

ScriptableRendererFeature

```
classDiagram
    class ScriptableRendererFeature {
    }
    class FlatKitFlatKitFog {
        + settings
        + Create()
        + AddRenderPasses()
    }
    FlatKitFlatKitFog --|> ScriptableRendererFeature
```

The diagram illustrates a class hierarchy. At the top is the 'ScriptableRendererFeature' class, represented by a box with three horizontal compartments. The top compartment contains the class name, while the two lower compartments are empty. Below it is the 'FlatKit.FlatKitFog' class, represented by a box with three horizontal compartments. The top compartment contains the class name, the middle compartment contains the attribute '+ settings', and the bottom compartment contains the methods '+ Create()' and '+ AddRenderPasses()'. A blue arrow with an open triangular head points from the 'FlatKit.FlatKitFog' class up to the 'ScriptableRendererFeature' class, indicating that 'FlatKit.FlatKitFog' inherits from 'ScriptableRendererFeature'.

FlatKit.FlatKitFog

+ settings

+ Create()

+ AddRenderPasses()