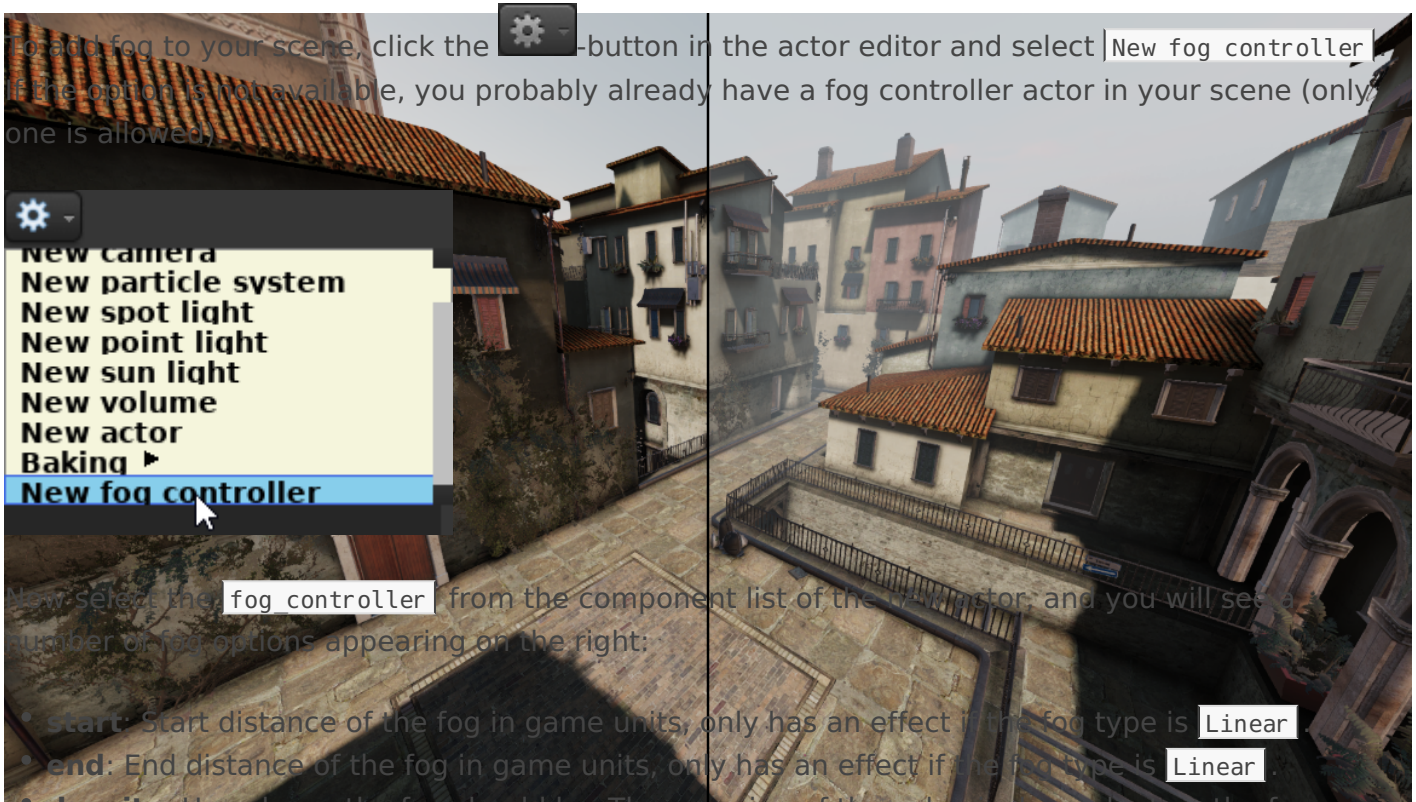


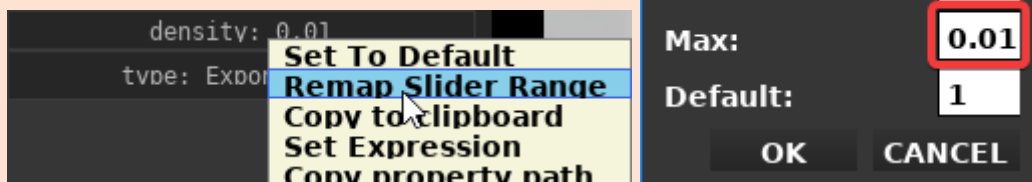
Fog

Fog is currently only available for the Pragma renderer. To get a similar effect with Cycles/LuxCoreRender, see [Volumetric Lighting](#).



- **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 **Remap**.



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

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