LayeredFog is a post process effect that allows fog to be split up in a lower and upper part.

Usage

- Standard Unity preparations
    - Install the standard Unity post processing stack.
    - Add a Post Process Layer to the camera.
    - Ensure that the Post Process Layer has a layer set.
    - Create a new layer if a suitable one doesn't exists.
    - Ensure the camera has the same layer selected.
    - Add a Post Process Volume to the scene.
    - Set the Post Process Volume to Is Global = 1.

- LayeredFog setup
    - In the Post Process Volume, add a new effect Voodoocado -> Layered Fog.
    - Enable all settings to be able to change them.
    - Set Fog Height Min/Max to suitable values for your scene.
    - For low fog, set Fog Density Below Min to 1.
    - Experiment with Fog Mode and Fog Distance until it suits your scene.
    - Check out the Demo scene to see how to control the fog runtime from script.