



Unity Asset - Fog Volume 3 v3.4.5

2025-02-10 16:57:26

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Exclusively compatible with Unity's Built-in Render Pipeline, Fog Volume 3 is a comprehensive volumetric fog renderer tailored to simulate diverse atmospheric effects. It provides extensive control for fine-tuning both visual aesthetics and performance optimization. For more detailed information, please refer to the accompanying documentation.

- Light Halo Rendering
- Self-Shadowing Effects
- In-Scattering Simulation
- Support for Point Lights
- Volume Shadows Rendering
- Projected Soft Shadows
- Animated Clouds
- Light Absorption Effects
- Lambert Diffuse Shading
- Integration of Distance Fields Technology



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