

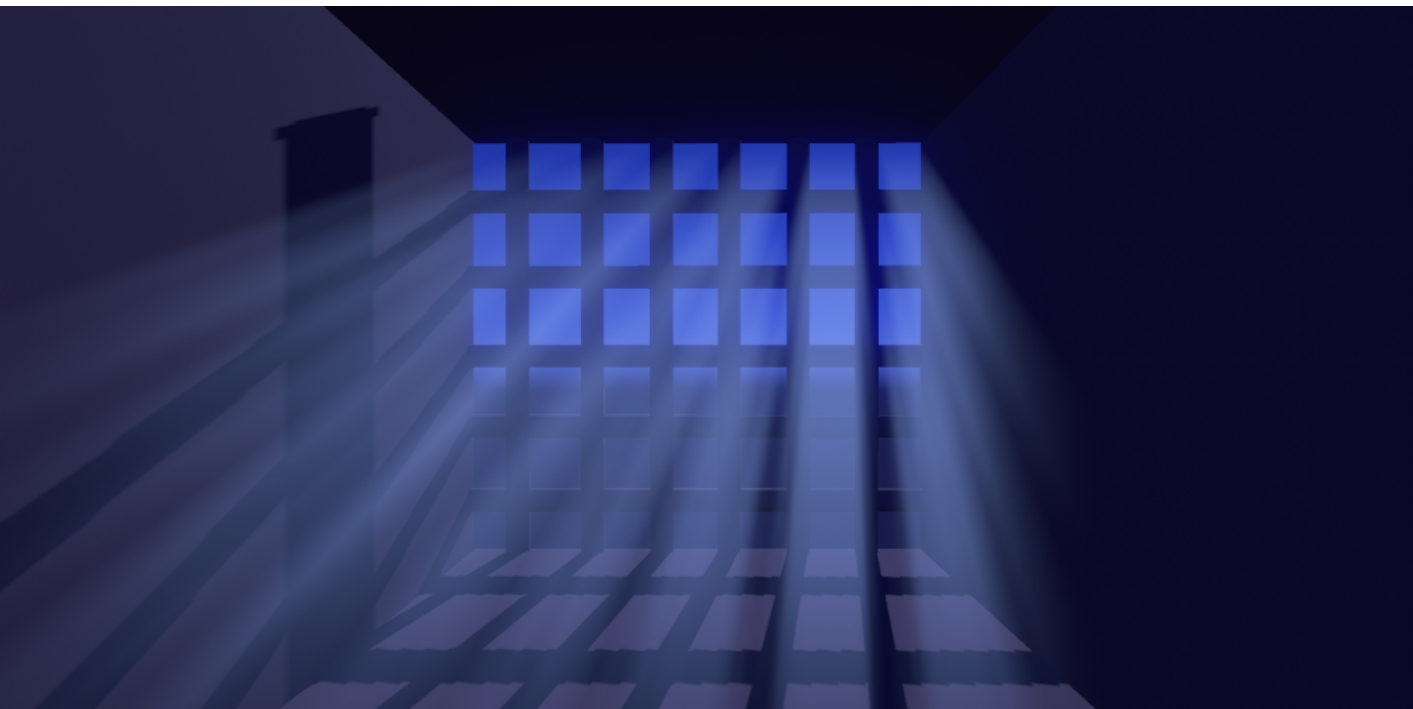
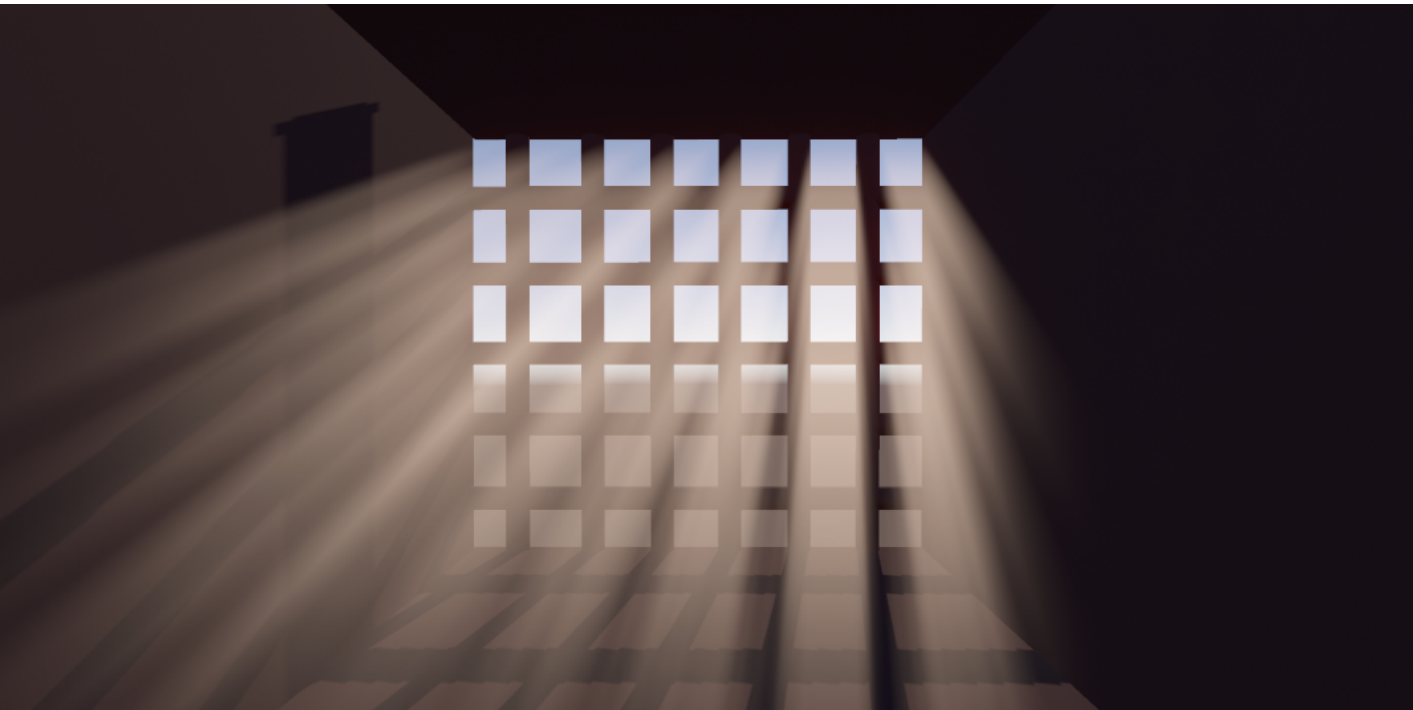
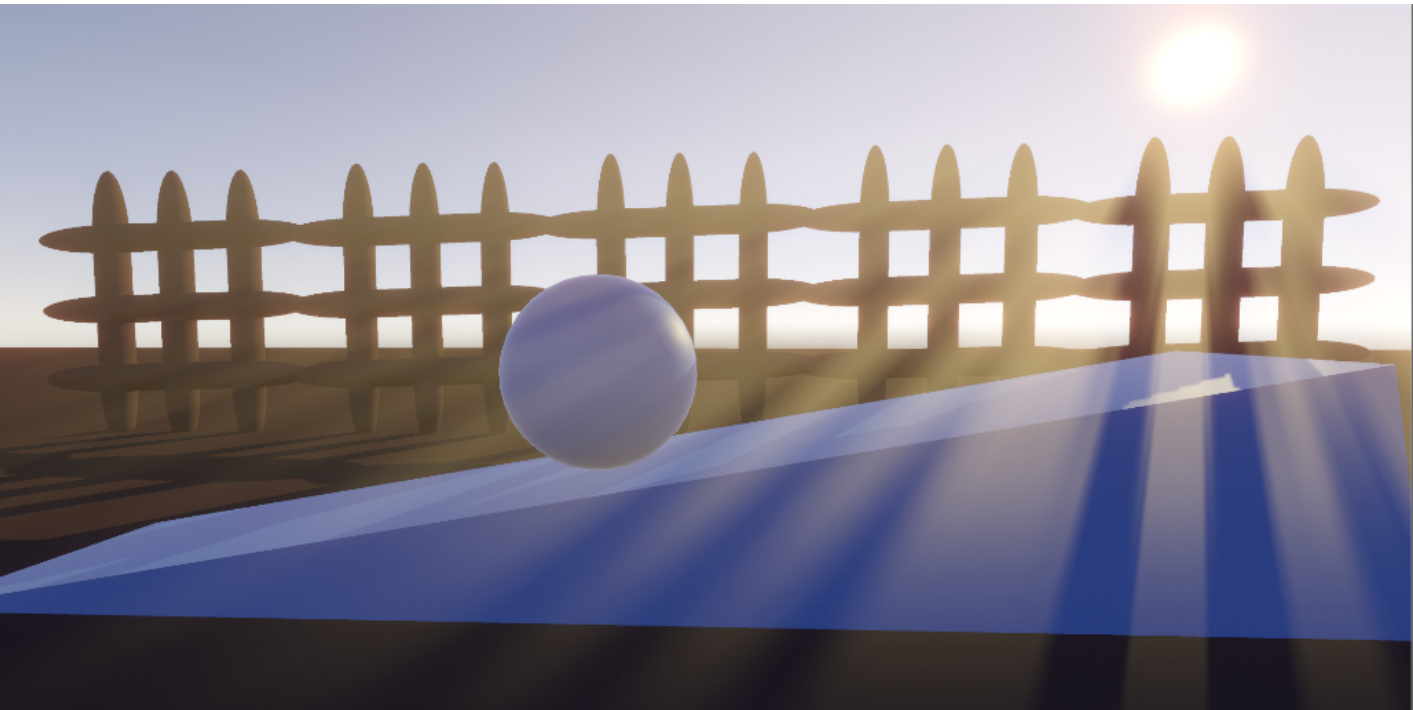
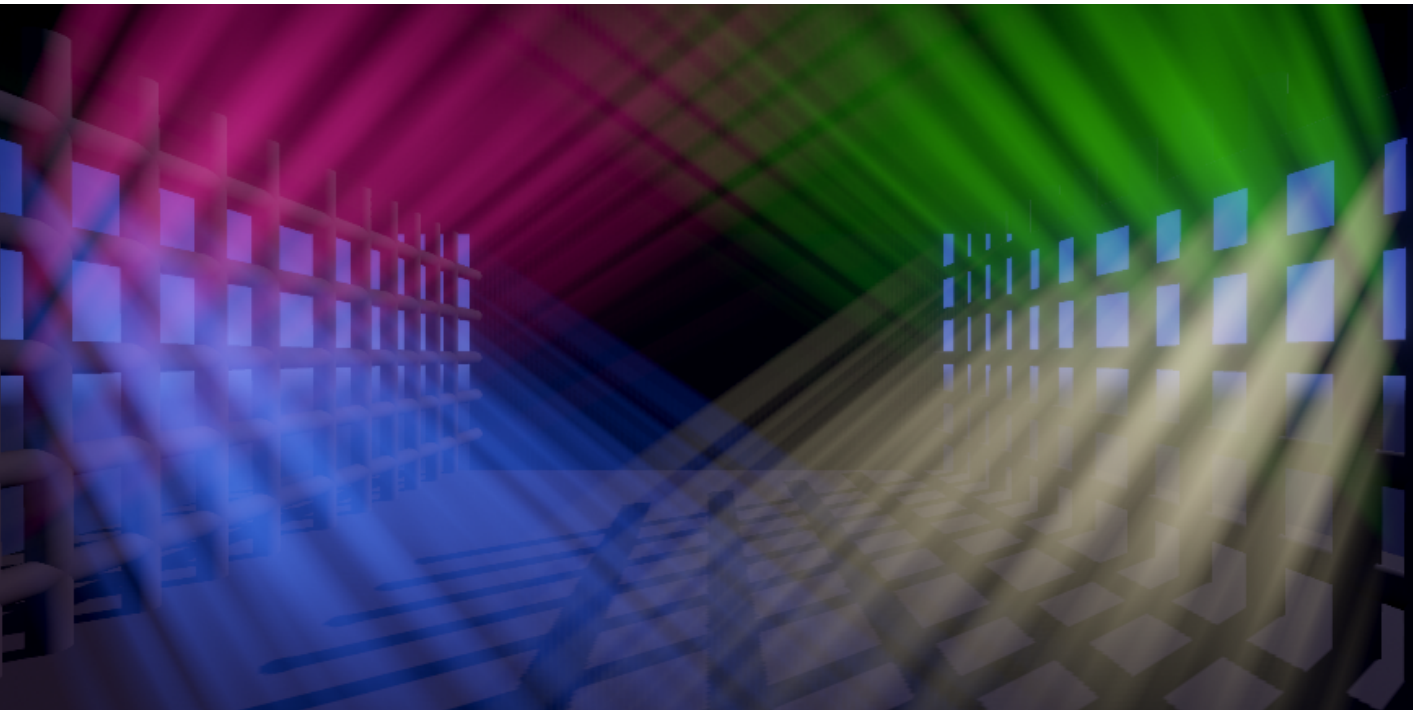


My Assets

Fast Volumetric Lighting

Posted by Bad Fat Dog on March 10, 2020

Fast Volumetric Lighting



Fast Volumetric Lighting is a fast and high quality volumetric lighting implementation based on **Radial Blur**.

[Youtube](#)

If you need a **LWRP/URP** version, check [LWRP/URP Volumetric Lighting](#).

Features

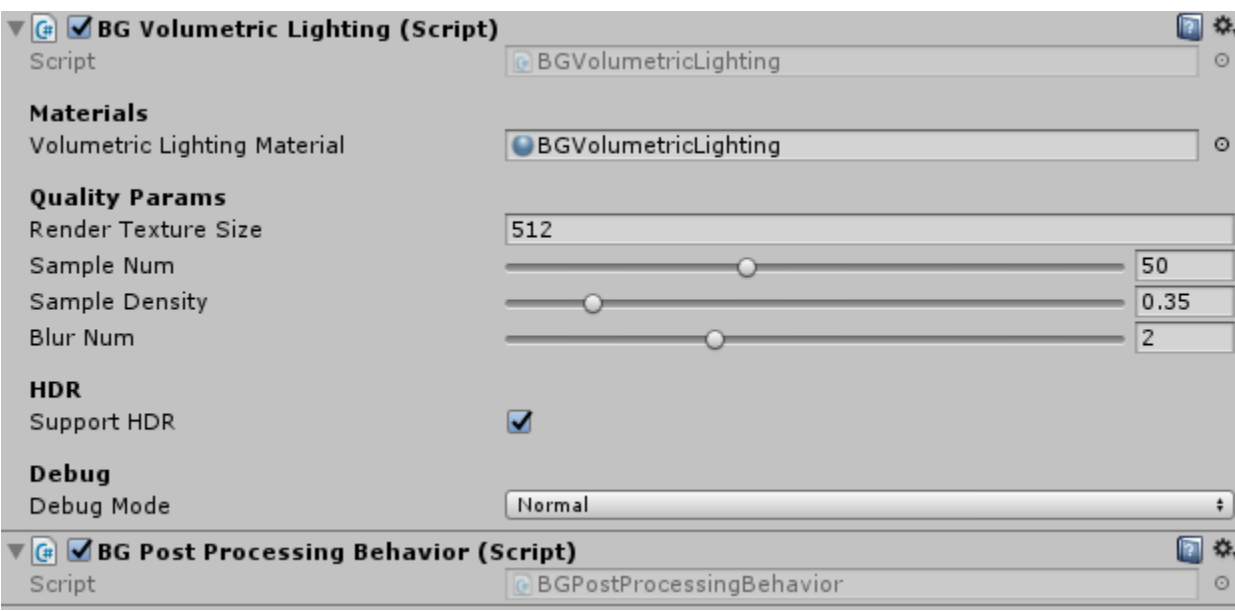
- Multi light casting.
- Dynamic.
- Customized lighting parameters and quality parameters.
- Optimized for mobile, really fast.
- Debuggable.
- Support HDR.
- PC && mobile examples supplied.
- Indoor && outdoor examples supplied.
- One light && multi light examples supplied.

How to use

1. Add **BGMainLight** component to every light that you want to cast volumetric lighting.



2. Add **BGVolumetricLighting** component to your main camera. **BGVolumetricBehavior** will be added automaticly when **BGVolumetricLighting** is added..



3. Adjust **BGMainLight's Lighting Parameters** for each light to set light color, light range, light intensity and so on.
4. Adjust **BGVolumetricLighting's Quality Parameters** for global lighting quality.
5. When the light source is in your camera's view, volumetric lighting will occur.

About performance

1. Check **BGVolumetricLighting's Quality Area**, it shows the parameters which are performance sensitive.
2. For mobile devices, you need fewer BGMainLight(<=2), smaller Render Texture(<=512), fewer sample count(<= 12), and 2-3 blur count. You will get good quality with acceptable performance.
3. The effect is auto disabled when all lights are **out of view** to save more performance.

About the examples

There are 5 example scenes.

1. testPC
2. testMobile
3. testNight
4. testOutdoor
5. testMultiLight

Demo scenes include **day and night, indoor and outdoor, pc and mobile, one light casting and multi light casting**, you can check the difference between their **Lighting Params** and **Quality Params**.

To run these demos correctly, you should set Unity's color space to **Linear**. If you are using Gamma Space, you need readjust **Lighting Params** yourself.

If you are using Unity's PostProcessing Stack, please make sure that **Fast Volumetric Lighting** is executed first.

About the limitation

Radial Blur is fast, but it requires light source inside or not far away from your screen, check [The limitation of radial blur](#) before you buy it.

The video uses [The Illustrated Nature](#) as the example.

Customer Support:

email	web
shenpan998@gmail.com	https://fatdogsp.github.io/2020/02/20/My-Assets/

PREVIOUS PLAN TO UPGRADE LWRP VOLUMETRIC LIGHTING TO URP	NEXT LWRP VOLUMETRIC LIGHTING
--	----------------------------------

0条评论 baddogzz 隐私政策 登录

推荐 推文 分享 评分最高

开始讨论...

通过以下方式登录 或注册一个 Disqus 帐号

姓名

来做第一个留言的人吧！

订阅 在您的网站上使用 Disqus 请勿在我的网站上出售我的数据 DISQUS

FEATURED TAGS

My Assets Plan

FRIENDS

unitybuzz assetfigures Mirza's Realm 恶毒的狗

