Simple Fake Volume Fog

A lightweight, UV-free fog shader solution using world-space projection — perfect for mobile, VR, stylized games, and low-end hardware.

📌 Summary

Simple Fake Volume Fog is a fast, stylized fog shader that requires **no UVs** and works instantly on any mesh. It uses world-space math and triplanar projection to simulate soft volumetric fog without the performance cost of true volumetrics.

Ideal for:

- Mobile & VR

- Procedural levels

- Stylized games

- Scenes with unwrapped or auto-generated meshes

📘 Description

The **Simple Triplanar Fog Shader** creates a volumetric-looking fog effect using clever shader math instead of complex lighting or 3D textures. Because it uses **world-space position** instead of UVs, it works immediately on **any 3D model**, even ones without proper UVs.

It is built with performance in mind and is fully suitable for all Unity render pipelines (depending on your shader version).

This package is perfect for developers who want quick atmospheric depth without sacrificing FPS.

✨ Features

- **World-Space Fog**
  No UVs required — uses object position for fog fading.

- **Triplanar Blending**
  Ensures smooth coverage from all angles without stretching.

- **Alpha-Only Mode**
  Add fog on top of existing materials as a mask or overlay.

- **Performance First**
  Extremely lightweight, ideal for mobile & VR.

- **Drop-In Ready**
  Works out-of-the-box with any mesh. No baking or setup.

🎨 Customization Options

Property	Description
Fog Color	Controls tint of the fog effect
Fog Density	Adjusts thickness and opacity of the fog
World Scale	Controls how quickly fog fades through space
Blend Sharpness	Defines smoothness of triplanar blend

🧰 Technical Details

- Shader-based fake volumetric fog

- World-space projection

- Triplanar blending

- Supports alpha blending

- Does not require custom meshes

- Ultra-low performance cost

- Ideal for real-time games and mobile hardware

✔ Best Use Cases

- Procedural or unwrapped 3D models

- Mobile / VR games needing atmosphere with low cost

- Stylized fog effects

- First-person & third-person exploration games

- Prototypes and demos without proper UV setups

📁 Package Includes

- Fog Shader (Triplanar / Alpha-Only variants)

- Example Scene

- User Guide PDF

- Material presets