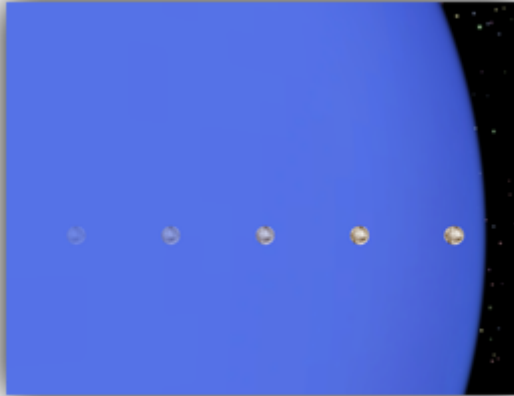


The Volumetric Probe Component

This component allows any GameObject to enter gas giant atmospheres and be affected by the gas volume/fog.

Note: This component currently doesn't support planet or star atmospheres.



Probe

Render Queue

This allows you to set the render queue used by the probe material. Consult the official Unity documentation if you're unsure what this means.

Recursive

If you tick this then the volumetric probe will apply its material to every material contained within this GameObject.