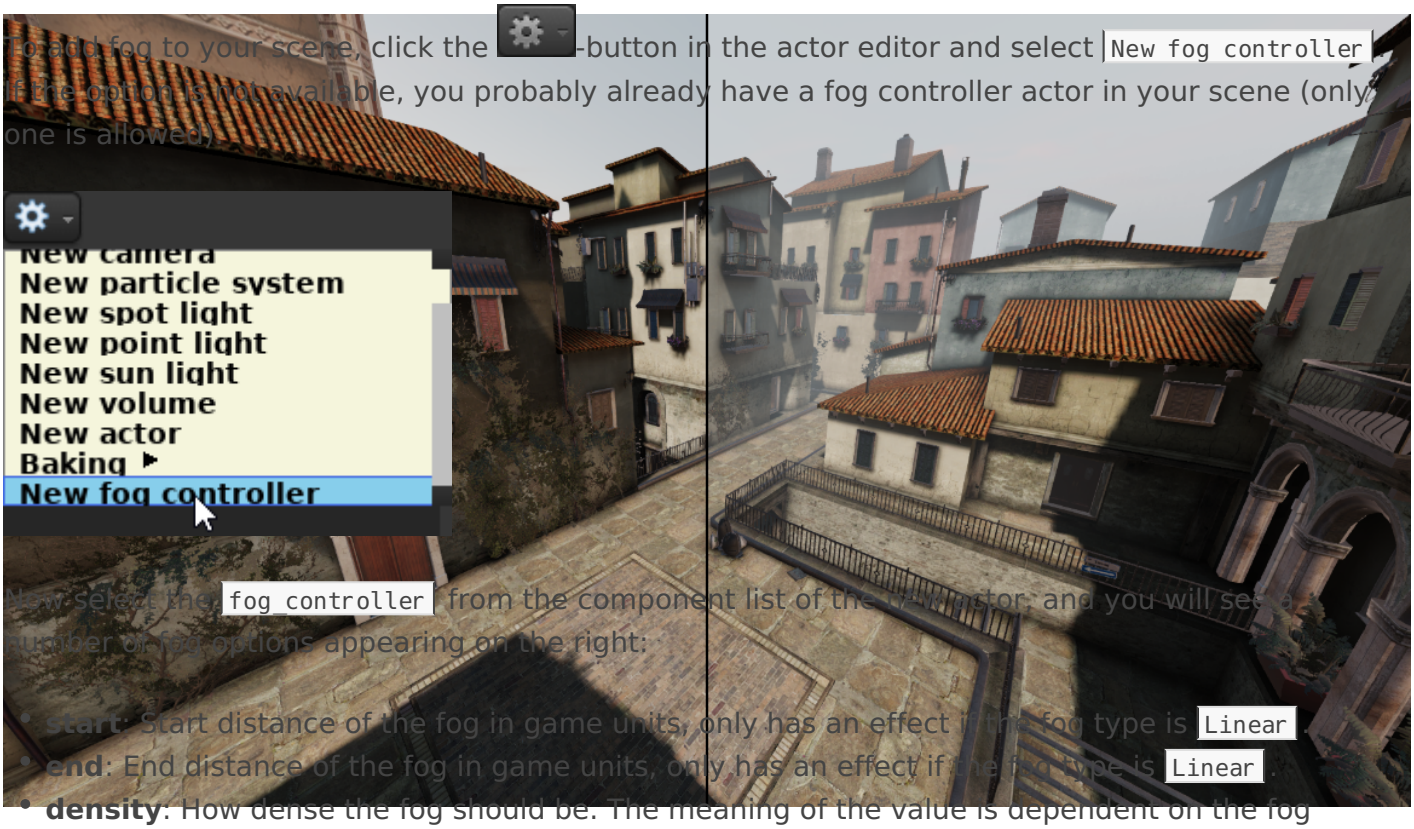
Fog

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

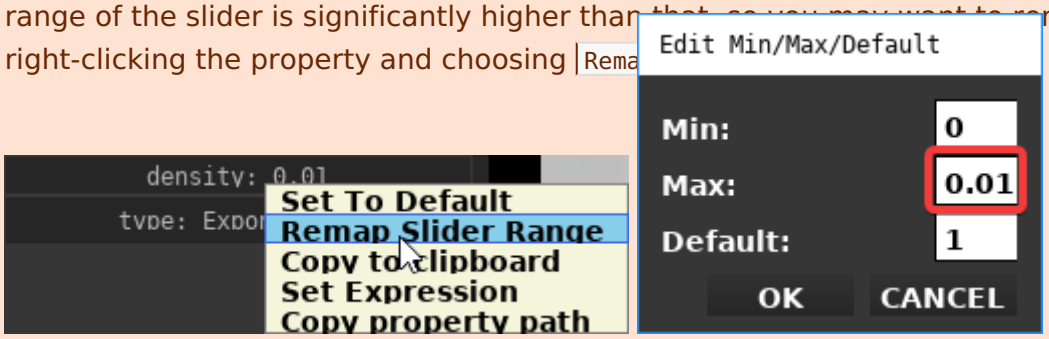


To add fog to your scene, click the -button in the actor editor and select `New fog controller`. If the option is not available, you probably already have a fog controller actor in your scene (only one is allowed).

Now select the `fog controller` from the component list of the 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.

Revision #7

Created 21 July 2022 13:18:23 by Silverlan

Updated 27 August 2022 14:26:40 by Silverlan