

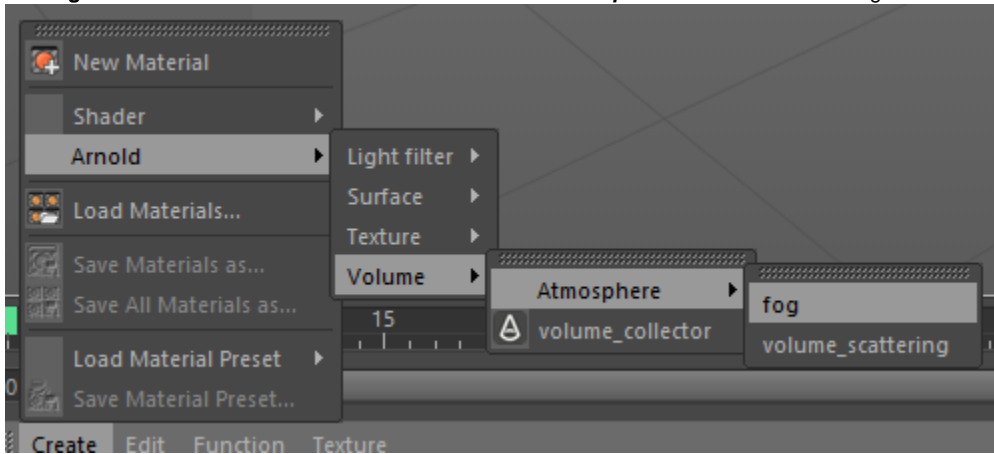
Fog



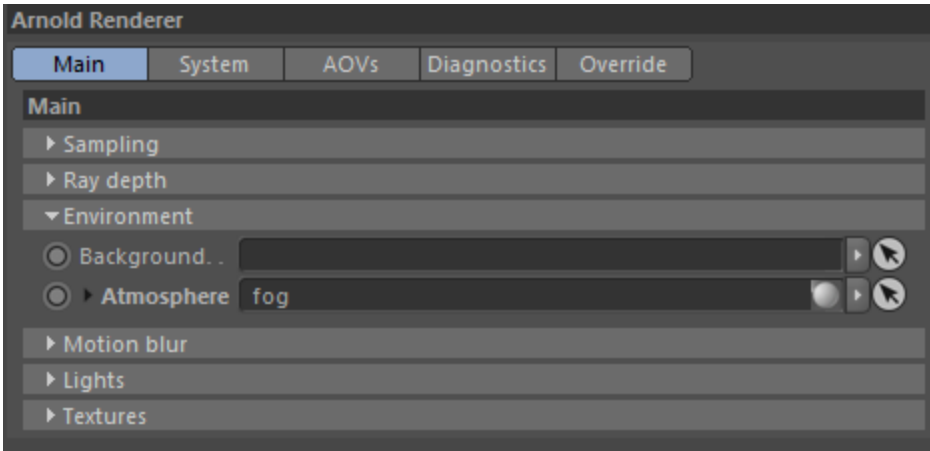
Rollover image

This atmospheric shader node simulates the effect of light scattering, which causes more distant objects to appear lower in contrast, especially in outdoor environments.

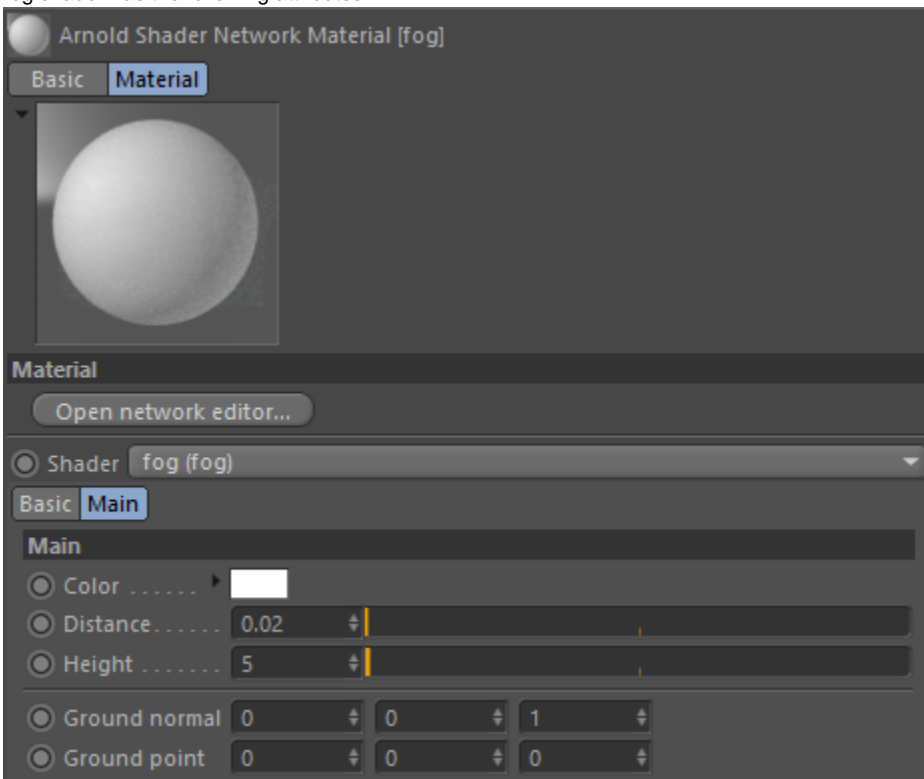
The **Fog shader** can be found under **Arnold > Volume > Atmosphere** in the Material Manager.



Once you have created the fog shader, drag it onto the **Atmosphere** attribute in the **Environment** section of the Main Arnold Renderer settings.



Fog shader has the following attributes:



Color

The color of the fog. Unsaturated values work best.



0.2 0.2 0.2



1 1 1

Distance

Fog distance controls the fog density. Fog density is modeled with an exponential distribution. Smaller values make the fog appear less dense, while larger values make it appear denser.



5 (Z-Axis)



10 (Z-Axis)



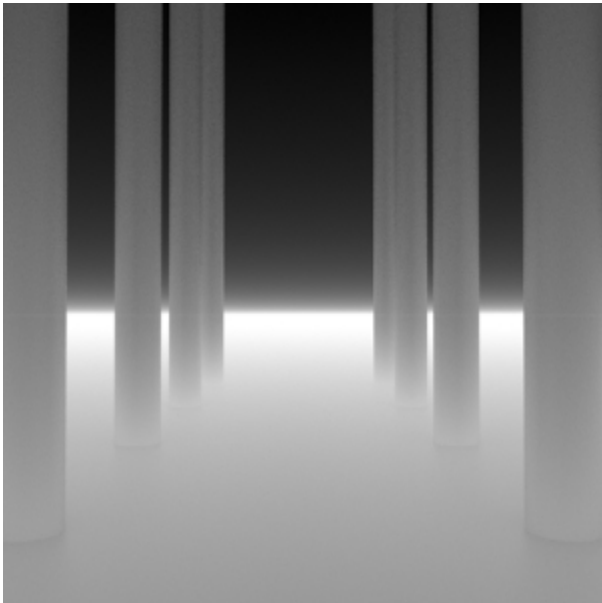
100 (Z-Axis)



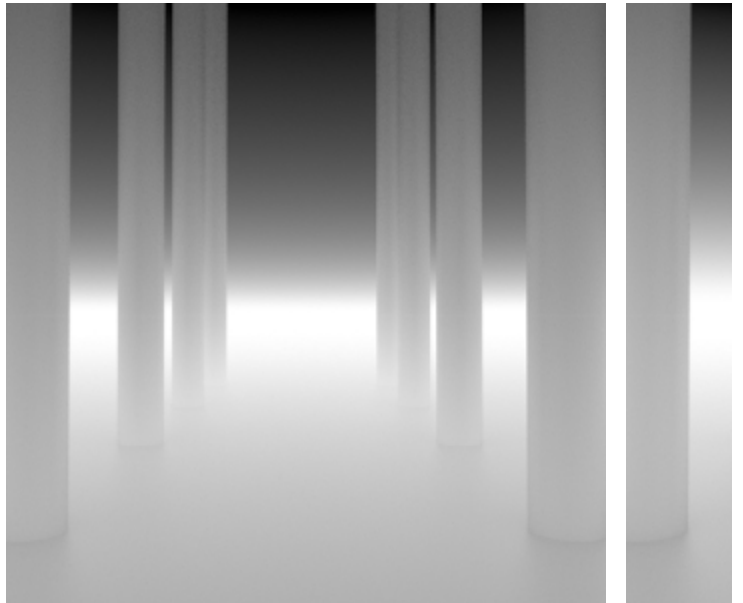
400 (Z-Axis)

Height

This value changes the rate of the exponential decay along the direction axis.



1 (Y-axis)



3 (Y-axis)



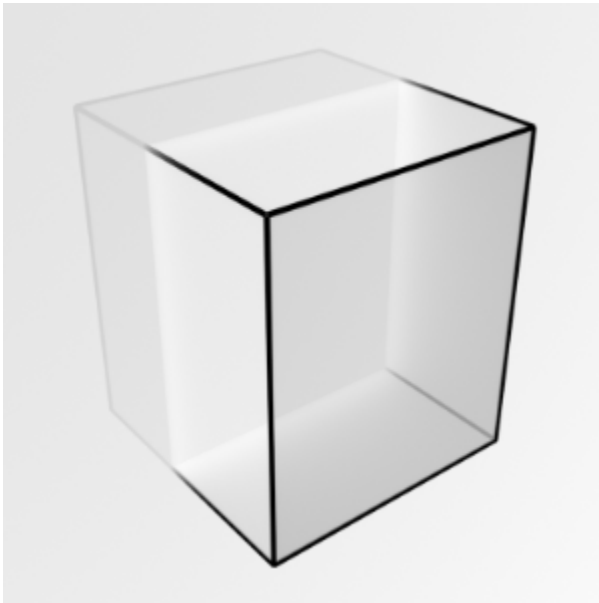
1 (Y-axis)



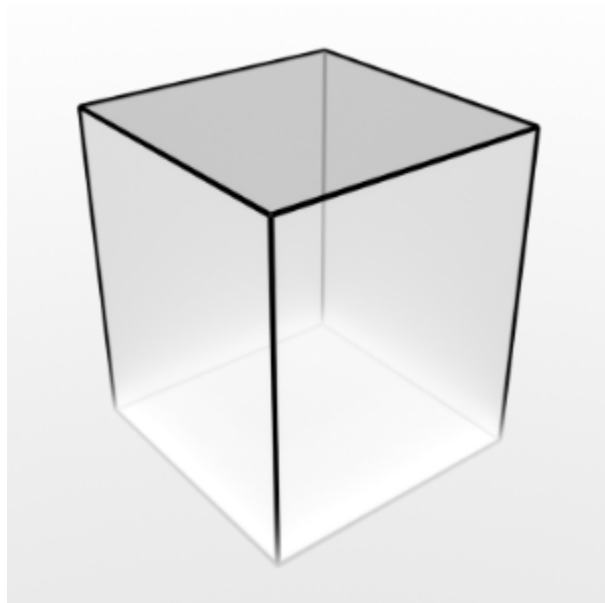
2 (Y-axis)

Ground Normal

Determines the axis for the direction of fog.



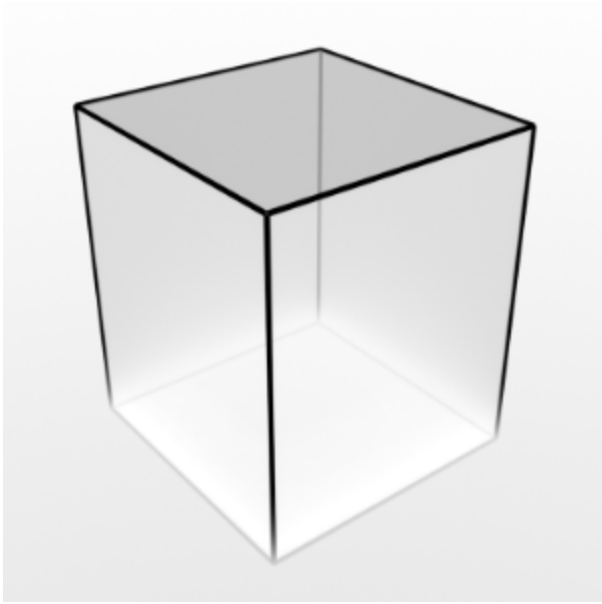
X: 1



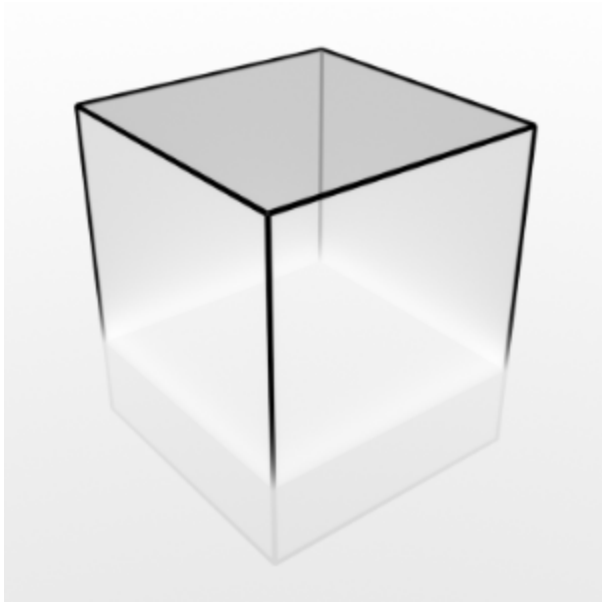
Y: 1

Ground Point

Determines the starting point for the fog along the axis set by the direction.



0 (Y-Axis)



25 (Y-Axis)

