Distance Fog

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages distance fog settings.

Reference

- **Distance Fog** – Manages distance fog settings.
  - **Distance Fog** – Fog by camera distance.
  - **Distance Fog Color (RGB)** – Color of the fog.
  - **Distance Fog Start Position** – Start point of the fog.
  - **Distance Fog Length** – Length of the fog.
  - **Distance Fog Density** – Level of fog in relation the source color.
  - **Use Alpha** – If enabled fog doesn't affect the transparent parts of the source color.
  - **World Distance Fog** – If enabled the fog is created based on a position of the world.
  - **World Distance Fog Position** – World position of the distance fog.

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.