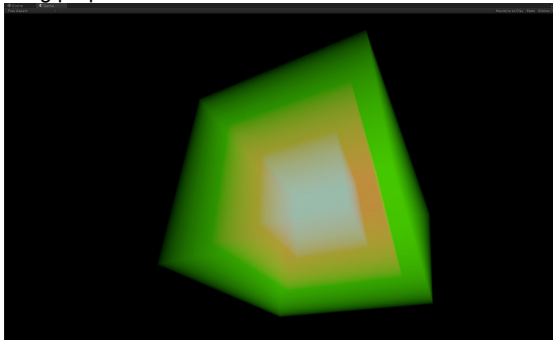# Fog Volume

Revision 1 January 2014
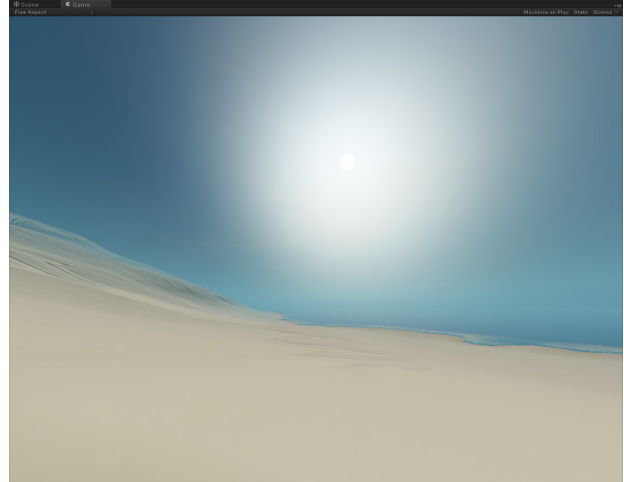
Abstract

Implementation of Box Fog Volume. It consists of a raymarching shader, without any use of RenderToTexture functions

Sample Content
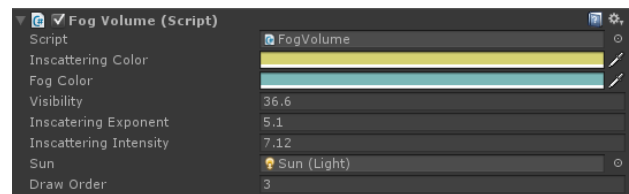
An example scene is included as well as an online demo for testing purposes.

References

Ray Tracing: intersection and shading
Implementing Ray Tracing on GPU : Part 1

Usage

The Volume can be created by pressing GameObject/Create Other/Fog Volume

Visibility: controls how dense the fog is
Inscattering Exponent: controls how wide incomming light is
Inscattering Intensity: adjust its color intensity
Sun: sets the incomming light
Draw Order: allows you to sort intersecting volumes