

STYLIZED FOG

INSTALLATION

In order to enable the effect, simply add the script StylizedFog to your main camera. You can add the script by going to menu **Component - Image Effects - Stylized Fog**

DESCRIPTION

Here is the inspector of Stylized Fog with all the available options.



Fog Mode

Select the blending mode from Blend, Additive, Multiply or Screen

Use Blend

Will enable the blend functionality to allow you to make transitions between 2 color ramps.

Blend

Control the influence of each ramp.

Gradient Source

Select from Texture2D or Gradients. While you can use handmade 2D ramps as gradients you can also select Gradients for a dynamic edition within the unity editor.

Use Noise

Enable the noise functionality.

Noise Texture

Select the noise texture to create animated noise effect in the fog.

Noise Speed / Noise Tiling

The noise texture is sampled 2 times to create a better effect. You can control the speed in XY and the tiling in XY for each of the sampled texture.

SCRIPT REFERENCE

Stylized fog is composed of 3 scripts.

StylizedFog.cs

This is the main script. The image effect, resources creation and option management is all in there. Note that the effect operate in Opaque pass. If you want the effect to affect also your transparent objects you can just remove the line **[ImageEffectOpaque]**

StylizedFogEditor.cs

This is just a custom editor for **StylizedFog.cs**. It will show/hide elements from the inspector depending on the selected options.

StylizedFog.shader

This is the shader for **StylizedFog.cs**, it is assigned to the script automatically. The Shader uses multiple shader keywords that are toggled on/off by the **StylizedFog.cs** script depending on the selected options.