Realistic Snow and Fog FX

Description:

Realistic Snow and Fog FX is a package containing 4 versions of snow and 2 of fog, one for PC/Console and one for mobile.

Compatibility

- ✓ **Standard Render Pipeline**
- ✓ **Universal Render Pipeline**
- ✓ **High Definition Render Pipeline**

Features:
- **NEW!** Added the fog showed in the video
- **NEW!** Added URP Template version 7.1.8 for Unity 2019.3.x.
- **NEW!** Added HDRP Template version 7.1.8 for Unity 2019.3.x.

Content:

- 4 snow particle effects Mobile/PC
- Demo scene
- Added a new shader, for HDRP template
- 2 Fog particles (like the ones in the video)

01 | HOW TO USE

UNITY STANDARD

Color Space Gamma | Soft Particles

1. Make sure that the Color Space is set on Gamma. If not, change it in the Player Settings window (menu: Edit > Project Settings > Player)
2. (Optional) Enable Soft Particles. (menu: Edit > Project Settings > Quality) and set Camera on Deferred.
3. Import Realistic Snow and Fog FX.

Post Processing Stack

1. To achieve the camera effects presented in our screenshots, you will need to import Post Processing Stack 2 in your project by using the **Package Manager**.

2. In Realistic Snow FX > Scenes > Profiles, you can find the profile used in screenshots. Add it on the PostProcessing Object founded in Hierarchy.

URP TEMPLATE

For URP template you need Unity 2019.3.0 or higher.

Import Steps:

1. Create an empty project using the URP Template.
2. Go to Windows > Package Manager and select Universal RP.
   - For Unity 2019.3.x, update the Universal RP to version 7.1.8 or above.
3. Import Realistic Snow and Fog FX in the project.
4. Import URP Template from the SRP folder in the project.

HDRP TEMPLATE

For HDRP template you need Unity 2019.3.0 or higher.

Import Steps:

5. Create an empty project using the HDRP Template.
6. Go to Windows > Package Manager and select High Definition RP.
   - For Unity 2019.3.x, update the High Definition RP to version 7.1.8 or above.
7. Import Realistic Snow and Fog FX in the project.
8. Import HDRP Template from the SRP folder in the project.

02 | **LINKS**

- Facebook: **https://www.facebook.com/Fxified/**
- Asset Store: **https://assetstore.unity.com/publishers/46856**
- Youtube: **https://www.youtube.com/channel/UCZYus_oN6FdVH1l_rORJ4vw**
- ArtStation: **https://www.artstation.com/ovidiuvladut**
- Contact: **mailto: contact@fxified.com**

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