

main2 Branches0 TagsGo to fileCode

mseonKim	Remove redundant codes & Change default smoke setting	c61e4f · yesterday	43 Commits
Documentation~/Images	Hide unused property & Update Readme	4 months ago	
Runtime	Remove redundant codes & Change default smoke setting	yesterday	
Sample	Fix reprojection issue on mobile	8 months ago	
Setting	Update Readme	4 months ago	
Shaders	Remove redundant codes & Change default smoke setting	yesterday	
.gitignore	Init repo	8 months ago	
LICENSE	Modify License	3 weeks ago	
LICENSE.meta	Remove redundant codes & Link smoke shader to default lo...	yesterday	
README.md	Hide unused property & Update Readme	4 months ago	
README.md.meta	Init repo	8 months ago	
Runtime.meta	Init repo	8 months ago	
Sample.meta	Remove redundant code	8 months ago	
Setting.meta	Init repo	8 months ago	
Shaders.meta	Init repo	8 months ago	
UniversalFPVolumetricFog.asmdef	Init repo	8 months ago	
UniversalFPVolumetricFog.asmdef.meta	Init repo	8 months ago	
package.json	Init repo	8 months ago	
package.json.meta	Init repo	8 months ago	

About

Volumetric Fog Package for URP Forward+

- Readme
- Unknown, Unknown licenses found
- Activity
- 30 stars
- 2 watching
- 3 forks
- Report repository

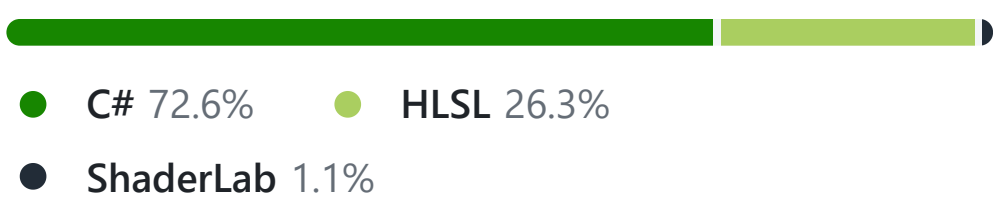
Releases

No releases published

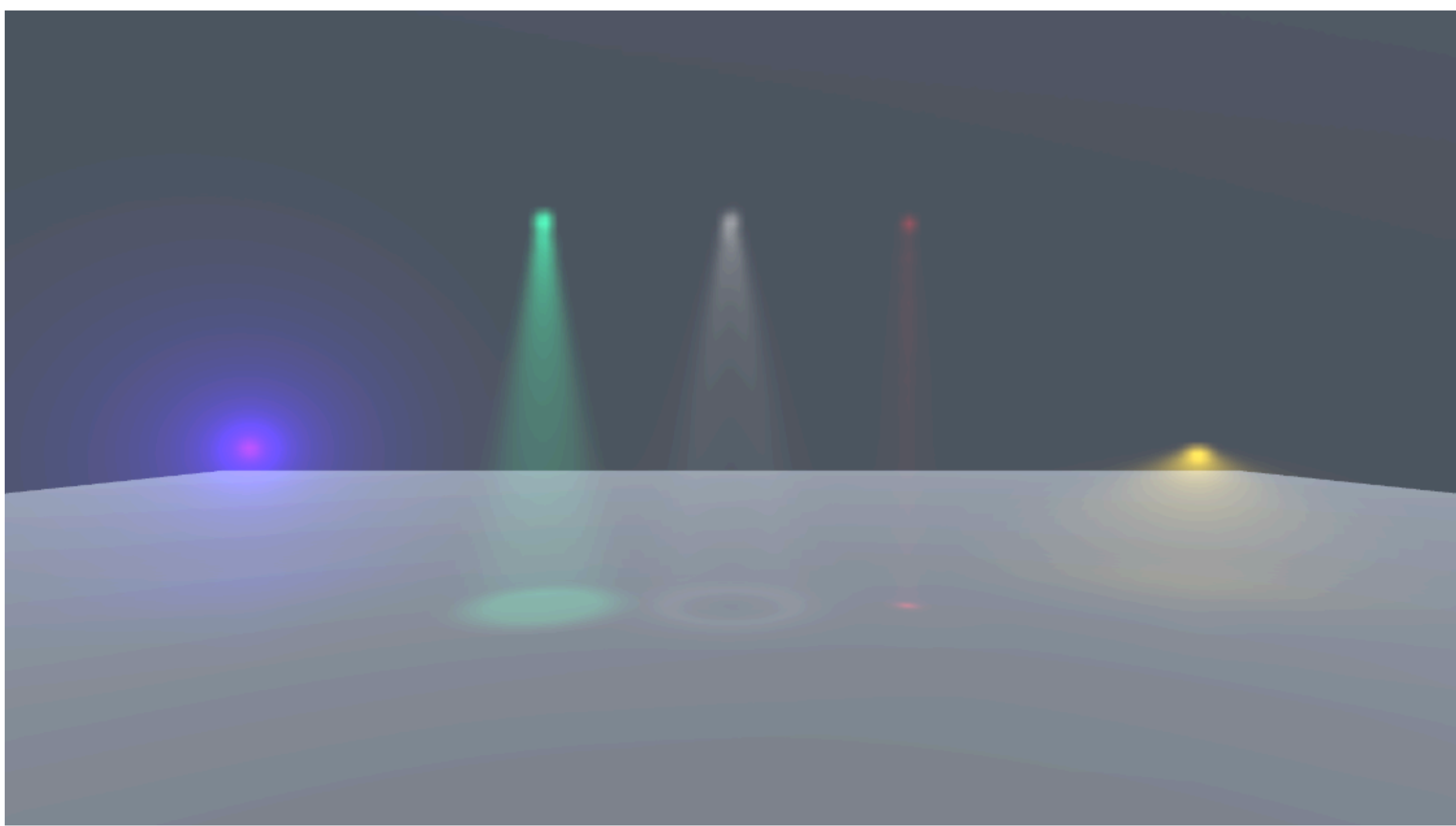
Packages

No packages published

Languages



Universal Forward+ Volumetric Fog (Global)



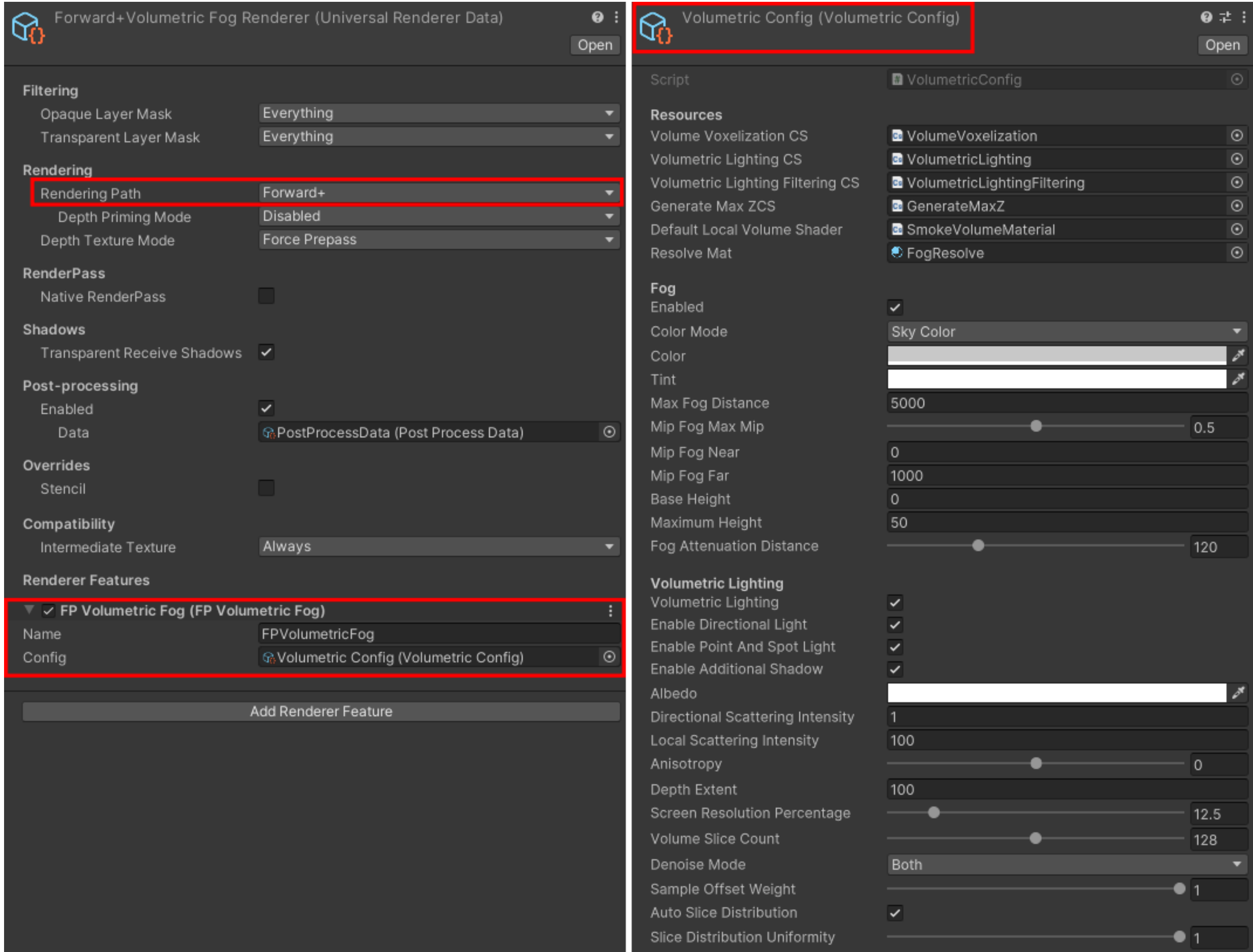
This repository is copied from Unity HDRP Volumetric Fog.

Note that this feature is working as a global fog volume while HDRP requires local volumes. Since it shows unexpected behaviors when the screen size of Scene View and the screen size of Game View are different, volumetric lighting is only enabled in a scene view in edit mode. If playing, only enabled in a game view.

This package is available on URP Forward+ from 2022.3.0f1 (2022 LTS) version.

How to Use

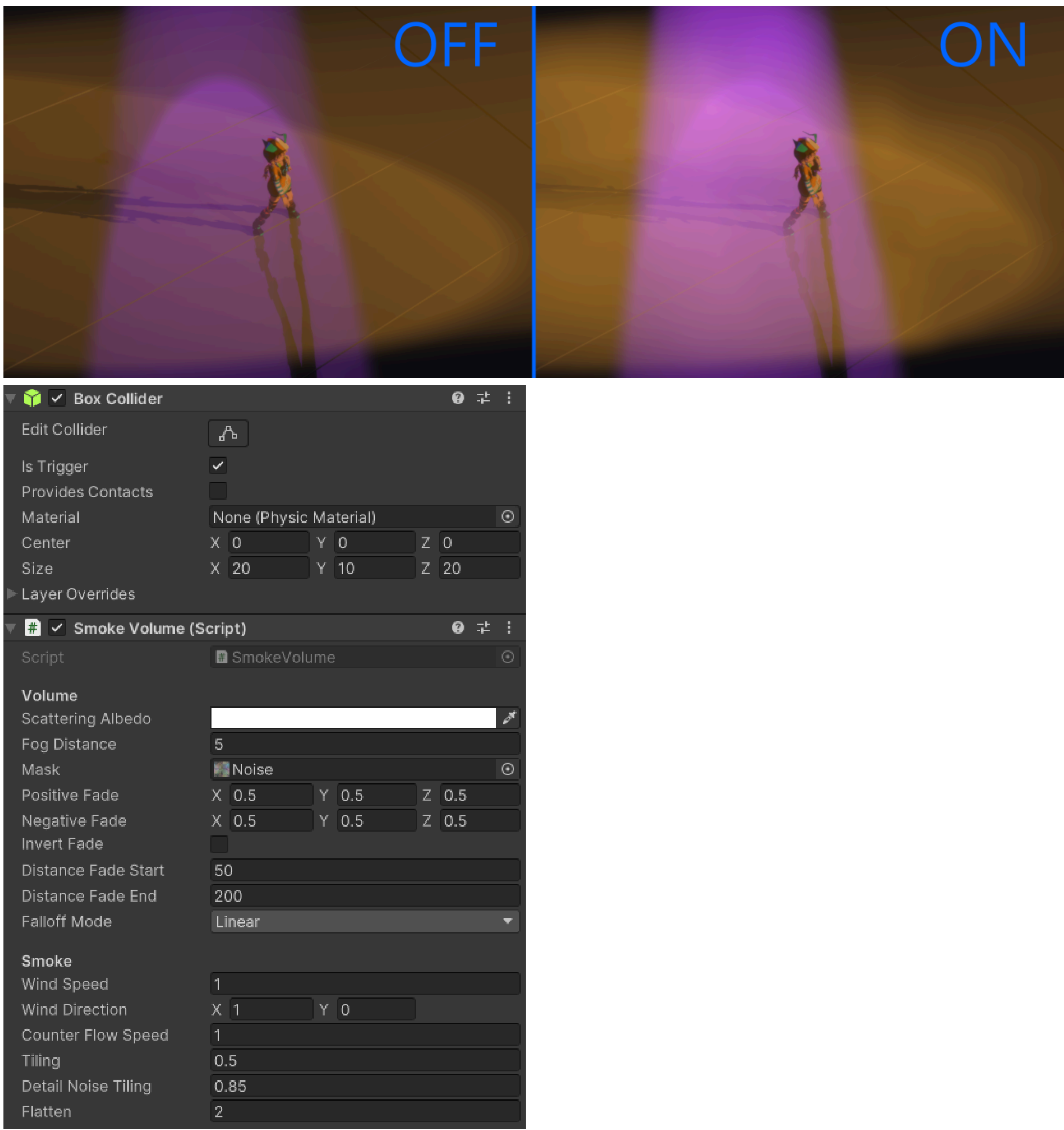
- Add 'FP Volumetric Fog' renderer feature to Renderer data (Make sure to use Forward+)
- Create 'Volumetric Config' via 'Create/UniversalVolumetric/VolumetricFogConfig'
- Link the config asset to the renderer feature



Smoke Volume

While this package assumes a global volume, you can put a local smoke volume to make a ground smoke effect for a specific area. Smoke volume component uses a box collider to determine its area. Due to performance, it supports 4 smoke volumes at maximum.

To add a smoke volume to your scene, create a new gameObject and add 'Smoke Volume' component to the gameObject. You might need to create your own noise texture to use, but I added a default noise texture which can be found at 'Runtime/Textures/' directory.



Limitations

- XR not supported
- Additional Directional & Local(point & spot) lights are only available in Forward+
(In other words, only MainLight is working for Forward)
- DiffuseGI does not contribute to lighting
- Noise texture is local supported
- The number of LocalSmokeVolume is 4 at maximum.
- Volumetric lighting is only enabled in a scene view in edit mode. If playing, only enabled in a game view.