

Kerbal Space Program - Feedback #25117

Feature request: clouds

04/03/2020 07:54 AM - Deddly

Status:	New		
Severity:	Low		
Assignee:			
Category:	Visual FX		
Target version:			
Version:			
Platform:	Linux, OSX, PS4, Windows, XboxOne	Language:	English (US)
Expansion:	Core Game	Mod Related:	No

Description

For many years, one of the most common requests I have seen from the community is clouds. This one feature could add considerable beauty to the game. It seems that it would be great timing to add them along with the other visual enhancements that are being implemented at the moment.

I still recall the time I had Volumetric Clouds mod installed, and the view of the mountain tops looming out of the thick cloud gave me goosebumps. It also added an element of fear on re-entry, since, unless you know the terrain well, it is sometimes difficult to see how far you have until you hit the ground. I would like everyone to be able to experience these additional elements of gameplay.

History

#1 - 04/05/2020 04:07 AM - Anonymous

Crossing the cloud layers during a launch is a very nice landmark, that helps with situational awareness in what is for new players an unfamiliar environment.

The mod Environmental Visual Enhancements gives the option for volumetric clouds, or just thin layers of clouds for people who appreciate layers of clouds but don't have the graphics card to render volumetric clouds.

Files

KSP_x64.exe_DX9_20191026_001029.png	2.37 MB	04/03/2020	Deddly
fuTTJFk.jpg	162 KB	04/03/2020	Deddly
vkm50EUy2S2d_t1FxLw1nSOOxGmV1Fgq2SV908g0WrQ.png	347 KB	04/03/2020	Deddly