ShaderOne Fog Generator can make a custom 3D Fog texture for the 3D Volumetric Fog. You must own the FastNoise Unity asset and have it in your project.

How To:

- **Set Up**:
  - Go to **Edit > Project Settings > Player** and paste the following into Scripting Define Symbols: SHADERONE_USE_FASTNOISE
    - If you have other settings pasted under Scripting Define Symbols, separate the other options with a semicolon ;
  - Go to **Window > ShaderOne Fog Designer**
- **Settings:**
  - Seed: Random Seeding Value.
  - Frequency: Affects how coarse the noise output is.
  - Interpolation: Changes the interpolation method used to smooth between noise values.
    - Linear
    - Hermite
    - Quintic
  - Noise Type: Sets the type of noise returned by GetNoise().
    - Value
    - ValueFractal
    - Perlin
    - PerlinFractal
    - Simplex
    - SimplexFractal
    - Cellular
    - WhiteNoise
    - Cubic
    - CubicFractal
  - Fractal Type: Used in all fractal noise generation.
    - FBM
    - Billow
    - Rigid Multi
  - Octaves: The amount of noise layers used to create the fractal.
  - Lacunarity: The frequency multiplier between each octave.
  - Gain: The relative strength of noise from each layer when compared to the last.