

# Foggy Lights

Revision 1.08 December 2018

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Foggy Lights used to enhance neon tubes. Dark City environment by [Manufactura K4](#)

## Abstract

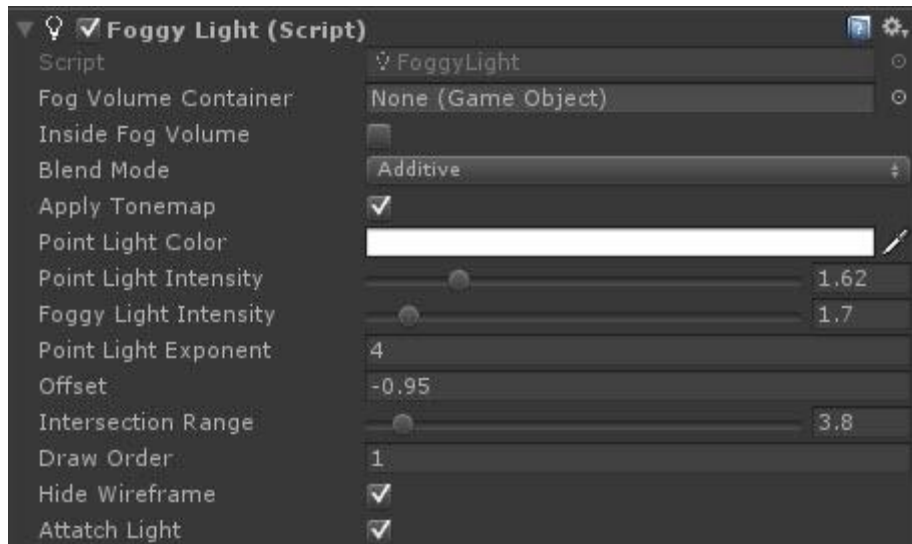
"Foggy Lights" is a visual effect that creates a light halo. It provides you with the option to add a light that matches the glow color and intensity in real time. It takes into account scene depth in order to avoid hard intersections with the environment. You can also offset the effect to make it appear closer or further. Foggy Lights will enhance light sources in your scene as you can see in the image above.



Foggy Lights Editor Icons & key positions

**Built-in pipeline only**

## Interface



Foggy Lights Inspector parameters

A Foggy Light can be created by pressing **GameObject/Create Other/Foggy Light**

## Parameters

### Fog Volume Container

In case you use a Foggy Light inside a [Fog Volume](#), you may want Fog to affect light. As soon as this field is filled, the Foggy Light will be attenuated by distance according to Fog Volume visibility.

### Blend Mode

Allows you to switch between blend modes; additive or alpha blended

### Apply Tonemap

Performs tonemapping operator to the final intensity

### Inside Fog Volume

Turns Fog Volume influence on or off.

### Point light color

Sets the light color.

### Point light Intensity

Sets the light intensity.

### Foggy light Intensity

Sets the fog effect intensity.

### Point light Exponent

Controls the effect size.

**Offset**

Adjusts intersection position with environment.

**Intersection Range**

Used to softer the intersection transition

**Draw Order**

Allows you to sort this object between other transparent objects.

**Hide Wireframe**

Optionally, you can avoid drawing wire-frame.

**Attach light**

Adds/remove a point light component.

## **Scene requeriments**

Assign `EnableDepthInForwardCamera.cs` to your scene camera.