Volumetric Light Instructions

“*Usage*

- *Add VolumetricLightRenderer script to your camera and set default cookie texture for spot light.*
- *Add VolumetricLight script to every light that you want to have volumetric fog.*

Volumetric lights will respect standard light's parameters like color, intensity, range, shadows and cookie. There are also additional parameters specific for volumetric lights. For example:

- *Sample count - number of raymarching samples (trade quality for performance)*
- *Scattering Coef - scattering coefficient controls amount of light that is reflected towards camera. Makes the effect stronger.*
- *Extinction Coef - controls amount of light absorbed or out-scattered with distance. Makes the effect weaker with increasing distance. It also attenuates existing scene color when used with directional lights.*
- *Skybox Extinction Coef - Only affects directional light. It controls how much skybox is affected by Extinction coefficient. This technique ignores small air particles and decreasing particle density with altitude. That often makes skybox too "foggy". Skybox extinction coefficient can help with it.*
- *MieG - controls mie scattering (controls how light is reflected with respect to light's direction)*
- *Height Fog - toggle exponential height fog*
- *Height Fog Scale - scale height fog*
- *Noise - enable volumetric noise*
- *Noise Scale - noise scale*
- *Noise Speed - noise animation speed*”

Instructions written by original plug-in author.

Please visit https://github.com/SlightlyMad/VolumetricLights for more in-depth documentation.