

• URP Volumetric Lighting o Plan

- Installation
- Support the project!

Volumetric Light Scattering for directional light.

- Join the community!
- License
- References

Plan

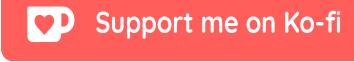
- ✓ Volumetric light scattering for directional light.
- Volumetric fog for spot lights and point lights.

Installation

- 1. Clone this repository into your project's Packages folder.
- 2. And you are ready to go!

Support the project!





This package's goal is to provide full volumetric solution for the Universal Render Pipeline. Currently, it only supports

Join the community!



License

This repository as a whole is licensed under the Apache License 2.0. Individual files may have a different, but compatible license.

See license file for details.

References

- Volumetric Light Scattering as a Post-Process
- Volumetric Light Scattering as a Custom Renderer Feature in URP

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