SILVERLINING 3D CLOUD, SKY AND WEATHER SDK

DYNAMIC SKIES ARE HARD. SAVE YEARS OF DEVELOPER TIME WITH TRITON.

Dynamic Skydomes for Any Time and Any Location

SilverLining produces accurate skies for any given time and location, fast and automatically. Spend your art resources on something else.

- Real atmospheric scattering simulation
- Ephemeris model for accurate sun & moon
- Crepuscular Rays ("God Rays")
- Accurate stars and planets at night
- Fast performance
- New Hosek-Wilkie sky color algorithm
- Dynamic time of day effects
- Provides tone-mapped natural light sources to light your scene
- Realistic twilight lighting effects
- Accurate moon phases
- High-altitude effects and atmospheric limb from space
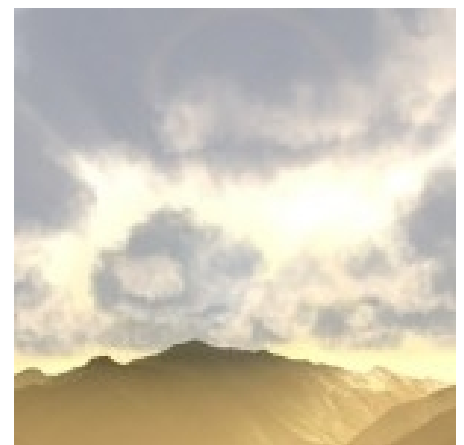
Real Volumetric 3D Clouds - Real Fast

We use multiple volumetric rendering techniques to give you the most realistic 3D clouds at the best performance. We'll conjure up any weather you want.

- Cumulus congestus and mediocris clouds
- GPU ray-casted stratocumulus
- Planar cirrus, cirrocumulus, and stratus
- Cumulonimbus thunderheads with lightning
- Procedural simulation of cloud growth – no two clouds are the same!
- Simulate any cloud coverage over an infinite area
- Clouds move and animate with wind
- Looks great from the ground and in flight
- Precipitation effects for rain, sleet, and snow
- Automatic cloud shadow maps
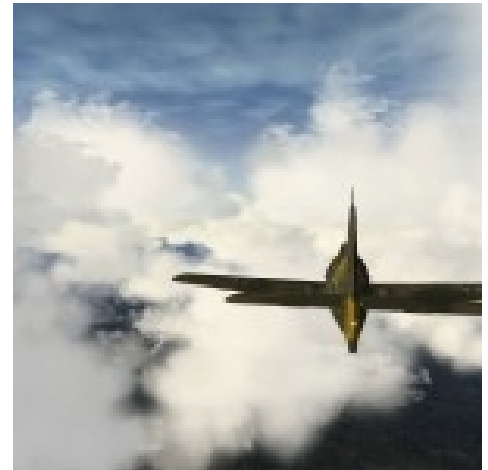
Easy Integration with your Engine / Application

SilverLining integrates into most engines with just a few lines of code. Like hundreds of other developers worldwide, you'll be up and running quickly.

- Support for OpenGL 2.0, OpenGL 3.2+, DirectX9, DirectX10, and DirectX11
- Libraries for Windows, MacOS, Linux, iOS, and Android
- Integration kits for Unity and Havok Vision
- Sample code for OpenSceneGraph (OSG), Ogre, and more
- C++ and C# API's provided
- Works with any coordinate system, including whole-Earth ECEF / geocentric.
- Fast, responsive technical support