Fake Fog Preset Pack Documentation

1. Welcome to the Fake Fog Preset Pack!

Thank you for purchasing the Fake Fog Preset Pack! This collection provides a variety of pre-configured fog settings, designed to jumpstart your environmental design using the powerful **Fake Fog** asset in Unity. These presets are crafted to help you achieve stunning atmospheric effects quickly and efficiently, from eerie nightscapes to vast desert vistas and even underwater rendering.

2. Requirements

This asset pack *requires* the original "Fake Fog" Unity Asset to function. Please ensure you have "Fake Fog" installed in your Unity project before importing this preset pack.

- **Fake Fog Asset Link:** Buy it
- **Unity Version:** Compatible with Unity 2021.3 LTS or higher (or as specified by the Fake Fog asset).
- Need to be unity URP render pipeline

3. Installation

1. **Ensure Fake Fog is installed:** Open your Unity project and confirm that the "Fake Fog" asset is already imported.
2. Make sure core Fake Fog pack is working (specially screen space fog scene)
3. **Locate Presets:** After successful import, the presets will be located under: `Assets/Cody Dreams/FakeFogPresets/` (or a similar folder structure, adjust as per your package setup).
4. You may remove this preset pack and install the fake fog pack if you have any problems. Then again reimport this preset pack (due to dependencies)

4. Using the Presets

Applying a preset from this pack is straightforward:

1. **Load one of scenes from the preset pack**
2. **Go to :** `Tools/Cody Dream/Fake Fog/Fog Applier`
3. Browse the asset path and select the .asset file in the Fog preset Asset root folder (not one of sub folders).
4. **Assign Missing Materials:** If any material references appear missing in fog applier window , manually assign them in the `Fog Applier` tool's material slots:" `Element 0`: Assign the `Screen Space Ground Fog Material`.

`Element 1`: Assign the `Screen Space Normal Fog Material`.
(These materials are typically found within the core Fake Fog asset's `Materials` folder.)

5. Then Select one index in the field Selected Fog DataSet and press Apply
Note there are specific index for scenes
`Under Water Scene - 0`
`Death Vally Scene - 1`
`Desert Scene - 2`
`Night Scene - 3`

5. Included Presets

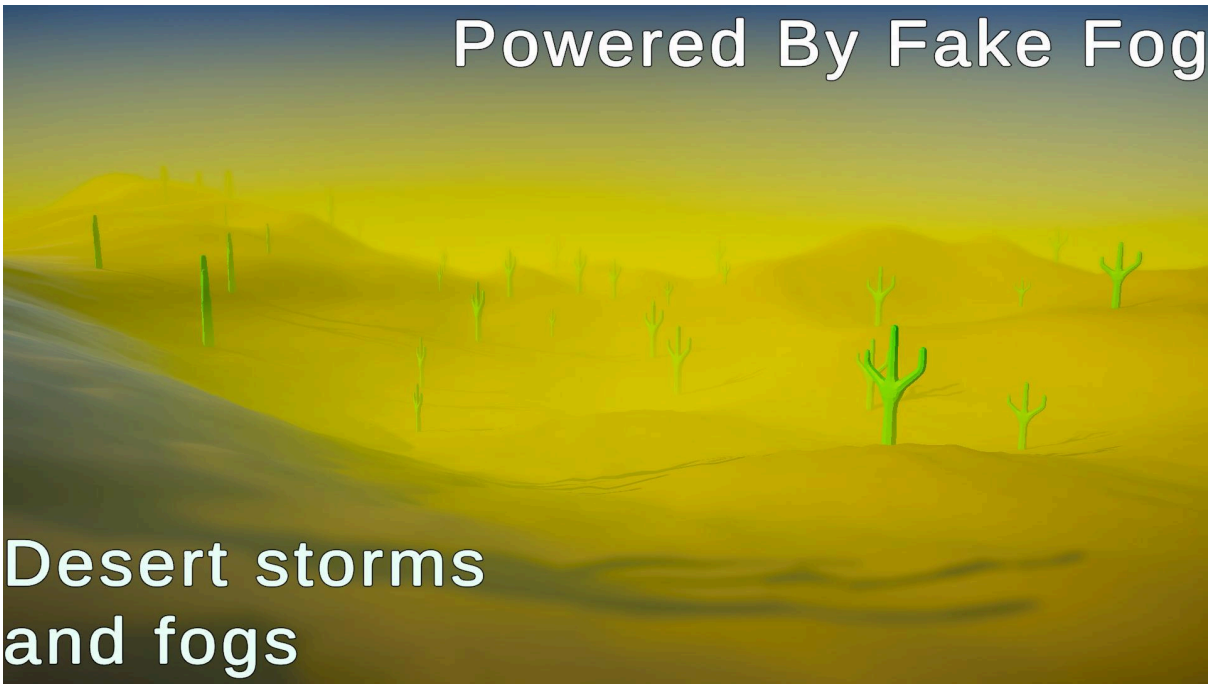
This pack includes the following carefully crafted fog presets:

5.1. Death Valley Fog

- **Description:** This preset creates a dense, low-lying fog effect reminiscent of a deep valley or mountainous terrain. It features a cool, subtle blue-green hue, ideal for creating a mysterious or natural, misty atmosphere in environments with varying elevations, such as forests or canyons. Also to indicate toxicity stuff
- **Best Used For:** Mountainous scenes, forest environments, atmospheric canyons, or any scene requiring a thick, ground-hugging fog.
- **Visual Reference:**

5.2. Desert Storms and Fogs

- **Description:** Designed to archive the dusty, hazy conditions of a desert during a sandstorm or a humid, low-visibility desert morning. This preset features warm, yellowish tones that blend seamlessly with desert landscapes, adding depth and a sense of vastness.
- **Best Used For:** Desert environments, arid plains, dusty landscapes, or scenes requiring a hot and dry atmospheric feel.
- **Visual Reference:**



5.3. Night Time Fog

- **Description:** A classic dark, ethereal fog preset perfect for nocturnal scenes. It provides a dense, volumetric effect with deep blues and subtle grays, enhancing the mystery and mood of a night environment under moonlight or minimal light sources.
- **Best Used For:** Horror games, moody night scenes, mysterious forests, or any dark environment requiring a strong atmospheric presence.

- **Visual Reference:**

5.4. Underwater Rendering Preset

- **Description:** This preset showcases Fake Fog's capability for underwater environments. It try to archive the natural light scattering and haziness found in water, providing a convincing underwater visual experience with appropriate coloration and depth perception. While named a "preset," it emphasizes the core Fake Fog asset's ability to render effectively below the water surface.

  Important Limitation Note: While Fake Fog supports split-view rendering for simultaneous underwater and above-water perspectives (as demonstrated in the image), this preset is best optimized for static or gently undulating water surfaces. Significant wave activity might visually disrupt the illusion.

- **Best Used For:** Any underwater level, swimming sections, or aquatic environments where convincing water visibility is required.

- **Visual Reference:**

6. Troubleshooting & Support

- **Presets not loading?** Ensure you have the latest version of the "Fake Fog" asset installed in your project.
- **Fog not appearing?** Double-check that the Fake Fog object is active in your scene and that its layer is correctly set up with your camera's culling mask.
- **Performance Issues?** Optimizing fog rendering involves balancing the amount of fog geometry and minimizing overdraw. Be mindful that additional material passes can also contribute to lower performance; careful balancing of these settings is recommended for optimal results.

If you encounter any issues or have questions, please don't hesitate to reach out!

- **Cody Dream Website:** https://codydream.github.io/Cody-Dream/index.html
- **Discord Community:** https://discord.com/invite/97dcQ6m8aS

We are open for collaborations. If you require paid support, please don't hesitate to reach out to us via our Discord server.

7. License and Legal

This asset pack is provided under the standard Unity Asset Store EULA. You are free to use these presets in your commercial and non-commercial projects. Redistribution of the presets or the Fake Fog asset itself is prohibited.

*Important Note - For simplicity and compatibility with the core Fake Fog asset's primary setup, this preset pack primarily utilizes two screen-space materials. While Fake Fog itself

supports more advanced multi-material setups, these presets are optimized for a streamlined experience. (this does not mean you can not have more than 2 materials with fake fog , you just have to create new materials and setup the shaders to them and assign them to the fog applier window and render pipeline screen space material pass (a full screen shader)