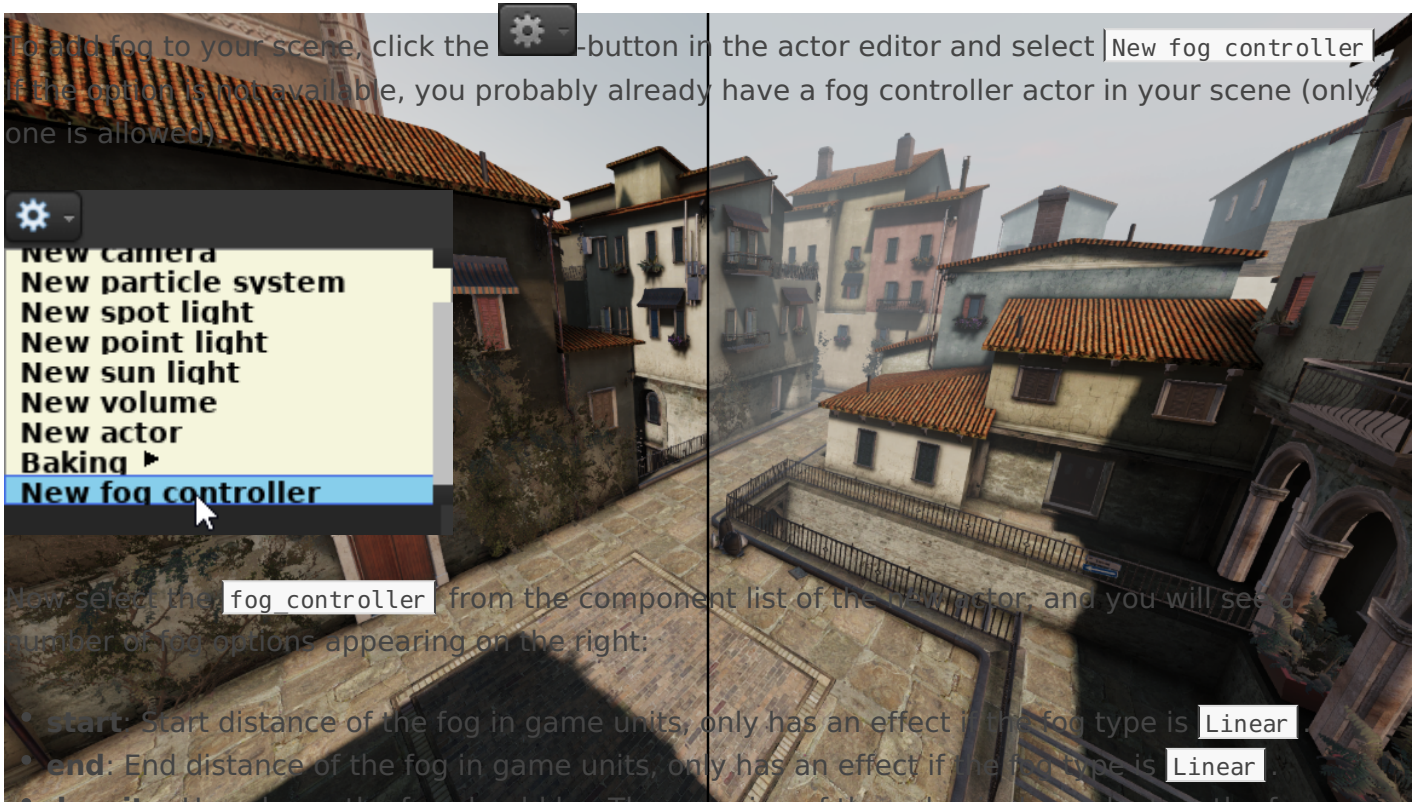
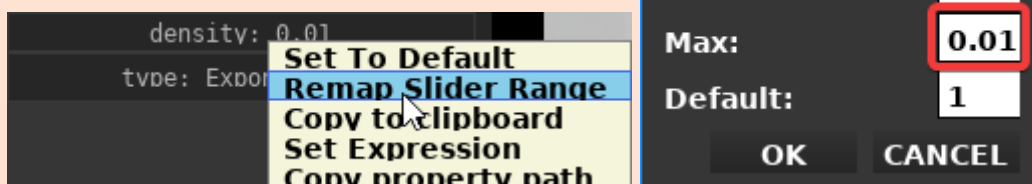


# Fog

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



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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