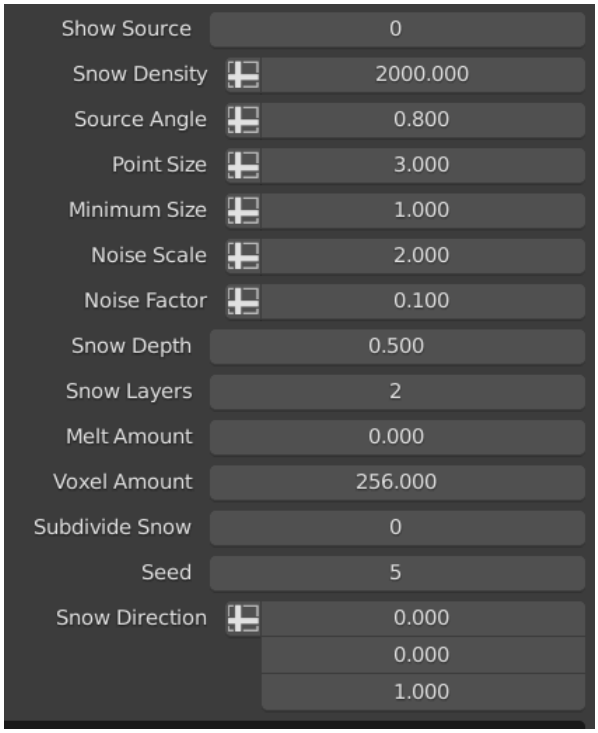
- Hit Collection

This collection is used to determine which areas are shaded, and should therefore not receive snow. In most use cases, this can just be the same as the Source Collection.

> **NOTE**
>
> Both collection fields should be filled, even if they are the same collection

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Snow Parameters



- Show Source

Show the source geometry that the snow is generated on. In normal usage this should be enabled when used on individual objects, and disabled when used with collections.

- Snow Density

Sets the density at which snow particles are scattered. In normal usage this should be between 1000 and 5000. If your snow is patchy or bumpy, try increasing this value.

- Source Angle

This value is used to select the normals that snow particles are scattered on. The minimum value is 0 (perfectly flat surface) and the maximum is 1 (vertical surface).

- Point Size

As the name suggests, this controls the size of snow particles. Use higher values for fluffy, high volume powder snow and use lower values for wetter, shallower snow.

- Minimum Size

Use this value to cull snow points under a certain radius. This is extremely useful for cleaning up isolated points and rough edges.

- Noise Scale

To help with the realism, a noise texture is used to modify several aspects of the generated snow. You can change the scale of that effect here.

- Noise Factor

As above, except this changes the intensity of the effect.

- Snow Depth

Sets the distance between snow layers. If you are getting voids in your snow mesh, lower this value or increase the snow layers.

> **NOTE**
>
> Voids may form if there are not enough snow layers for the desired depth

- Snow Layers

Number of times to duplicate snow points vertically to add depth.

> **KNOWN ISSUE**
>
> Snow depth can sometimes change erratically when editing the number of layers.

- Melt Amount

Encroach upon the edges of the snow volume to simulate melting of exposed and low density areas.

- Voxel Amount

Increase voxel amount to improve the mesh resolution without adding more geometry.

- Subdivide Snow

It is recommended to only use subdivision for final renders, or with powerful computers.

- Seed

Several parts of the snow generation use seeds for randomization. You can modify that here for a unique pattern.

- Snow DIrection

The direction from which snow accumulates, in an XYZ vector. Combine values to change the direction.

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Overhang Detection



- Overhang Detection

A boolean value to enable or disable detection.

- Ray Length

How far detection rays should be cast before it is assumed a no hit ray.

- Infill Amount

Allows snow to accumulate under the very edge of overhangs.

> **NOTE**
>
> There must be at least one ray set to enable infill calculation

- Ray Sets

The number of rays to be used when checking for overhang collisions.

> **KNOWN ISSUE**
>
> Rays do not always perform as expected, try different numbers of sets if you get a strange result.

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Do you have an issue to report, or a question to ask? Please contact me!

contact@jwsargent.me