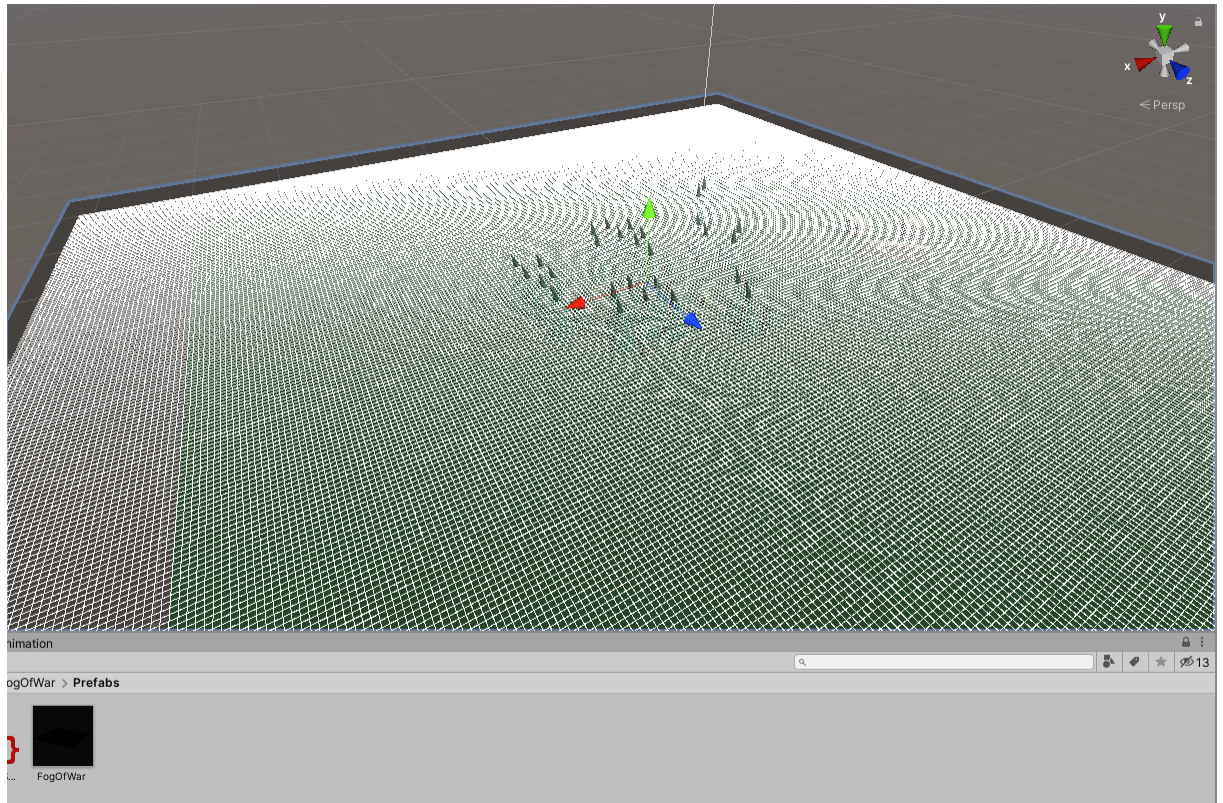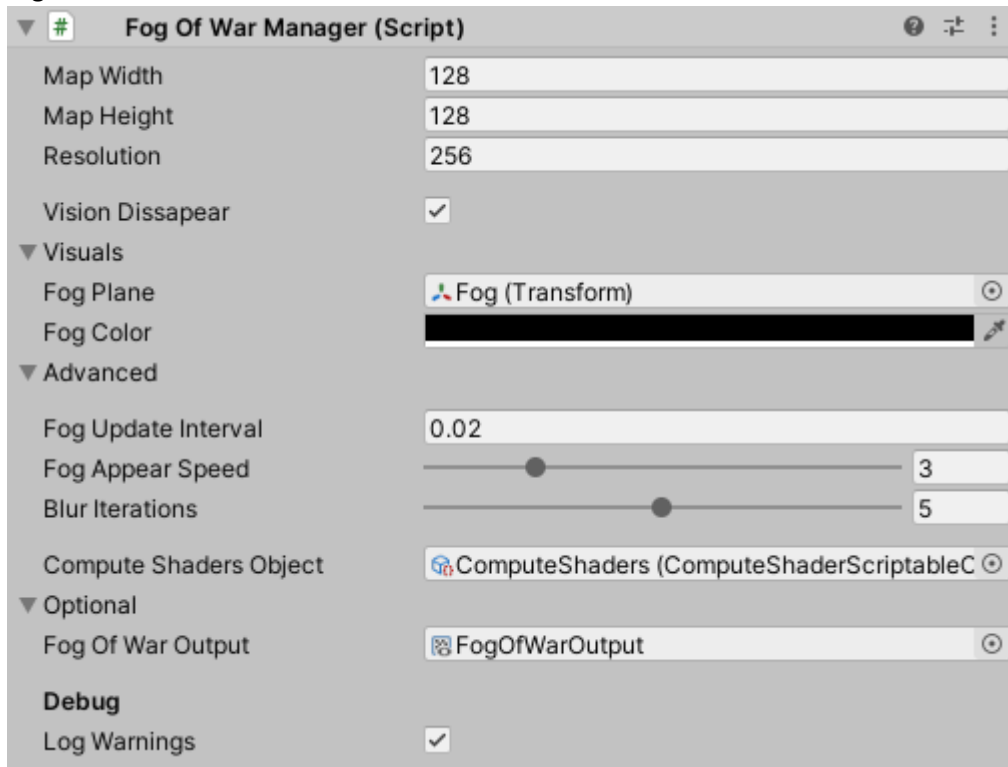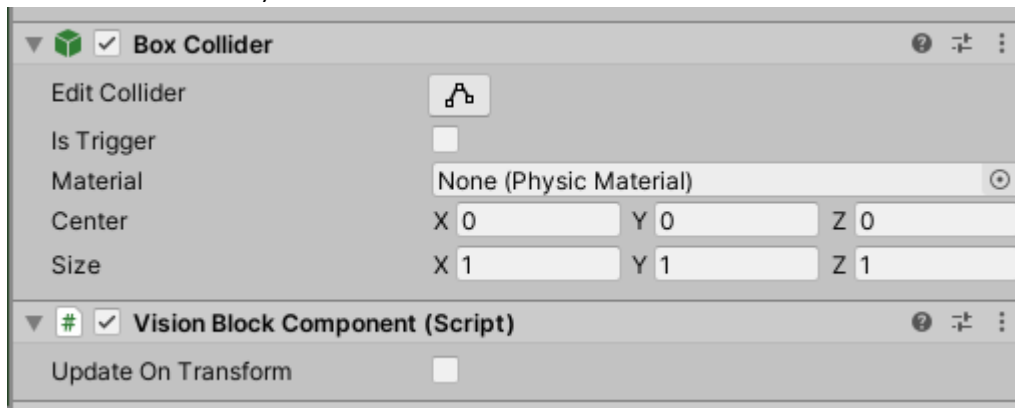# Quick setup guide

1. Drag the Fog Of War Prefab into your scene


2. Reposition the fog of war prefab to match your scene, Adjust the width, height, resolution, fog color etc…
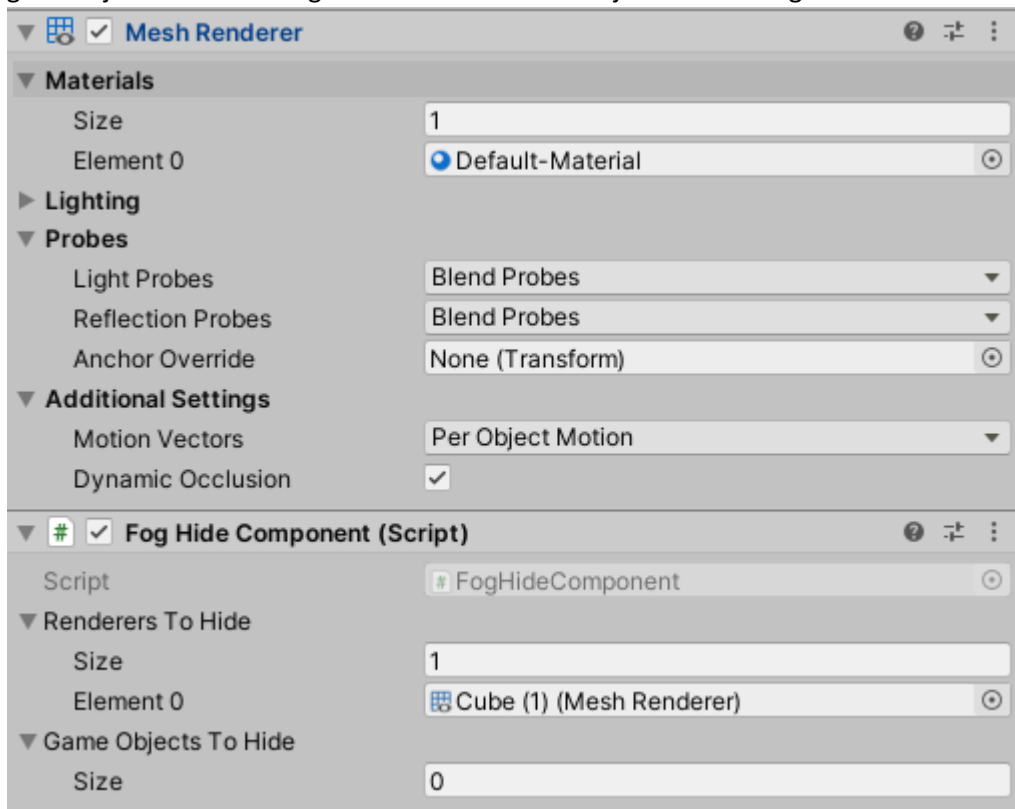
3. Add Vision Block components to every object that should block the vision (Make sure you have a collider added)

▼ 🧊 ✓ Box Collider				❷ ≑ ⋮
Edit Collider	⚙			
Is Trigger	☐			
Material	None (Physic Material)			⊙
Center	X 0	Y 0	Z 0	
Size	X 1	Y 1	Z 1	

▼ # ✓ Vision Block Component (Script)		❷ ≑ ⋮
Update On Transform	☐	

4. Add Vision Component to units that need vision (Players, Vision wards,..)

▼ # ✓ Vision Component (Script)		❷ ≑ ⋮
Script	# VisionComponent	⊙
Vision Range	10	
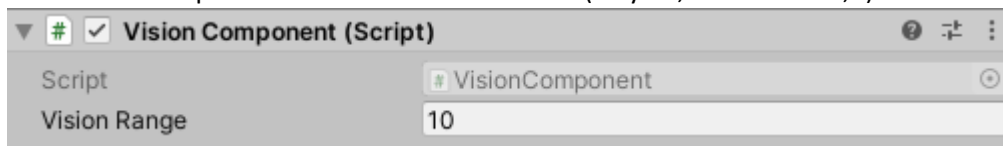
5. Add Fog Hide Component to all units that should hide in the fog. Add the renderers and/or gameobjects that should get disabled when this object is in the fog of war

▼ 🖽 ✓ Mesh Renderer		❷ ≑ ⋮
▼ Materials		
Size	1	
Element 0	🔵 Default-Material	⊙
▶ Lighting		
▼ Probes		
Light Probes	Blend Probes	▼
Reflection Probes	Blend Probes	▼
Anchor Override	None (Transform)	⊙
▼ Additional Settings		
Motion Vectors	Per Object Motion	▼
Dynamic Occlusion	✓	

▼ # ✓ Fog Hide Component (Script)		❷ ≑ ⋮
Script	# FogHideComponent	⊙
▼ Renderers To Hide		
Size	1	
Element 0	🖽 Cube (1) (Mesh Renderer)	⊙
▼ Game Objects To Hide		
Size	0	

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