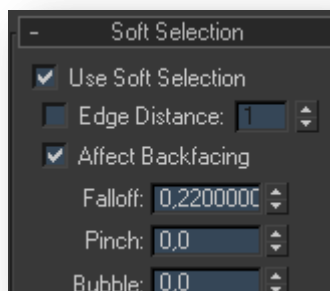


Realistic Clouds on a Planet ... in 3ds Max (2009+)

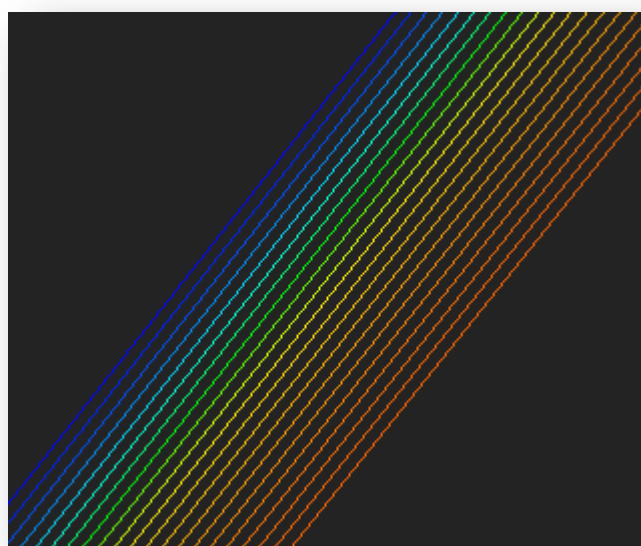
1. Create a sphere slightly larger than your planet, select it.
2. Open the MAXScript Editor, paste in this script:

```
-- Use the script to create a number of concentric spheres.  
-- Version: 0.5  
-- Author: Stefan "Aszazeroth" Ivarsson, www.dragondesign.se  
  
NoS = 20.0  
nuScale = 1.0+(0.003/NoS)  
select $  
for i = 1 to (NoS) do  
(  
  objCopy = copy $  
  scale objCopy [nuScale,nuScale,nuScale]  
  select objCopy
```

3. Execute with CTRL+E.
4. Combine all cloud-spheres into one object.
5. Go into Element sub-object mode, select the innermost sphere.
6. Switch to wireframe view, and turn on Soft Selection:



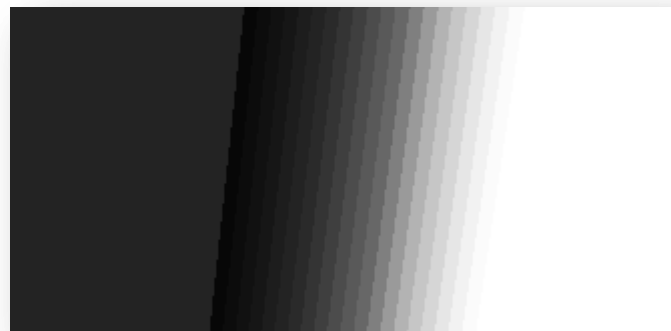
7. Move the camera close to a set of edges, and adjust the Falloff value until you get a gradient like this:



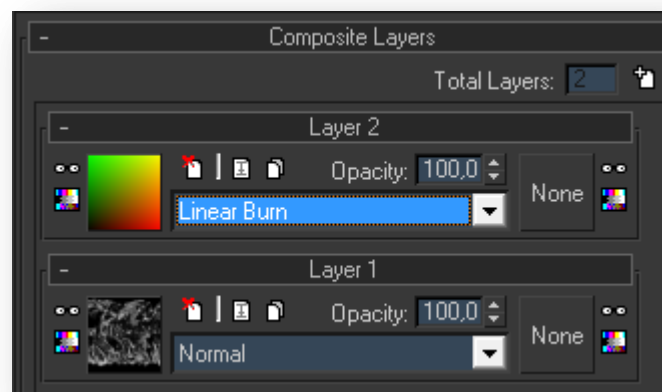
8. Note/copy/remember this value!
9. Close the sub-object mode and apply a "VertexPaint" modifier.
10. Apply a "Slice" modifier, set it to remove the top, and turn the "show end result" stack toggle on. (this way, you can see a cross section of the spheres)
11. Enter the VertexPaint's Element sub-object mode, and select everything.
12. In the floating VertexPaint menu, click the "Vertex Color Display – unshaded" button, then use the "paint all" button to paint all spheres black.



13. Open the Soft Selection menu, turn it on, and enter the value from before.
14. Change the painting color to white, and select the innermost (half)sphere.
15. Click the “paint all” button, try to get a gradient like this:



16. Click the “Disable vertex color display” button, delete the “Slice” modifier and collapse the stack.
17. In the Material editor, create a completely white, 2-sided material.
18. Create a “Composite” map in the Opacity slot.
19. Click Layer 1’s left empty slot, and drop your cloud map here.
20. Create a 2nd layer, and create a “Vertex Color” map in the left slot.
21. Set Layer 2’s blend mode to “Color Burn” or “Linear Burn”:



22. Apply the material, and you’re all done!

