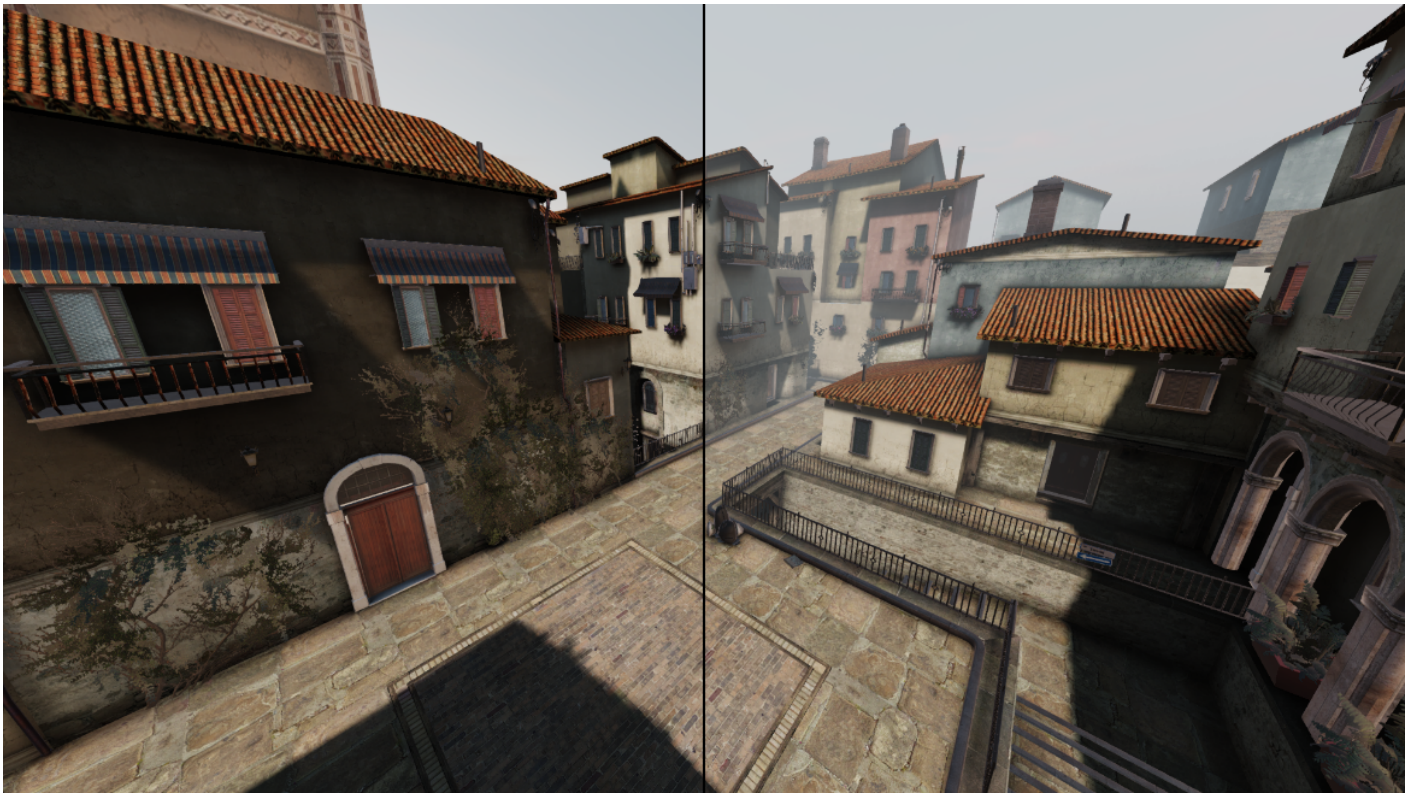
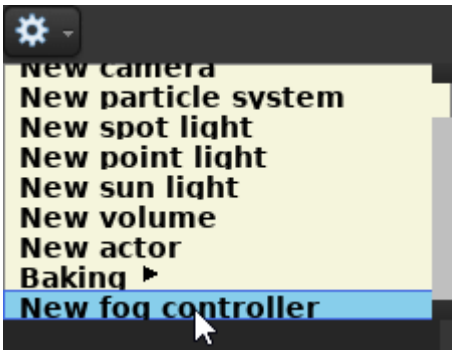
Fog

> Fog is currently only available for the Pragma renderer. To get a similar effect with Cycles/LuxCoreRender, see Volumetric Lighting.

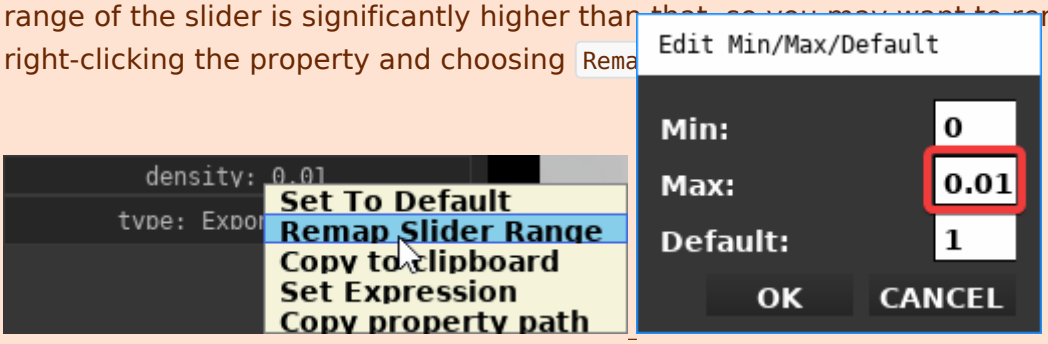


To add fog to your scene, click the -button in the actor editor and select `New fog controller`. If the option is not available, you probably already have a fog controller actor in your scene (only one is allowed).



Now select the `fog_controller` from the component list of the new actor, and you will see a number of fog options appearing on the right:

- **start**: Start distance of the fog in game units, only has an effect if the fog type is `Linear`.
- **end**: End distance of the fog in game units, only has an effect if the fog type is `Linear`.
- **density**: How dense the fog should be. The meaning of the value is dependent on the fog type.
- **type**: The type of fog. Exponential fog creates more realistic results.

> When using the exponential fog, the `density` value should be **very** low (< 0.01). The default range of the slider is significantly higher than that, so you may want to remap the range by right-clicking the property and choosing `Rema`
>
> 
>

The fog color can be changed via the `color` component of the same actor.

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