

FogSet Update v2

"Voronoi_3D" - textures have been renamed for numerological order!!!

- Volume Shape Mask: Sphere + 4 variation, Cube + 4 variation
- Volume Shape Mask: Sphere Hollow + 3 variation, Cube Hollow + 3 variation
- Volume Textures Voronoi: 4 + 4 tile variation + 2 Combination (+ 8 tile variation)
- Cloud Textures Side Tile: 12 + Normal (+ A-B variation)
- Cloud Textures Up Tile (for Volumetric Fog): 12 (+ A-B variation)
- Shape Mask: + 20 shape mask textures
- Smoke Textures: 4 + 4 Normal (+ A-B variation)
- Smoke Textures Fill: 2 + 2 Normal (+ A-B variation)
- Dust Textures: 8 (+ A-B variation)
- Dust Simple Textures: 4

Niagara System:

- 5 Master for particle (additive (+ normal), mask, translucent (+ normal)).
- Dust Niagara: 7 Examples (+ 7 Dust glow)
- Fog Niagara: 3 Examples
- Smoke Niagara: 6 Examples

Materials:

- Volumetric Fog - Master Materials (additional parameters are supplementary and should not change the already created instance material settings (they are disabled by default)):
- Added additional settings for Edges settings: "Fog_Edges_Center_Shift" and "Fog_Edges_Axis-Shift_Amount".
- Added additional settings for distance field (hiding by height and separate settings by height).
- Added parameter to Mask_1-2: "Mask_1(2)_Smooth/Edges_by_Shape".
- Added additional parameter separate rotation for noise.
- Added additional parameters to Volume_1(2)_Mask: Inner mask - from the basic volume mask.
- Added additional parameters to Volume_1(2)_Mask: "Noise_Fill/Edges_by_Shape".

Instance Materials:

- Added: Instance material with examples of fog walls.
- Added: Instance material with examples interior "Hospital"