# Hitokuro

***Welcome to the Hitokuro. The challenge planet for the week #135.***

**First things first, so here`s the WARNING**
**YOU`LL NEED XENOARCH PLUGIN TO OPEN THIS WORLD!**

*Now I would like to thank:*
*Anne Postma - His water from the Quick&Durty was the starting point to the ocen material here*
*Eric DeGuili (infidel) - For his RaySun and Ray/Sun Dot sky color function graphs. I tweaked them to make the Elven Ray sun halo and the rainbow.*
*Ash Parker (fsc_universal) - function graph for the Ambien Color is based on his idea.*
*Armands Auseklis - for his "burn me not" cloud density function graph.*

*And also many thanks to Anne Postma and Dave Fleming for testing this world and finding some flaws in its components.*

## About the World

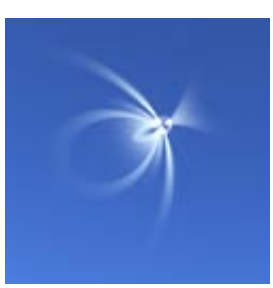
*Once again one of my dull colored worlds. Rock and dusty sand, some clay and grassy patches in the areas close to the water. Displacements are not big so you can shoot from the low altitude. Lots of small size lakes, which can be transformed into big ones with the "Water level Up" slider. Features some sky effects, like Elven Ray Sun (that`s my naming for it:), with sunrays constrained to the area around the sun, and Rainbow simulation (see "About the Rainbow").*

## About the ElvenRay Sun

*As usual with the RaySun function the best results can be obtained when rendering in the areas near to equator. More you get closer to the poles more the rays get distorted.*



Near the equator



Near the pole

## About the Sliders

*Here`s the description of all the sliders:*




| |
|---|
| Makes dense misty atmo. Looks nice with rainbow. |
| Gives the sky deeper look |
| Sky colors with less green hues |
| Title says it |
| Mist density range: 1.5 - 7.5 |
| Controls the level of rainbow` s visibility |




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|---|
| See "About the Rainbow" |
| See "About the Rainbow" |
| See "About the Rainbow" |
| See "About the Rainbow" |
| Produces bigger size lakes/seas |

## About the Rainbow

*Rainbow effect is simulated with the tweaked Ray/Sun Dot sky function graph. It`s an experimental version and needs a lot of the improvements. I tried to put some shape control into the sliders for the Transporter only users, but still they are not much intuitive and the shape of the rainbow will depend also on your on you camera direction, position in the world and probably some other stuff. I would recomend making Rainbow fully visible with the Rainbow Opacity slider and slightly tweaking the other rainbow sliders one at a time.*

*Here`s some screenshots of the function graph for the rainbow. Generators users can achive the desired shape by tweaking the settings of the Multiply and Divide Nodes.*

