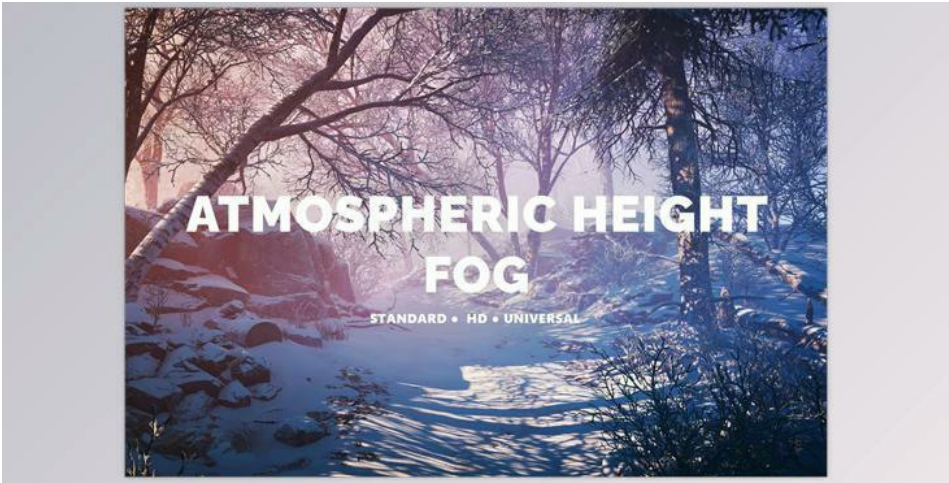


## Unity asset - Atmospheric Height Fog Optimized Fog for Consoles Mobile and VR v3.1.2

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### Unity asset - Atmospheric Height Fog Optimized Fog for Consoles Mobile and VR v3.1.2:

#### Render Pipeline Compatibility:

- **Built-in Render Pipeline:** Unity's default render pipeline, offering a general-purpose solution with limited customization options.
- **Universal Render Pipeline (URP):** A Scriptable Render Pipeline providing quick and easy customization for optimized graphics across various platforms.
- **High Definition Render Pipeline (HDRP):** A Scriptable Render Pipeline enabling the creation of cutting-edge, high-fidelity graphics on high-end platforms.

#### Overview:

Experience simple yet stunning height fog effects with directional light and animated noise support. This height fog solution delivers a volumetric-like effect while maintaining efficient computation. Developed with Amplify Shader Editor, the shaders are easily customizable to suit your specific requirements. Seamlessly integrate fog support into any transparent shader using functions compatible with Amplify Shader Editor, Shader Graph, or custom-written shaders.

- **Easy Setup:** Streamlined setup process for quick implementation.
- **Distance-based Fog:** Fog intensity varies based on distance.
- **Dual-color Fog:** Customizable fog colors for added visual impact.
- **Height-based Fog:** Fog density changes with height, enhancing depth perception.
- **Directional Light Fog:** Interacts dynamically with directional lighting.
- **Fog Axis Selection:** Choose the fog's orientation axis for flexibility.
- **3D Animated Noise Support:** Animated noise patterns for dynamic fog effects.
- **Volume Blending Support:** Seamless blending with the environment for realistic transitions.
- **Fog Presets:** Pre-defined fog configurations for convenience.
- **Basic Time of Day:** Day-night interpolation for basic time-of-day effects.
- **Zero Global Keywords Usage (2019.1+):** Optimized for efficient performance.
- **Shader Editor Integration:** Functions for Amplify Shader Editor and Unity Shader Graph to easily add fog support to transparent shaders.
- **UI Default Shader Support:** Height fog integration for world space canvas in UI.
- **VR Support:** Compatible with virtual reality applications.
- **Forward and Deferred Support:** Compatibility with both rendering methods.
- **Perspective and Orthographic Support:** Works seamlessly in both perspective and orthographic views.
- **Scene View Visibility Support:** Fog rendering in scene view for enhanced editing.
- **Basic Demo Scene Included:** Sample scene provided for easy demonstration.

#### Limitations:

- **SM2 Devices Not Supported:** Requires more advanced graphics hardware.
- **Higher-end Mobile Devices Recommended:** Optimal performance on modern mobile devices.
- **Single Directional Light Support:** Limited to one directional light source.
- **No Support for Point Lights and Spotlights:** Only directional light is supported.
- **Not True Volumetric Fog:** Simulates volumetric effect without full volumetric rendering.
- **Depth Texture Rendering Required:** Relies on depth texture for rendering.
- **Visual Artifacts with Transparent Objects:** Manual setup required for proper rendering.



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- **HDRP Raytracing and Pathtracing Not Supported:** Limited compatibility with specific HDRP features.
- **MSAA May Cause Visual Artifacts:** Multi-sample anti-aliasing compatibility issues.
- **Officially Supported on Latest LTS Unity Versions Only:** Compatibility may vary with older Unity versions.

Experience the beauty and simplicity of height fog effects with this versatile solution, enhancing the atmospheric quality of your scenes with ease.



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