Fog Volume
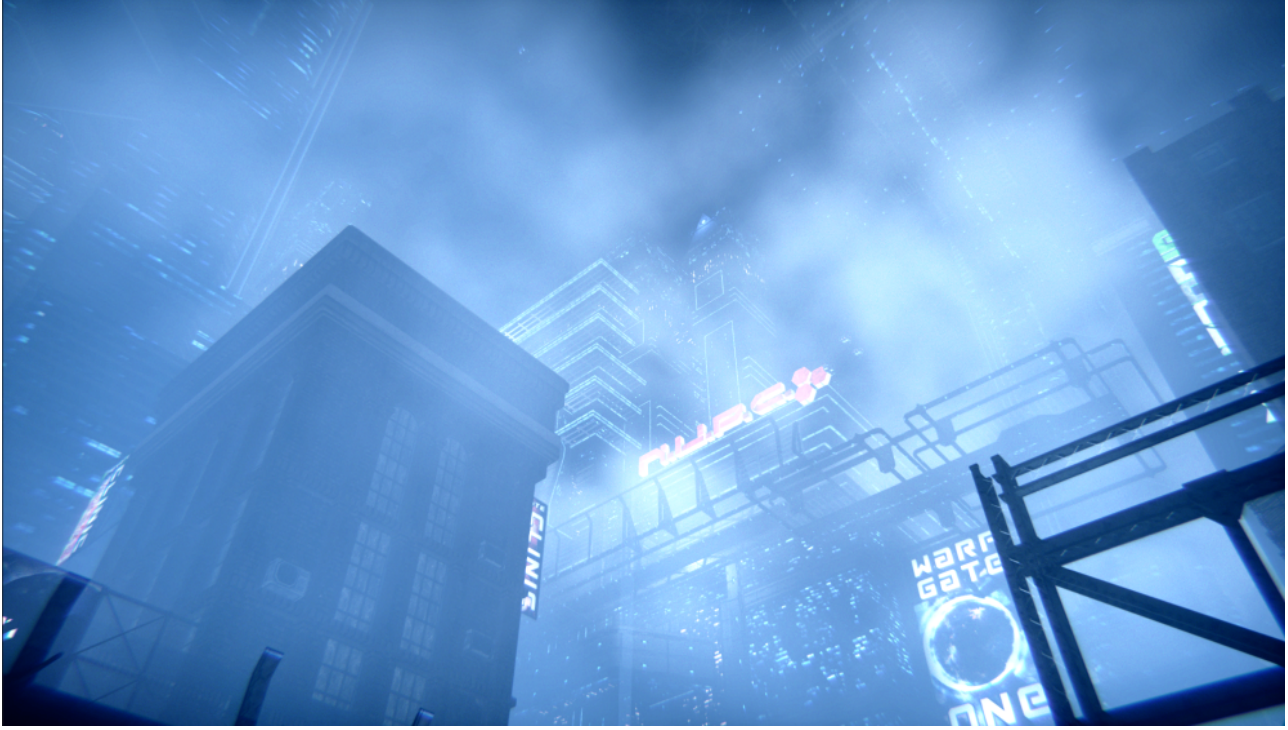
Revision 1.09 October 2014

Fog Volume used to enhance atmosphere. Dark City environment by Manufactura K4

Abstract

"Fog Volume" is a box - shaped fog container featuring light in-scattering and volumetric noise, which can be used to emulate realistic atmospheres or underwater environments.

"Fog Volume" is the perfect solution to get nice ambient effects in your scenes.
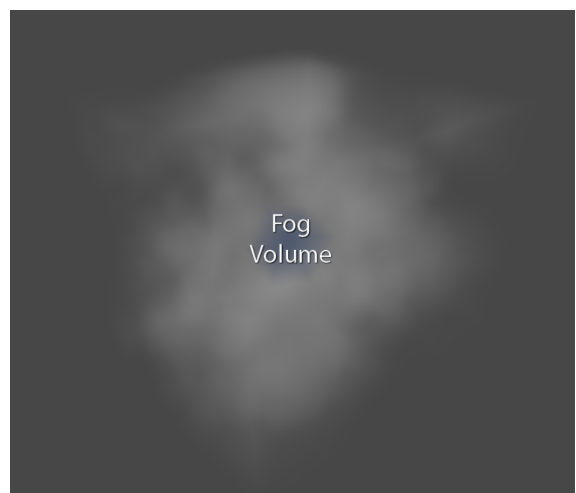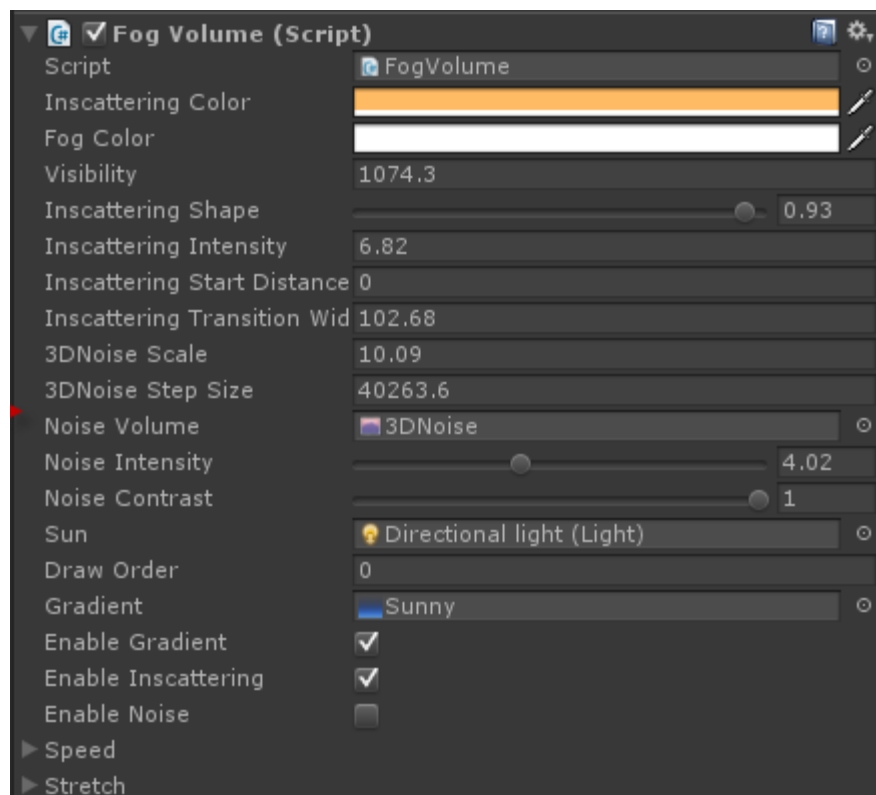
Fog Volume Editor game object
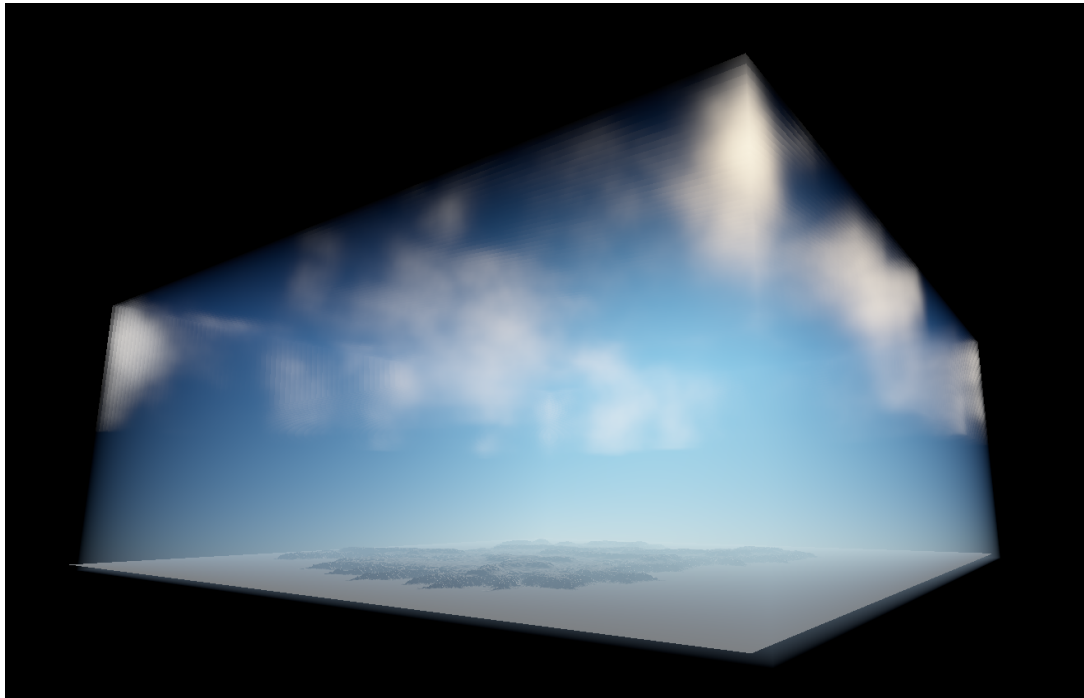
Earth atmosphere example

Interface

Fog Volume Inspector parameters

A Fog Volume can be created by pressing **GameObject/Create Other/Fog Volume**

Parameters

Inscattering Color
Incident light color.

Fog Color
Fog and noise color.

Visibility
View distance.

Inscattering Shpe
Incident light shape size.

Inscattering Intensity
In-Scattering intensity.

Inscattering start distance
Sets the min inscattering distance.

Inscattering transition wideness
Adjusts inscattering transition softness.

Sun
Sets the incident light source.

Draw Order
Allows you to sort intersecting volumes.

Gradient
Fog Color given in a 2D texture

Hide Wireframe
Optionally, you can avoid drawing wireframe.

Enable Inscattering
Enables fog lighting.

Enable Noise
Currently only supported on DirectX 11 & OpenGL.

3D Noise Scale
Noise size.

3D Noise Step Size
Distance between noise samples.

Noise Volume
3D texture input used for noise. Future versions will include more.

Noise Intensity / Contrast
By tweaking these values you can soften or sharpen the noise.

Speed / Stretch
Animation and texture aspect.

Known Issues

Transparent shaders:

Fog is based on the depth texture generated by the engine. Transparent shaders won't write depth information: they will cause incorrect fog in transparent materials.

Compatibility

Needs Unity Pro.