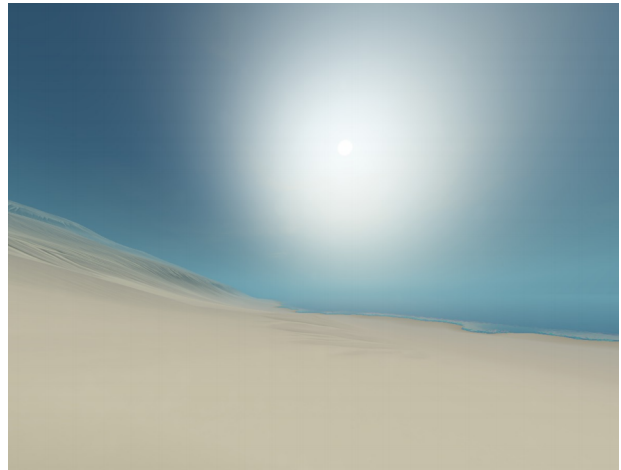


# Fog Volume

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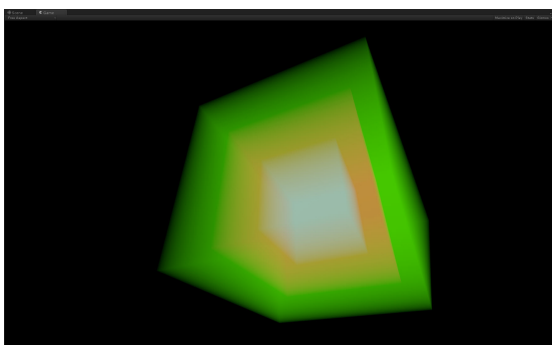


## Abstract

Box Volume that models fog, light in-scattering and volumetric noise. Unity Pro needed.

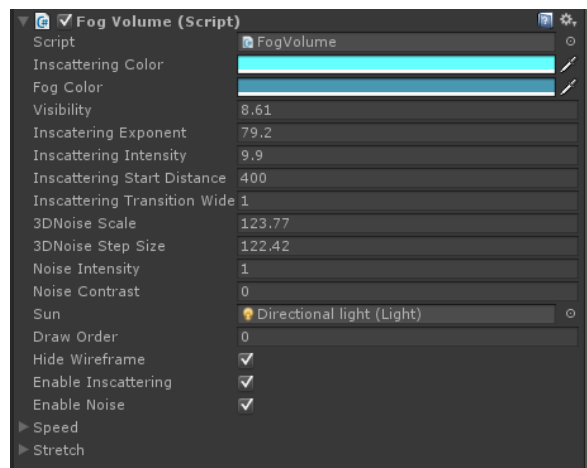
## Sample Content

An example scene is included as well as an [online demo](#) for testing purposes.



## Usage

The Volume can be created by pressing GameObject/Create Other/Fog Volume



## References

[Ray Tracing: intersection and shading](#)  
[Implementing Ray Tracing on GPU : Part 1](#)

## Videos

[Videotutorial \(1<sup>st</sup> version\)](#)  
[3D Noise introduction](#)  
[3D Noise samples: Underwater volumetric lighting & Sand Storm](#)

**In-scattering Color**  
Incoming light color

**Fog Color**  
Fog and noise color

**Visibility**  
View distance

**In-scattering Exponent**  
Incoming light shape size

## 3D Noise notes

It's just a preview version.  
It's only enabled if DX11 hardware is found.

Drag the Generate3DTex prefab to your scene. It will create the noise texture.

## Known Issues

### Transparent draw sorting:

Fog is based on the depth texture generated by the engine  
Transparent shaders wont write depth information, this will cause sorting issues.

### Effect disappears in Editor

Sometimes the Depth texture is null and it disappears until it updated again.

### In scattering Intensity

Adjust its color intensity

### In-scattering start distance

Sets the min in-scattering distance

### In-scattering transition wideness

Adjust in-scattering transition softness

### Sun

Sets the incoming light

### Draw Order

Allows you to sort intersecting volumes

### Hide Wireframe

Optionally, you can avoid drawing wireframe

### Enable In-scattering

Enables fog lighting

### 3D Noise Scale

Noise repetition

### 3D Noise Step Size

Distance between noise samples

### Noise Intensity / Contrast

Tweaking these values you can soften or sharpen the noise

### Speed / Stretch

Animation and texture aspect