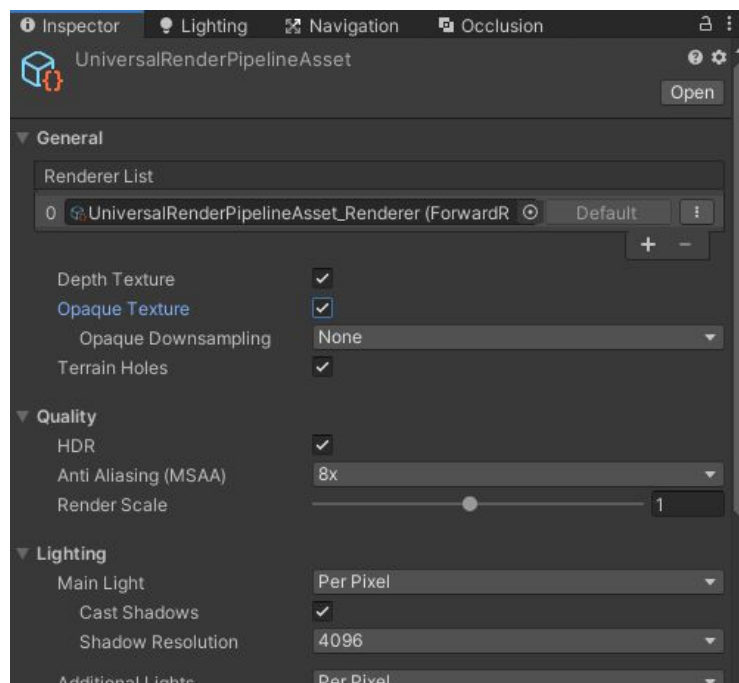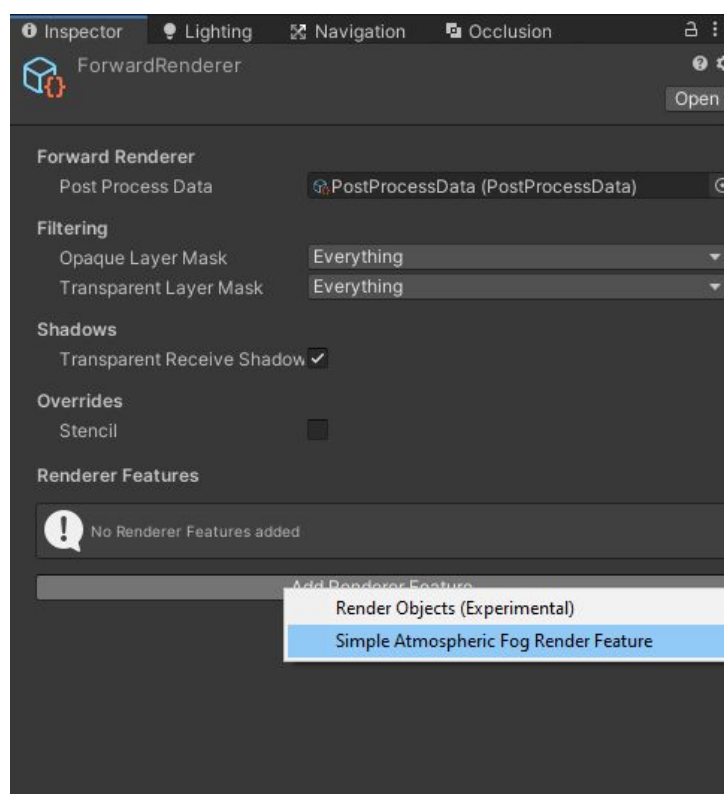# **Get Started**

1 - First Enable Depth Texture in your Universal Render Pipeline Asset

2 - Add The SimpleAtmosphericFogRenderFeature in your Render Data

3 - Create a Post-processing volume and add SimpleAtmosphericFog