

EasyVolumetric v1.3.8 Manual

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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.

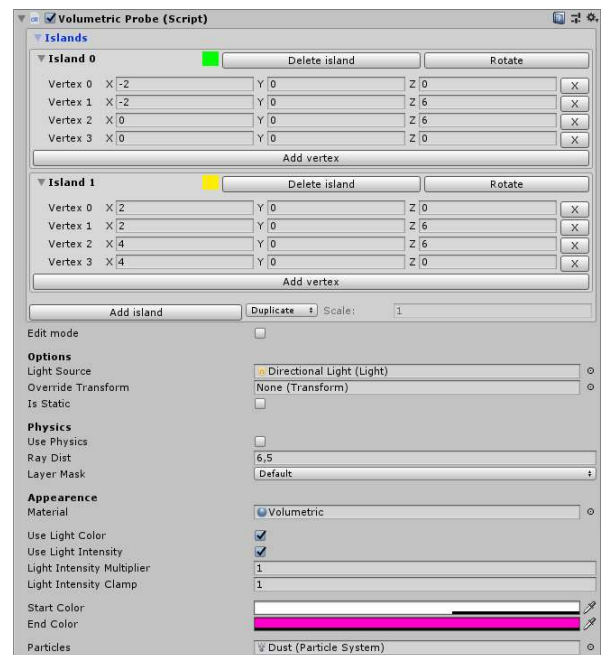
Edit mode – gives ability edit islands and vertices in scene view.

Light source – light source.

Override Transform – override object for the light source. Remember the light source have more priority!

Override Intensity – override light intensity when using override transform.

Override Color – override light color when using override transform.



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.

Use Light Color – use light's color when calculating ray color. (Simple multiplier)

Use Light Intensity – use light's intensity when calculating ray color.

Light Intensity Multiplier – light's intensity multiplier in the ray color calculation.

Light Intensity Clamp – clamp the light intensity when calculating the ray color.

Start Color – ray color at the start.

End Color – ray color at the end.

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