

 master ▼

 1 branch

 0 tags

Go to file

Code ▼

About

Textureless fog particles using a highly customizable shader to attenuate noise values.

[unity](#)

[shaders](#)

[gpu](#)

[fog](#)

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Releases

No releases published

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Packages

No packages published

Languages

GLSL 100.0%

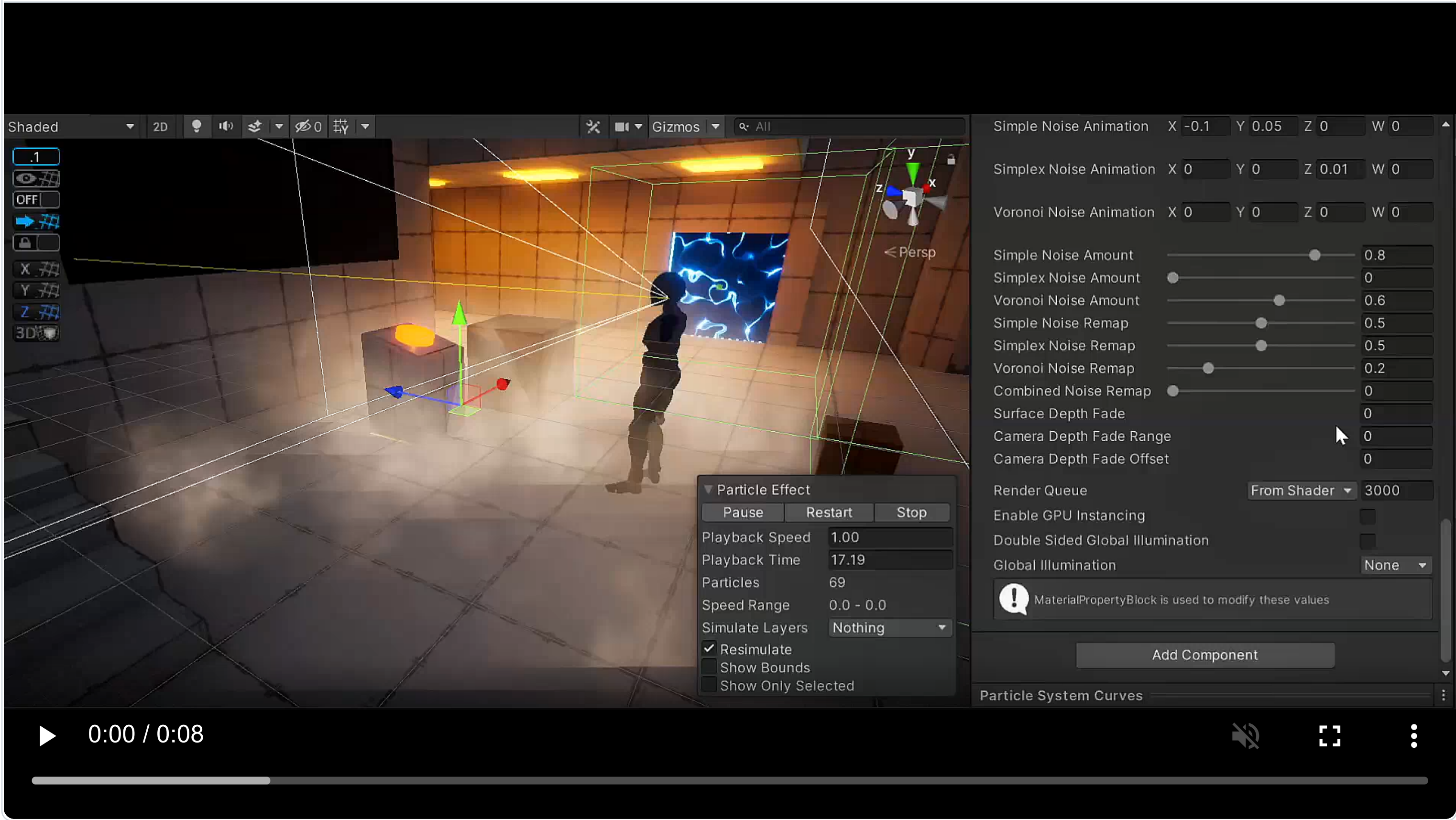
 MirzaBeig	Update README.md	5fa46cb · 8 days ago	🕒 24 commits
	.github	Create FUNDING.yml	8 days ago
	Assets	no message	2 months ago
	Packages	Added support for URP (there's a new shader, you'll have to replace i...	2 months ago
	ProjectSettings	Added support for URP (there's a new shader, you'll have to replace i...	2 months ago
	.gitignore	Empty project.	2 months ago
	.vsconfig	Added fog assets.	2 months ago
	LICENSE.txt	no message	2 months ago
	README.md	Update README.md	8 days ago

 README.md

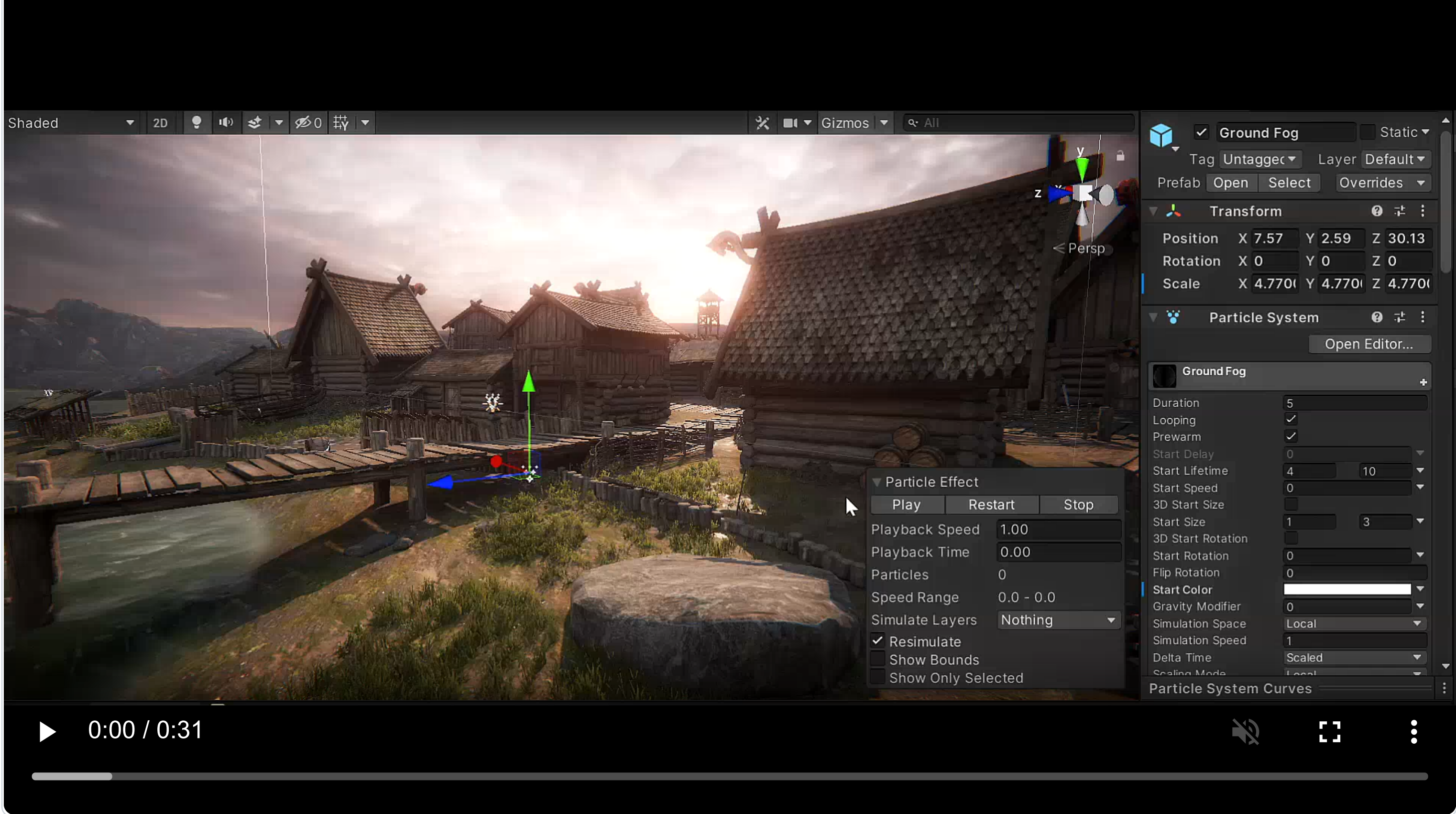
Atmospheric GPU Fog Particles

Textureless fog particles for Unity using a highly customizable shader to attenuate multiple layers of noise. Works great as pseudo-volumetric atmospheric fog to add spooky and/or immersive vibes to your 3D levels.

 gpu.fog.demo.video.mp4 ▼



 fog.urp.mp4 ▼



- [Watch the full video of this asset in action.](#)

Compatibility

- Built-in pipeline + URP.
- Tested with Unity 2020.3 (LTS).
- Shaders can be edited using Amplify Shader Editor.

Installation

You'll find everything under Mirza Beig/GPU Fog Particles/...

Due to supporting both built-in and URP, you may get shader errors on import from the file that doesn't match your current pipeline. This is expected and not an issue. You can ignore these errors, or delete the offending shader if it keeps you sane.

Usage

Drag and drop the prefabs into your scene. The project is setup for the built-in pipeline. Replace the shader on the materials for URP.

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