

# EasyVolumetric Manual

[emil-is@yandex.ru](mailto:emil-is@yandex.ru)

Easy Volumetric is realtime lightweight solution for volumetric light, especially for mobile. All you need is configure light borders(window for example) and script will automatically handle all stuff. It's tested on android and showed great performance. You can adjust various settings like noise, physics, ray distance, color and etc.

## Components

### VolumetricProbe

Main component. Place it on any object.

**Islands** – every island is separate shape for volume. Every island has vertices. Islands and vertices are displayed on scene view.

**Edit mode** – gives ability edit islands and vertices in scene view.

**Light source** – light source.

**IsStatic** – volume will be generated only once and when values changed.

**UsePhysics** – use raycast to calculate mesh.

**RayDist** – maximum ray distance of volume.

**LayerMask** – layer mask for Raycast if UsePhysics is enabled.

**Material** – which material will be assigned to the mesh.

**ColorMultiplier** – color multiplier for volume.

**Particles** – if assigned then calculated mesh will be added to the particle shape.

