Camera Distance Fading

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages camera distance fading settings.

Reference

- **Camera Distance Fading** – Manages camera distance fading settings.
  - **Camera Fading** – Opacity by camera distance and direction.
  - **Camera Fading Near Point** – Start point of the fading. Offset to position camera.
  - **Camera Fading Far Point** – End point of the fading.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.