

Foggy Lights

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Foggy Lights used to enhance neon tubes. Dark City environment by [Manufatura K4](#)

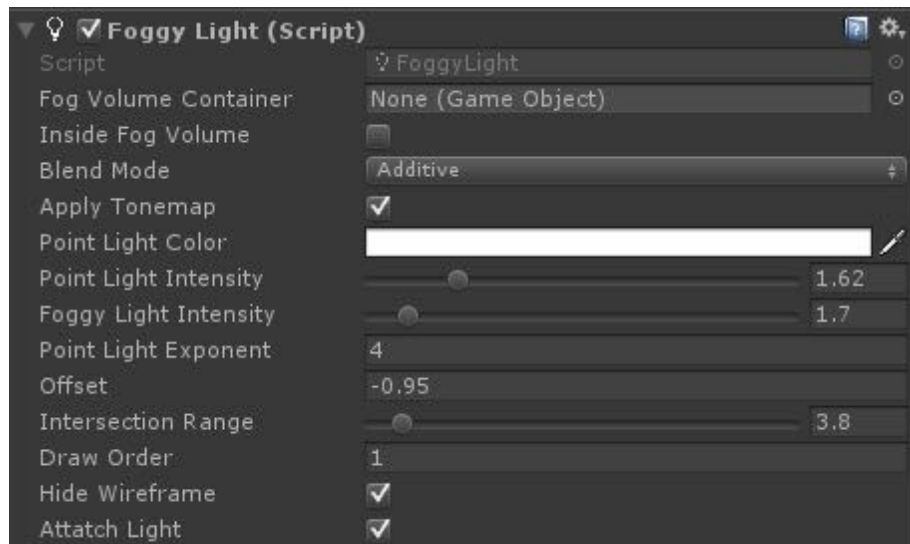
Abstract

"Foggy Lights" is a visual effect that creates a light halo. It provides you with the option to add a light that matches the glow color and intensity in real time. It takes into account scene depth in order to avoid hard intersections with the environment. You can also offset the effect to make it appear closer or further. Foggy Lights will enhance light sources in your scene as you can see in the image above.



Foggy Lights Editor Icons & key positions

Interface



Foggy Lights Inspector parameters

A Foggy Light can be created by pressing **GameObject/Create Other/Foggy Light**

Parameters

Fog Volume Container

In case you use a Foggy Light inside a [Fog Volume](#), you may want Fog to affect light. As soon as this field is filled, the Foggy Light will be attenuated by distance according to Fog Volume visibility.

Blend Mode

Allows you to switch between blend modes; additive or alpha blended

Apply Tonemap

Performs tonemapping operator to the final intensity

Inside Fog Volume

Turns Fog Volume influence on or off.

Point light color

Sets the light color.

Point light Intensity

Sets the light intensity.

Foggy light Intensity

Sets the fog effect intensity.

Point light Exponent

Controls the effect size.

Offset

Adjusts intersection position with environment.

Intersection Range

Used to softer the intersection transition

Draw Order

Allows you to sort this object between other transparent objects.

Hide Wireframe

Optionally, you can avoid drawing wire-frame.

Attach light

Adds/remove a point light component.

Scene requeriments

Assign `EnableDepthInForwardCamera.cs` to your scene camera.