



Documentation

Cody Dreams present

Requirement

- URP (Universal Render Pipeline)
- Shader Graph (Dependency of URP)
- Built-In Pipeline Does Not support , HDRP does not tested

Setup

- If Project is already using urp Skip this part
 - Open Package Manager (Window > Package Manager)
 - Select " Packages : Unity Registry "
 - Search "Universal RP" and click the result
 - Then click Install



Cody Dreams Work

Fog Setup



Fog in scene

The fog in the scene can add depth and beautifulness to the scene. You can see it in the above picture.

Fog will reduce the visibility in the scene so fog makes distant objects hard to see. In that case we can reduce render distance of cameras and details in the distance objects.

But for Simplicity the scene contain only one camera to render all things

Step-by-Step Guide to Turn On Fog in Unity:

1. Open Unity: Start by opening your Unity project.
2. Access Lighting Settings: Navigate to Window > Rendering > Lighting.
3. Go to Environment Settings: In the Lighting window, find the Environment tab.
4. Enable Fog: Look for the Other Settings section and check the box next to Fog to enable it.

Configure Fog Settings: Once enabled, you can adjust the fog settings to suit your scene. You can change the fog's color, density, and the distance at which it starts and ends.

Post Processing

Post processing can make your scene so much better

Also it can make various effects

Ex:- underwater effect

Package has included 3 post processing effect

- Day effect
- Night time
- UnderWater

You can see the Usage of Day effect and Underwater effect are used in Demo scene

Feel free edit

Day and Night Cycle

Skybox shader support Day and Night time (blendable)

Note :-

shader blend the time by Main Directional Light rotation . so disabling light will confuse the shader , for that reduce intensity very low until light unnoticeable and make no shadows cast at night

When turn scene into night change Global Volume to Night Time Post processing effect from Day time post processing effect

Also change Fog setting match to night time

For demo scene change

Enable(Environment back ground > Aurora) for night time aurora

Other Info

Rock shader is always going to be showing green at top (if user add moss to rock) . you can see sun not move (if your game sun static) , then shader will make green only appear only faces that looking at sun

If you feel LOD are too aggressive , try changing LOD Bias to like 3 to 3.5

Or change the quality setting to High.

to access those

Go Edit > Project settings > Quality

Note

For water shader work you need to enable Depth Texture and Opaque Texture on the Render pipeline asset .

(you can find render pipeline assets by Edit > Project settings > Quality > Render Pipeline Asset , click on that field)

For better reflections add Reflection probe to water surface



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