// FogOfWarScript.cs

using UnityEngine;

public class FogOfWarScript : MonoBehaviour

{

public Material fogOfWarMaterial;

public float fogRadius = 5.0f;

void Start()

{

// Set fog center initially to the rat's position

fogOfWarMaterial.SetVector("\_Center", transform.position);

}

void Update()

{

// Update fog center to follow the rat

fogOfWarMaterial.SetVector("\_Center", new Vector4(transform.position.x, transform.position.y, 0, 0));

}

}

Might work