

Real-Time Volumetric Clouds Full Source Code Now Available To Affiliates on GUMROAD!

Previously only available on The Stephanie Michaels Software Company website. SM Software has extended it's reach and is now allowing purchase of it's source codes on Trusted third party marketplaces.



Real -Time
VOLUMETRIC CLOUDS
C++
OPENGL 4.6
Visual Studio
FULL SOURCE CODE

The image is a promotional graphic for a software product. It features a background of a blue sky with large, white, fluffy clouds. Overlaid on this background is text in white and yellow. The text is arranged in a vertical stack, starting with 'Real -Time' in white, followed by 'VOLUMETRIC CLOUDS' in white, then 'C++' in white. Below these, there are three yellow rectangular boxes containing black text: 'OPENGL 4.6', 'Visual Studio', and 'FULL SOURCE CODE'.

Real Time Volumetric Clouds Ray
Marched

Houston, Texas Jul 15, 2022 (IssueWire.com) - Photo-realistic Real-Time Volumetric Clouds, State Of The Art Physically Based Rendering, Image Based Lighting, High Dynamic Range, Volumetric Clouds, and Atmospheric Scattering.

These are just a few of the amazing source Codes provided by The Stephanie Michaels Software Company which are now fully accessible on the GUMROAD marketplace for affiliates to share with their audience and earn a 7% commission.

"We made some great products, but no one knew about them. We had no exposure and no audience. Selling our products exclusively on our website gained us a few customers but we knew it would greatly benefit everyone if we extended our products to developers on third-party marketplaces." - Stephanie Michaels, Founder, and CEO of The Stephanie Michaels Software Company

And what a great decision it was! Many freelance developers use online marketplaces like GUMROAD in lieu of making a personal website as it's cheaper and easier to set up with little to no risk.

Why Source Code instead of just selling software Plugins?

"Well, plugins are for end users. Plugins are final. What you buy is what you get and that's it. Plugins don't teach you anything but how to use the plugin. Source code, however, is more educational and limitless. Our source Codes are like an entire advanced graphics college course in one sitting. The developer gets to see Everything. We expose all the shaders to the developer, the full implementation is made available to the developer so he or she may customize the product to his or her liking." - Stephanie Michaels.

That is Incredible! The Stephanie Michaels Software Company is becoming known for its increasingly generous nature in sharing its source codes. SM Software also allows developers who obtain the source codes to use them for personal or commercial purposes.

"That's right! We want everyone to use our products. Our goal is to make life easier for software developers. It would be wonderful to see our Volumetric clouds and Oceans used in custom render and game engines. Rather than trying to do everything from scratch, we hope to lessen the workload of software engineers by providing fully made small projects which they can purchase, study and use in their own custom software." - Stephanie Michaels

VISUAL STUDIO PROJECT FILE!

Each Source Code comes as a fully functioning C++ OpenGL Visual Studio solution project file. No complicated setup process. Just click the solution file to open the project in Visual Studio. SM software provides fully commented and documented mini projects for developers to use in their own engine and for teachers to use to teach advanced computer graphics courses.

NEW AFFILIATE PROGRAM?

SM Software has also recently created an affiliate program available to everyone interested in becoming a part of the SM Software extended family.

To be considered for the affiliate program, visit The Stephanie Michaels Software Company GUMROAD page and click on the affiliate link to fill out a quick application.

Anyone who loves to share amazing software on their social media pages can sign up to become an affiliate of The Stephanie Michaels Software Company and earn a 7% commission on each sale generated from their affiliate link.

Visit The Stephanie Michaels Software Company GUMROAD affiliate link below!

<https://smsoftwarecompany.gumroad.com/affiliates>



Media Contact

The Stephanie Michaels Software Company

simsoftwarecompany@gmail.com

906-498-5557

Source : The Stephanie Michaels Software Company

[See on IssueWire](#)