// FogOfWarShader.shader

Shader "Custom/FogOfWar"

{

Properties

{

\_MainTex ("Base (RGB)", 2D) = "white" { }

\_Radius ("Fog Radius", Range(0.0, 10.0)) = 5.0

\_Center ("Fog Center", Vector) = (0.5, 0.5, 0, 0)

}

SubShader

{

Tags { "RenderType"="Opaque" }

LOD 100

CGPROGRAM

#pragma surface surf Lambert

struct Input

{

float2 uv\_MainTex;

};

sampler2D \_MainTex;

fixed \_Radius;

float4 \_Center;

void surf(Input IN, inout SurfaceOutput o)

{

// Calculate distance from the center

float dist = distance(IN.uv\_MainTex, \_Center.xy);

// Apply fog within the radius

o.Alpha = smoothstep(\_Radius - 0.1, \_Radius + 0.1, dist);

}

ENDCG

}

FallBack "Diffuse"

}

Should render clouds around my rats position