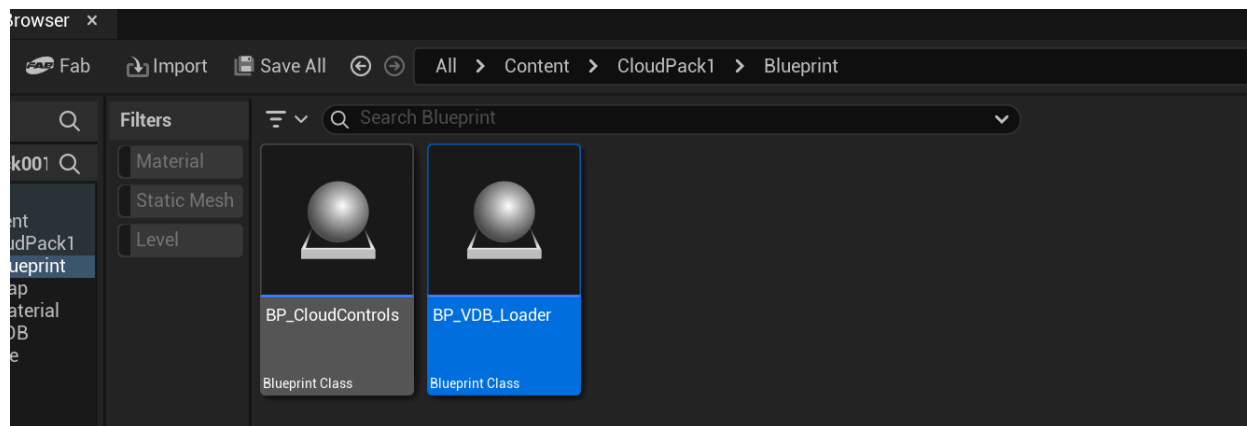


Clouds Pack//Blueprint VDB Loader//Cloud Controls

VDB Loader Blueprint

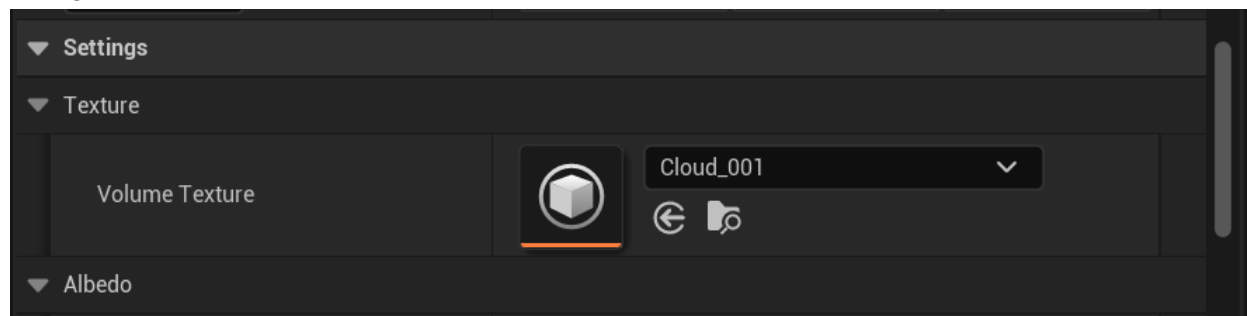
To place clouds (or any VDB from other packs or custom ones) first place in your level the blueprint “BP_VDB_Loader” (found in CloudpackX/Blueprint)





Once placed in the level the Loader will have a default cloud.

Changing Volume Texture

Selecting the loader, in the Details Panel you will have a Volume Texture Value, changing it will change the VDB loaded.



Loader Extra Setting

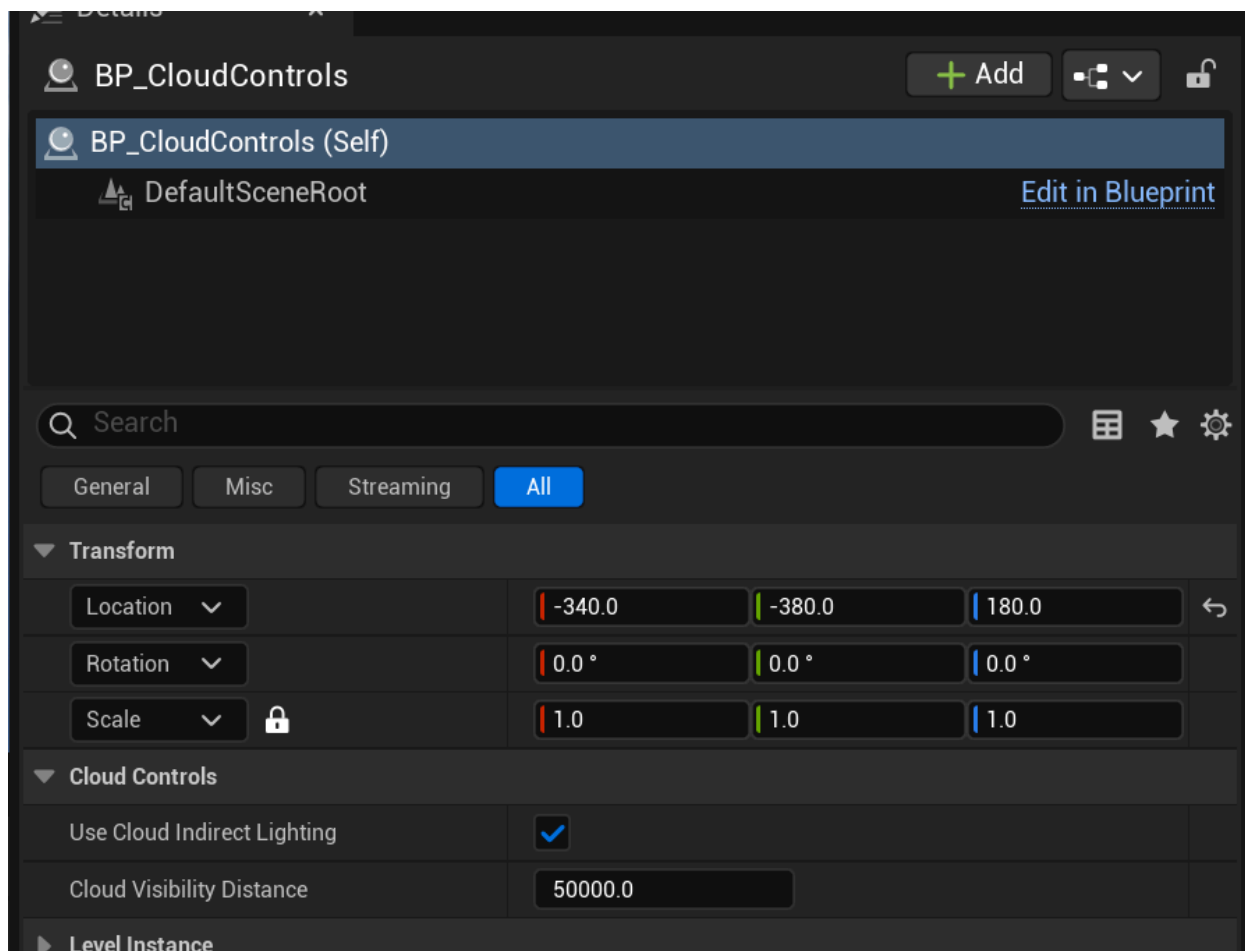
▼ Albedo	
▼ Albedo Color	
R	1.0
G	1.0
B	1.0
A	0.0
Albedo Scale	0.75
▼ BlackBody	
Use Blackbody Temperature	<input type="checkbox"/>
Blackbody Scale	1.0
Blackbody Temperature	4500.0
▶ Blackbody Tint	
▼ Density	
Clamp SVTDensity	<input checked="" type="checkbox"/>
Density Scale	0.11
Density Clamp Max	1.0
Density Clamp Min	0.0
▼ Temperature	
▶ Temperature Color	
Clamp SVTTemperature	<input type="checkbox"/>
Temperature Scale	1.0
Temperature Clamp Max	1.0
Temperature Clamp Min	0.0

Additionally, the loader can adjust value PER INSTANCE of the blueprint, allowing you to adjust things like Albedo or Density of each cloud separately without having to create new Material Instances.

Note : Temperature is exposed but not used by the Cloud pack 1 - as clouds don't have temperature, but will work if you use a custom VDB (or from another pack) that has a temperature channel.

BP_CloudControls

This Blueprint allows you to override the global settings (Indirect Illumination and Visibility distance) for ALL the VDB in the level.



Please feel free to reach out to me if any issues or questions!

