Buto 2022

Volumetric Lighting and Fog for Unity URP
A Game-Ready Asset by OccaSoftware

Please leave a review 🙂

Documentation

https://docs.occasoftware.com/buto/

Need Help?

If you run into any issues or have any questions, please ask for support. I stand behind my assets and do my best to provide support as quickly as possible.

The best way to get support is on Discord:
OccaSoftware on Discord

You can also contact me by email or on Twitter:
michael@occasoftware.com
@occasoftware

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Introduction

Buto enables you to easily add real-time physically-based volumetric fog to your scene. Buto 2022 is designed for Unity 2022.3 LTS.
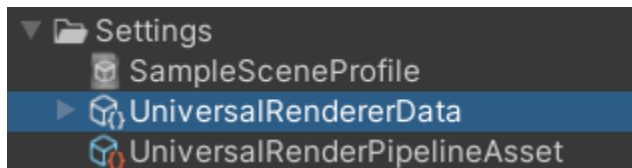
Features

1. Physically-based volumetric lighting and fog.
2. Optimized, high-performance rendering.
3. Exponential height falloff
4. Fog Density Masks
5. Additional Light Support
6. Artist-configurable controls for fog color by direction and distance.

Quick Start

Step 1: Add the Renderer Feature

Navigate to your Universal Renderer Data asset. Click on it.

In the Universal Renderer Data Inspector, click "Add Renderer Feature" and choose "**Buto Render Feature**"
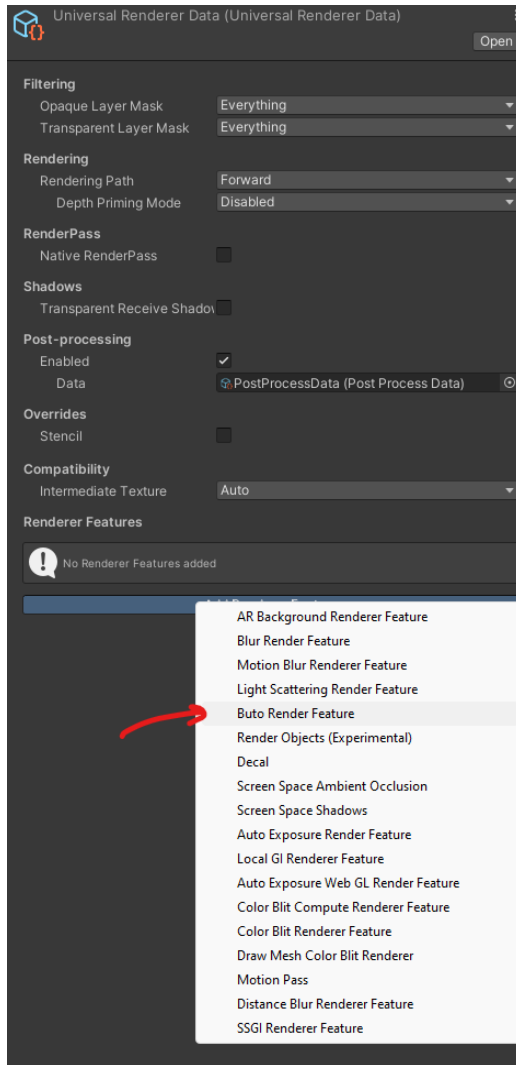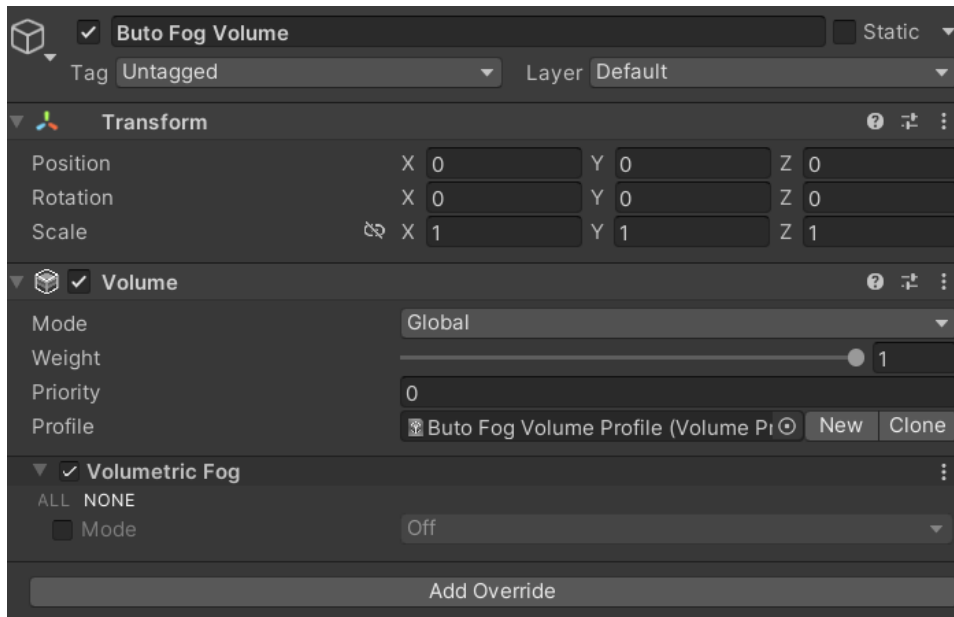
Step 2: Add a Volume

In your toolbar, click **GameObject -> Volume -> Global Volume**

Step 3: Add an Override for Buto

Create a new Volume Profile.
Then click **Add Override -> OccaSoftware -> Buto**.

Configure the override.

▼ ✓ **Buto Volumetric Fog**   ❔ ⋮

ALL NONE

✓ Mode   On ▼

☐ Quality   Custom ▼

Quality

☐ Grid Pixel Size   20

☐ Sample Count   ●─────────────────── 96

Estimated VRAM Usage (MB): 35.39

Characteristics

☐ Density   10

☐ Scattering Distribution ───────────●──── 0.2

☐ View Distance   64

Geometry

☐ Base   0

☐ Reach   10

Volume Noise Rendering

☐ Scale   30

☐ Wind Speed   X 0   Y -1   Z 0

☐ Remapping   0 ├────────────┤ 1

Advanced

☐ Octaves   ●──────────────── 1

☐ Lacunarity   ────●──────────── 2

☐ Gain   ─────────●─────── 0.3

Volume Noise Source

Override Volume Noise   ✓

Type   Perlin ▼

Quality   High ▼

Frequency   ──────●────────── 8

Octaves   ──────────●────── 4

Lacunarity   ────●──────────── 2

Gain   ─────────●─────── 0.35

Invert   ☐

Seed   0

Color Overrides

☐ Color Influence   ─────●──────────── 0.2

Individual

☐ Lit   HDR

☐ Shadow   HDR

☐ Emission   HDR

Ramp

☐ Texture   ▣ None (Texture 2D)   ◉

Directional Lighting

☐ Forward   HDR

☐ Back   HDR

☐ Balance   1

Intensity Overrides

☐ Light Intensity   1

Temporal Anti-Aliasing

☐ TAA Enabled   ✓

☐ Integration Rate   ●──────────────── 0.05

Advanced Settings

☐ Depth Balance   1.5

Need Help?

Buto Manual

I have documented Buto's features in an online manual, which you can find here:
https://docs.occasoftware.com/buto/

The manual covers many topics and advanced usage scenarios for Buto, so you should take a few minutes to review it.

Contact

The best way to get support is on Discord.
https://www.occasoftware.com/discord

You can also reach me by email: michael@occasoftware.com
or on Twitter: https://x.com/occasoftware

Other Stuff

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