LushkinR - Vertical Fog Shader – URP

Contents

Requirements

1. Make sure your project is setup as URP project, if not please install the URP version to your project. To do so:
   1) Go to Package Manager
   2) Search for Universal RP on the list
   3) If your version if under 7.2.1:
      - Click on Universal RP
      - Click the arrow on the left side to show more options
      - Click on newer version number that just showed
      - Click 'Update to <verion_you_selected>' on the right side under description of package

2. Now, we have to make sure that depth texture and opaque texture option is enabled:
   1) Go to your URP settings files (usually they should be in the folder called Settings folder in the Project inspector)
   2) In every settings file (UniversalRP-HighQuality, UniversalRP-LowQuality, UniversalRP-MediumQuality), make sure option called Depth Texture and option called Opaque Texture is checked.
   3) When you enabled Opaque Texture option you can see you can choose Opaque Downsampling option 4x Bilinear is the fastest, "None" is the slowest but will make the fog look the best. Setting this option is up to you and your performance preferences.
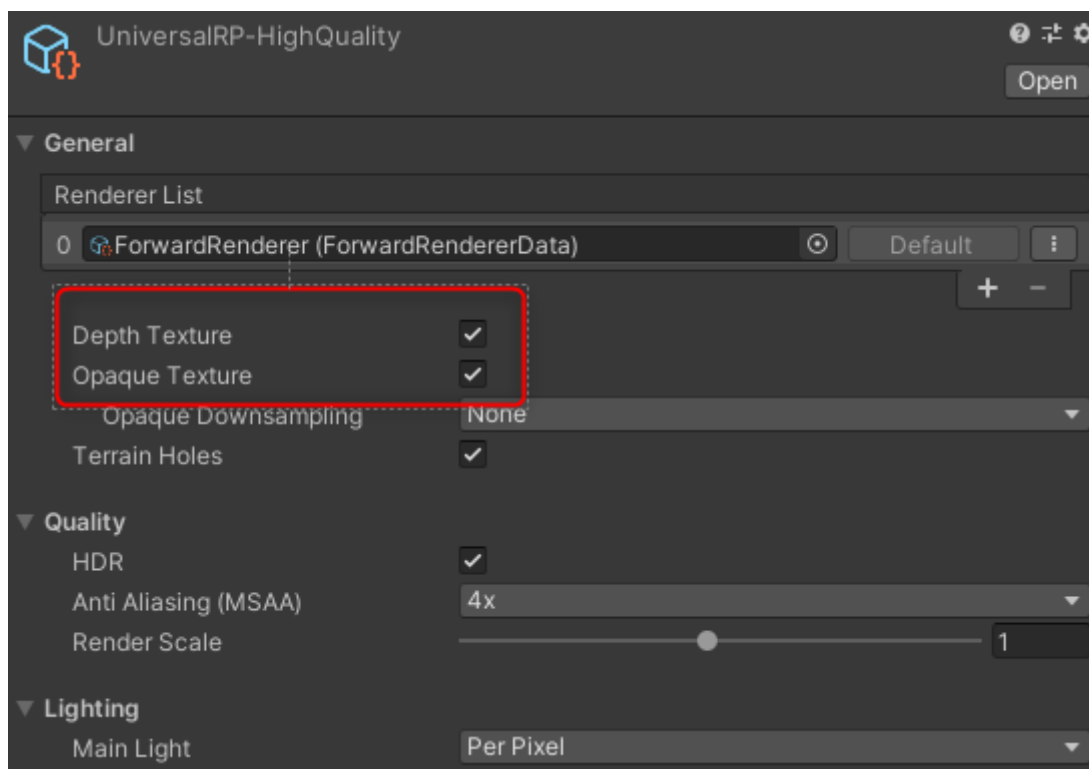
3. In the same setting files enable HDR in the Renderer Settings
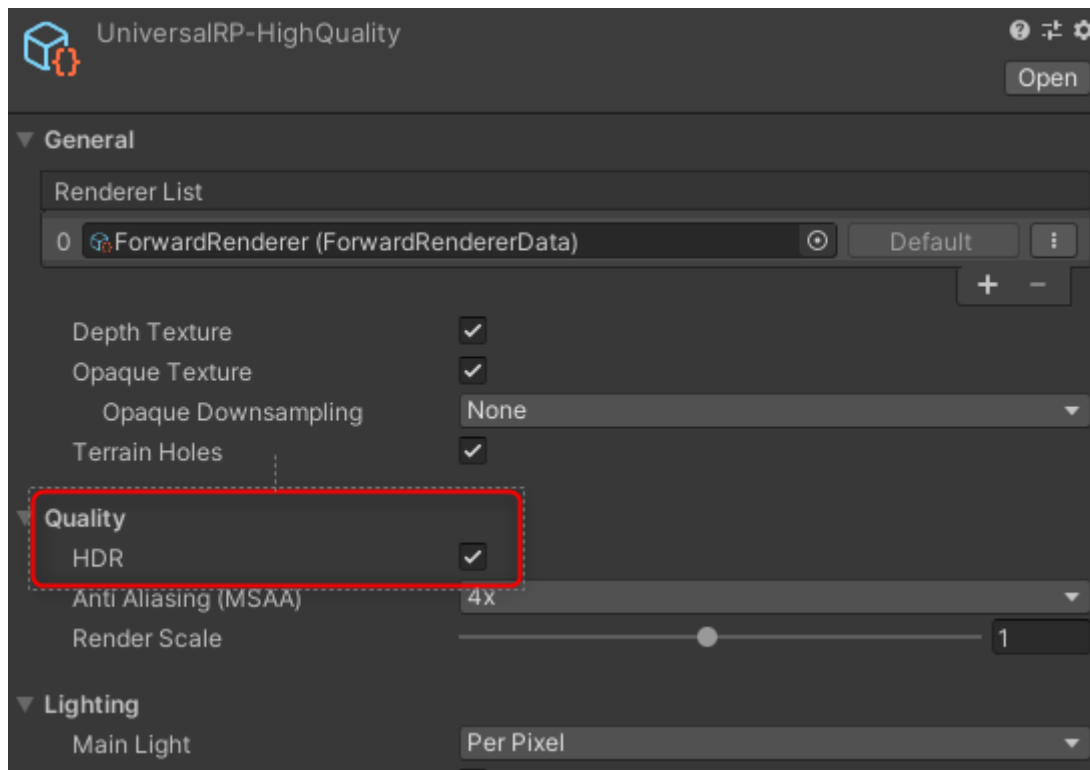
II. Setup

Create a material from the FogShader (or use the existing one located in material folder) and apply it to a Plane 3D object. You can change the fog color from material properties (as its density).

III. Camera

Both Perspective and Orthographic camera configuration are supported.
You can enable Orthographic support on the material.