

Colorful Fog

Usage

Attach the Colorful Fog component on the desired camera. Tweak the exposed parameters to your liking.

Scripting

```
//Get an instance of ColorfulFog.
ColorfulFog colorfulFog = GameObject.FindObjectOfType<ColorfulFog>();

//enable/disable fog
colorfulFog.distanceFog = true;
colorfulFog.heightFog = false;

//setting fog mode,
//this determines how the fog falloff is calculated.
colorfulFog.fogMode = FogMode.Exponential;
colorfulFog.fogMode = FogMode.ExponentialSquared;
colorfulFog.fogMode = FogMode.Linear;

//setting the density of the fog,
//mainly for Exp/Exp2 but has some effect on height fog.
colorfulFog.fogDensity = 0.05f;

//setting the span of linear fog.
colorfulFog.fogStart = 50f;
colorfulFog.fogEnd = 100f;

//setting radialDistance,
//this determines if the fog is plane based or radial/arc based.
colorfulFog.useRadialDistance = true;

//setting start distance,
//i.e. how many units the fog is pushed away from the camera.
colorfulFog.startDistance = 15f;

//setting coloringMode.
colorfulFog.coloringMode = ColorfulFog.ColoringMode.Solid;
colorfulFog.coloringMode = ColorfulFog.ColoringMode.Gradient;
colorfulFog.coloringMode = ColorfulFog.ColoringMode.Cube;
colorfulFog.coloringMode = ColorfulFog.ColoringMode.SimpleGradient;
colorfulFog.coloringMode = ColorfulFog.ColoringMode.GradientTexture;

//setting a single color,
//make sure coloring mode is ColoringMode.Solid or this wont have any effect.
colorfulFog.solidColor = Color.grey;

//setting simple gradient colors,
//make sure coloring mode is ColoringMode.SimpleGradient or this wont have any effect.
colorfulFog.skyColor = Color.white;
colorfulFog.equatorColor = Color.black;
colorfulFog.groundColor = Color.white;

//setting cubemap,
//make sure coloring mode is ColoringMode.Cube or this wont have any effect.
colorfulFog.fogCube = someCubemap;

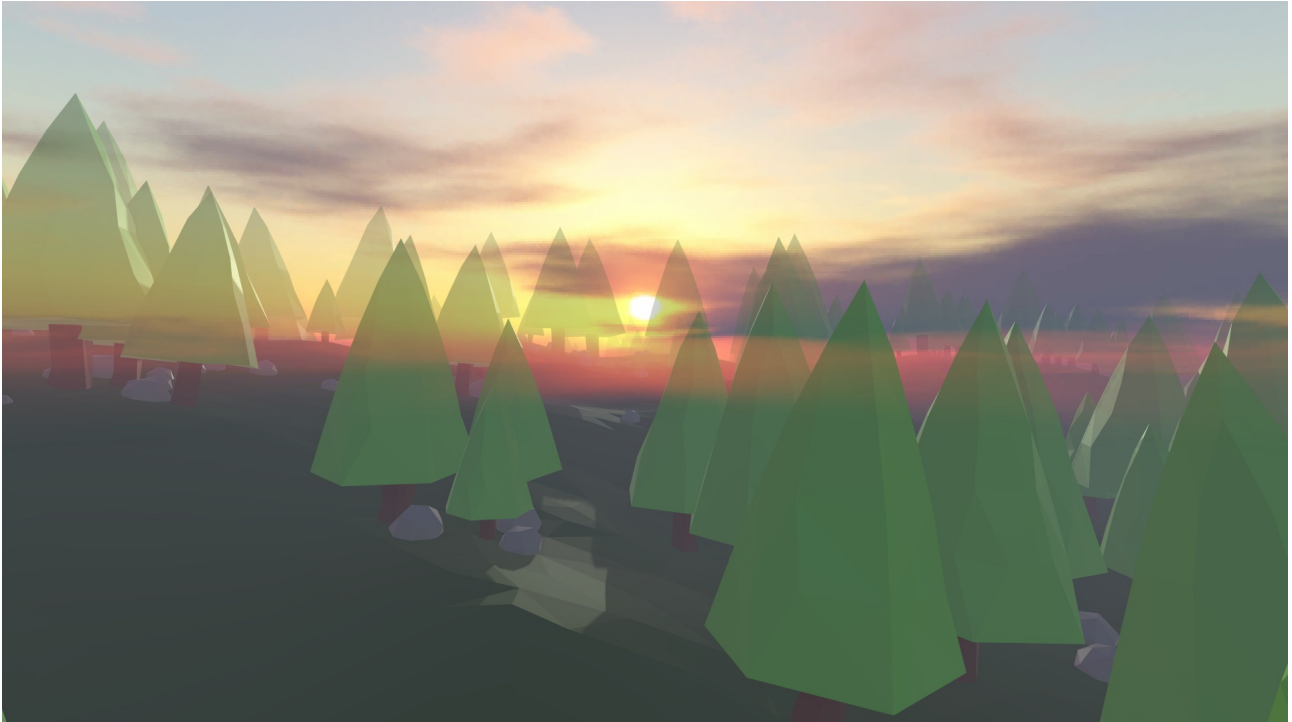
//setting gradient,
//make sure coloring mode is ColoringMode.Gradient or this wont have any effect.
colorfulFog.gradient = someGradient;
colorfulFog.ApplyGradientChanges();

//setting gradientTexture,
//make sure coloring mode is ColoringMode.GradientTexture or this wont have any effect.
colorfulFog.gradientTexture = someTexture;

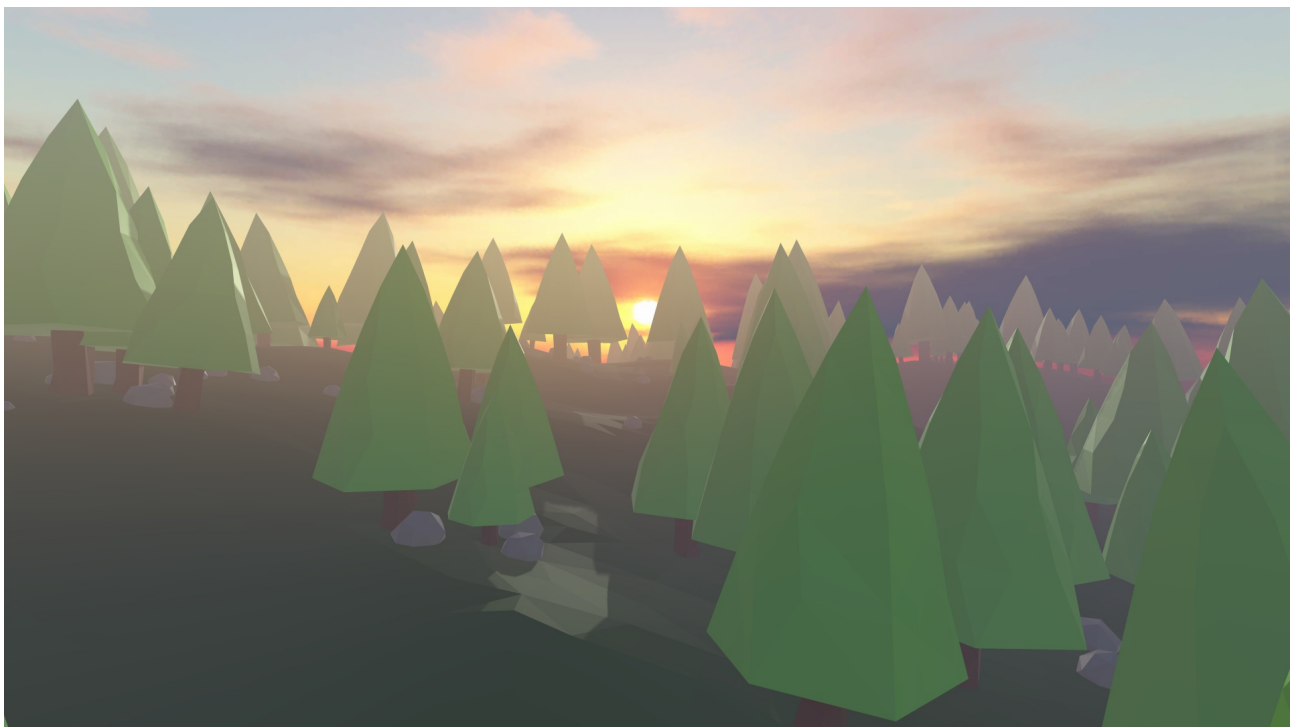
//if target platform doesn't support depth texture:
colorfulFog.useCustomDepthTexture = true;
```

Tips

If you are using your skybox cubemap as input for the fog effect, try blurring it a little for better results.



This is the example scene with its skybox used to color the fog. Though this method could work if the supplied skybox doesn't contain any high contrast elements. But in this case it looks awful. For example the sun and clouds are visible through trees.



This is the example scene with a blurred version of the skybox used to color the fog. A huge improvement in visual quality. We no longer have these high contrast elements from the original skybox in the fog. What we are left with is a nicely colored fog that gives a little more atmosphere to the scene. For example we get a sense of light scattering in the fog if you look towards the sun.

Notes

I used AMD CubeMapGen for blurring the skybox in the example scene, but you can use whatever tools you are comfortable working with.

<http://developer.amd.com/tools-and-sdks/archive/legacy-cpu-gpu-tools/cubemapgen/>