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

Paramaters：

Variable Name	Description
Fog Start Distance	The distance that fog starts to fade.
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.