

# Buto

Volumetric Lighting and Fog for Unity URP

A Game-Ready Asset by [OccaSoftware](https://www.occasoftware.com)

Please leave a review 😊

**You should review Buto's usage manual before asking any questions**

<https://www.occasoftware.com/manual/buto>

## Need Help?

If you run into any issues or have any questions, please contact me by email, on Twitter, or on Discord. I will make sure that we get the asset working for you.

[michael@occasoftware.com](mailto:michael@occasoftware.com)

[@occasoftware](#)

[OccaSoftware on Discord](#)

## Table of Contents

Table of Contents	1
Introduction	3
Features	3
Quick Start	4
Need Help?	7
Buto Manual	7
Contact	7
<b>Other Stuff</b>	<b>7</b>
Thanks for your support!	7



# Introduction

Buto enables you to easily add real-time stylized volumetric fog to your scene. One Render Feature, One Material. That's it.

Designed for Unity 2021.3 LTS Universal Render Pipeline (URP).

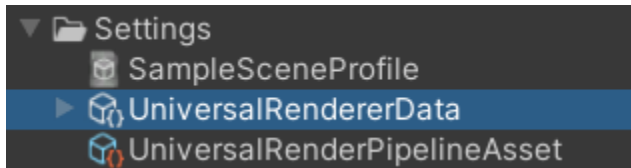
## Features

1. Physically-based volumetric lighting and fog generates an accurate simulation of atmospheric particles.
2. Optimized, high-performance rendering at half scale resolution with intelligent depth-aware upscaling.
3. Built-in volumetric noise gives depth and texture to the particle distribution.
4. Particle density exponentially decreases over height resulting in atmospheric height fog.
5. Analytic height fog is rendered behind the nearby ray-marched volumetric fog to guarantee long-range visual consistency.
6. Distance-based Color Ramps, Color Ramp influence, and Light and Shadow intensity sliders give you creative stylized fog options.

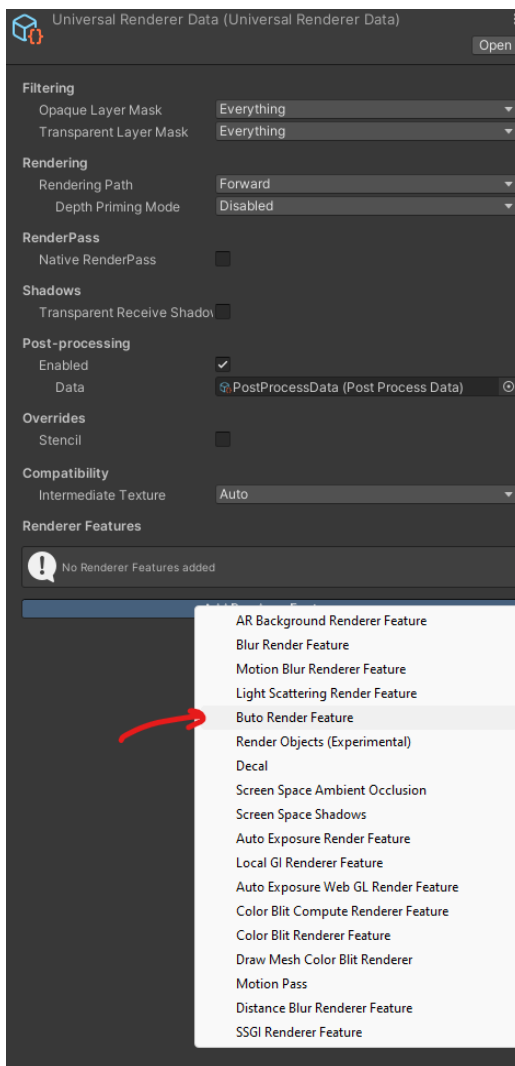
# Quick Start

## Step 1: Add the Renderer Feature

Navigate to your Universal Renderer Data asset. Click on it.



In the Universal Renderer Data Inspector, click “Add Renderer Feature” and choose “**Buto Render Feature**”



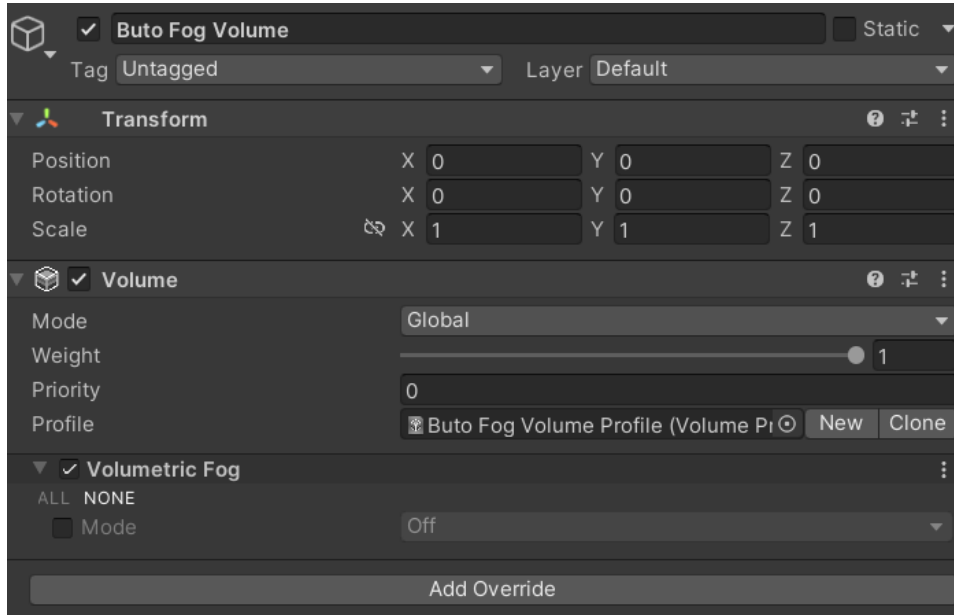
## Step 2: Add a Volume

In your toolbar, click **GameObject -> Volume -> Global Volume**

## Step 3: Add an Override for Buto

Create a new Volume Profile.

Then click **Add Override -> OccaSoftware -> Buto**.



Configure the Volumetric Fog override according to your scene requirements.

### ☒ Volumetric Fog

ALL NONE

☒ Mode On

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#### Quality

☐ Maximum Distance 64

☐ Sample Count 128

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#### Characteristics

☒ Fog Density 100

☐ Anisotropy 0.2

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#### Geometry

☐ Base Height 7.75

☐ Attenuation Boundary Size 1

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#### Volume Noise Source

Type Worley

Quality Ultra

Frequency 12

Octaves 5

Lacunarity 3

Gain 0.3

Invert ☐

Seed 24

---

#### Volume Noise Rendering

☐ Tiling Rate 50

☒ Remapping 0.6 1

☐ Wind Speed X 0 Y 0 Z 0

☐ Octaves 1

---

#### Custom Color Settings

☐ Color Ramp T\_ColorRamp\_03

☐ Lit Color HDR

☐ Shadowed Color HDR

☐ Emit Color HDR

☐ Color Influence 0

---

#### Distant Fog

☐ Distant Fog Enabled

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#### Temporal Anti-Aliasing

☐ TAA Enabled

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#### Intensity Overrides

☐ Light Intensity 1

☐ Shadow Intensity 1

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#### Advanced Settings

☐ Animate Sample Position

☒ Self Shadowing Enabled

☐ Octave Limit 1

# Need Help?

## Buto Manual

I have documented Buto's features in an online manual, which you can find here: <https://www.occasoftware.com/manual/buto>. The manual covers many topics and advanced usage scenarios for Buto, so definitely take some time to review it.

## Contact

If you encounter any issues at all, please contact me at [michael@occasoftware.com](mailto:michael@occasoftware.com). You can also reach out on [Discord](#) or [Twitter](#).

## Other Stuff

### Thanks for your support!

- [Join my Newsletter](#)
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- [Subscribe to my Youtube channel](#)

Like this asset? I've also developed some other cool stuff for Unity. It would mean a lot to me if you check it out :)

- [Altos - Volumetric Clouds, Skybox, Day Night Cycle, Sun, Moon, and Stars](#)
- [Toon Kit - Toon Shader for Unity](#)
- [LSPP - Volumetric Lighting, God Rays, and Light Shafts](#)