Sun Fog URP Documentation

## Initial Setup：

1. Add the SunFog shader (SodaCraft/SunFog/Shaders) into the Always Included Shaders in project settings(Edit->Project Settings->Graphics)
2. Enable Depth Texture in the render pipline asset file.
3. In the URP renderer asset, add the Sun Fog Render Feature
4. Apply the DitherBlueNoise.png (SodaCraft/SunFog/Textures) to the Dither Texture field in the render feature.
5. Create a Volume in the scene (GameObject->Volume->Global Volume)
6. Add the Sun Fog component to the Volume
7. Start using the Sun Fog

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| Variable Name | Description |
| Fog Density | Density of the fog. It controls the opaqueness by distance. Normally a very small number (e.g. 0.002) |
| Fog Strength | Controls the overall strength of the fog? |
| Sun Fog Color | Controls the color around the sun. |
| Sun Power | Controls the range of the sun’s effect. The bigger the number is, the smaller the range will be. |
| Sky Fog Color | Controls the color of the sky. |
| Equator Fog Color | Controls the color of the equator. |
| Equator Sharp Power | Controls the transition between sky and equator |
| Start Fog Height | The height value that the fog’s intensity begins to decay. Start from this height value, the higher the less dense the fog will be. |
| End Fog Height | The height where the fog’s density falls to zero. |
| Height Density Power | Controls the transition curve of the fog’s density decreasing over height. |
| Thickness | Controls the largest thickness of the fog. Usually a bigger number. If you want to make something like “flying out of the atmosphere” kind of effect, you can use a smaller number. |

## Paramaters：