



Elias Wick - Advanced Fog (5.2+) Unreal Engine

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Elias Wick - Advanced Fog Unreal Engine:

Advanced Fog is a powerful tool for Unreal Engine that enhances the visual atmosphere of any project by adding realistic fog, clouds, and ambiance. It includes over 25 textures and 9 materials, offering customizable parameters for various fog effects, from light haze to dense mist or dramatic stormy scenes. The package also features three post-process materials and three fog cards, allowing for precise control over fog placement and density. With its wide range of volumetric fog effects, Advanced Fog enables users to fine-tune the color, density, and behavior of fog, elevating the realism and immersion of their environments.

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