# Dynamic Fog & Mist

Kronnect

# Contents

# Introduction

**Thanks for purchasing!**

**Dynamic Fog & Mist** is a full-screen image effect that adds live, moving **Fog**, **Mist** and **Sky Haze** to your scenes making them less dull and boring.

This asset contains 3 shader variants and is **compatible with mobile and VR projects**.

# Demo Scenes

Just load any demo scene included and click "Play". In FPS demos you will be able to move around using WASD or cursor keys. Press spacebar to jump, F to change fog style and T to toggle on/off the fog.

The Fog Of War demo scene allows you to "Cut" the fog as you pass through it (press "C" to enable fog cutting mode).

You can delete the Demo folder entirely or ignore it when importing the asset into your project.

# Quick Start

1. Add the DynamicFog script to your main camera in your scene.

2. Choose one of the preset and that's all!

You can of course customize any of its parameters to match your game mood and requirements.

# Special Features

## Fog Volumes

You can define special zones (fog volumes) where fog alpha will automatically change. Create a fog volume from the menu GameObject / Create Other / Fog Volume. Position the fog volume over the desired area, edit the collider bounds and set the desired fog alpha and transition duration in the inspector.

## Fog of War

You can also set any number of void areas just calling **SetFogOfWarAlpha** method of the Volumetric script. Just pass the world space position, the radius and the desired new alpha for the fog. Just make sure the center and size of the fog of war (configured in the inspector) are properly set (by default the fog of war is centered on 0,0,0 with a size of 1024x1024).

Call **ResetForOfWar** to reset the cleared areas back to normal.

## Gradient Fog

Dynamic Fog & Mist exposes two color selectors to create artistic fog gradients. Just experiment with them!

# Enhanced compatibility

## Compatibility with Gaia

Dynamic Fog & Mist is also available from Gaia's Extension Manager. You will find a list of convenient buttons that configures and select the different presets of Dynamic Fog & Mist in just one click.

# Support

**Please visit kronnect.com for questions, support and more info.**

# FAQ

**How can I render the fog behind particles?**

Just edit DynamicFog.cs and add [ImageEffectOpaque] before OnRenderImage method.

# Change Log

V1.7:
- Enhanced fog blending for desktop variant
- Fog is now clipped above fog height, saving GPU cycles when using low fog
- Added option "Clip under baseline height"
- Fixed "fog soup" issue when using low camera far clip values

V1.6.1:
- Added compatibility with Gaia Extension System

V1.6:
- Added max distance and max distance falloff parameters.
- Added support for second color to mobile shaders.

V1.5:
- Support for custom void areas ("Fog of War"). See demo scene 4.
- New secondary color to create artistic/gradient fog effects.

V1.4:
- Compatibility with RenderTexture targets

V1.3:
- New option to specify a baseline for the height of the fog

V1.2:
- Support for fog volumes
- Improved performance (even more!)
- Fixed non-advanced fog shader to take into account new sky alpha setting

V1.1:
- Fixed opaque sky haze issue with billboard trees

V1.0
- Initial release

# Complementary Assets

**Don't miss these other assets to enhance your game experience. Visit kronnect.com to learn more about these and other amazing assets!**
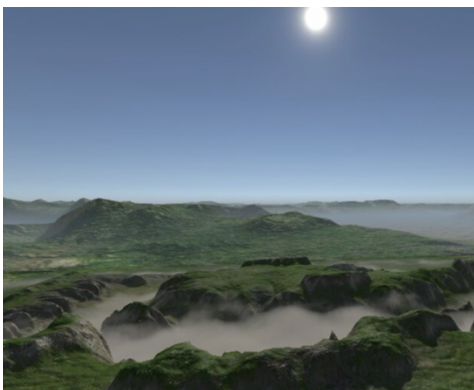
## Compass Navigator Pro



**Compass Navigator Pro** adds a "Skyrim"-like compass bar to your UI, including smooth fade in/out, various bar designs, +11 icons in two variations (+22 icons) and nice features.

http://kronnect.me/unity/w3/portfolio-asset-compass-navigator-pro.html
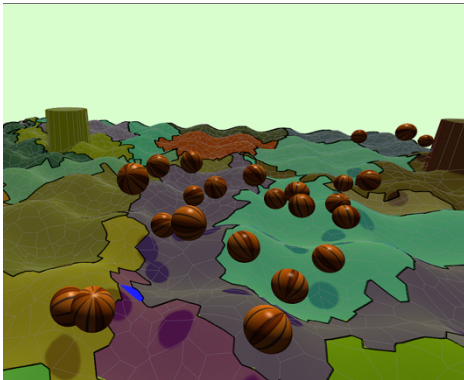
## Volumetric Fog & MIst



Volumetric Fog & Mist is the enhanced version of **Dynamic Fog & Mist (which is also included in the package)** and has been designed to provide a better looking fog and **cloud formations with support of lighting and glow effects**.

http://kronnect.me/unity/w3/portfolio-asset-volumetric-fog.html

# Terrain Grid System



**Terrain Grid System** is an advanced grid generator and territory/cell highlighter/fader for both **Terrain and 2D grids**.