

Creating atmospheric ground-level haze using Volumetric Fog

Volumetric Fog is a High Definition Render Pipeline (HDRP) effect which adds density to the air, enabling the Lighting Artist to create a haze effect.

The Exolab in the demo is a particularly good example of this. Without the Volumetric Fog or any other Post-Processing Effects, the lighting is functional but flat; it doesn't give the sort of immersive, cinematic experience players expect from triple-A games.

The Lighting Artist used the Volumetric Fog effect across both rooms to enhance the atmosphere and create a cohesive experience for the player.

The HDRP Volumetric Fog feature is a vital tool for any Lighting Artist working on high fidelity games in Unity, especially those working to create a mysterious ambience.