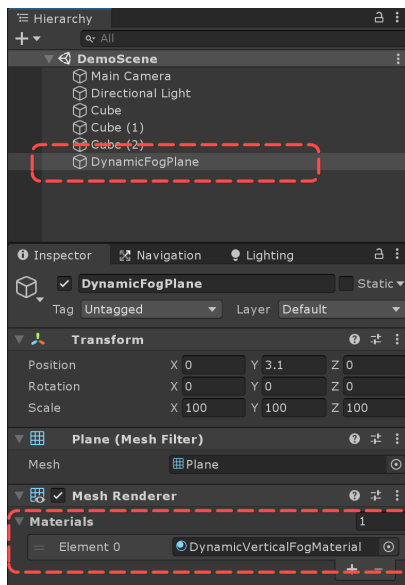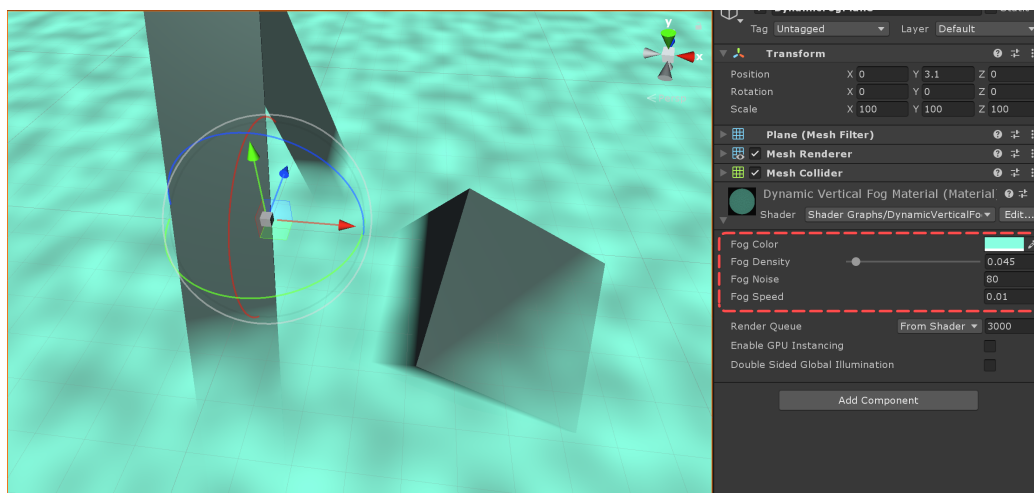# Dynamic Vertical Fog

The Dynamic Vertical Fog shader is a simple shader based on the Unity Shader Graph, customizable and extensible per your needs. To setup the shader, follow the steps below:

1. In your scene, create a plane with the provided **DynamicVerticalFogMaterial** material

2. Change Shader/Material properties to satisfy your needs:

- **Fog Color** - changes the fog color. Alpha channel of the color is used to define the fog transparency
- **Fog Density** - defines the thickness of the fog

- **Fog Noise** - make the fog to be dynamic, with thickness not evenly distributed over the plane
- **Fog Speed** - moves the noise with the given speed

3. **(Required)** Update the camera **Projection** setting to be **Perspective**
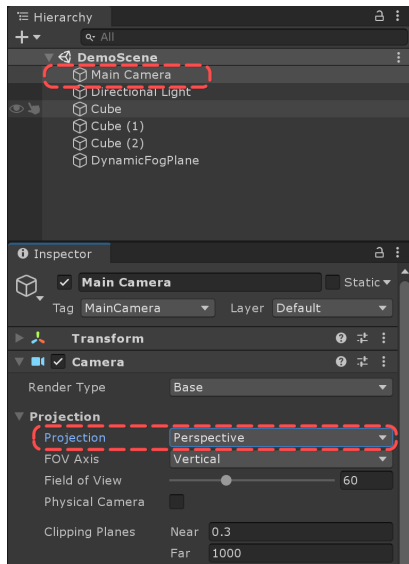
4. **(Required)** Enable **Depth Texture** in your render pipeline settings. Make sure you update it for each quality setting
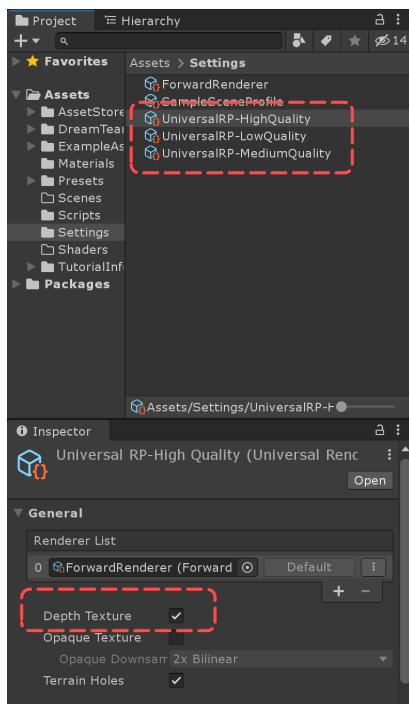
5. **(Optional)** Customize the DynamicVerticalFogShader shader graph per your additional needs. The shader is based on the visual Unity Shader Graph which makes it easy to customize and add additional parameters/nodes