

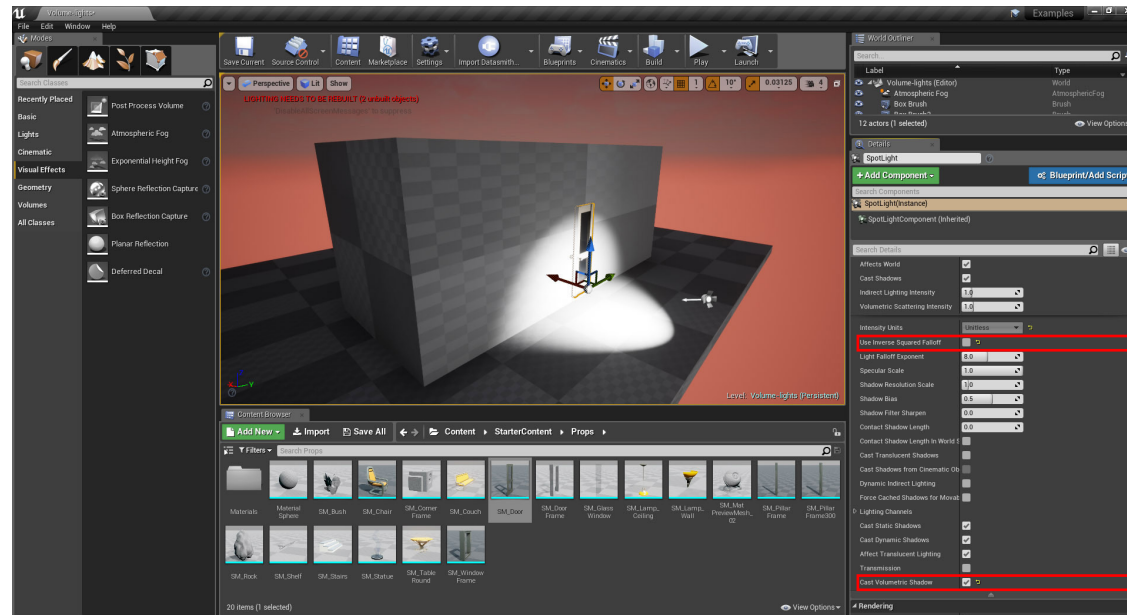
Volume lighting adds drama to your level. It's an easy set up for a lot of value.



Without Volume Lighting

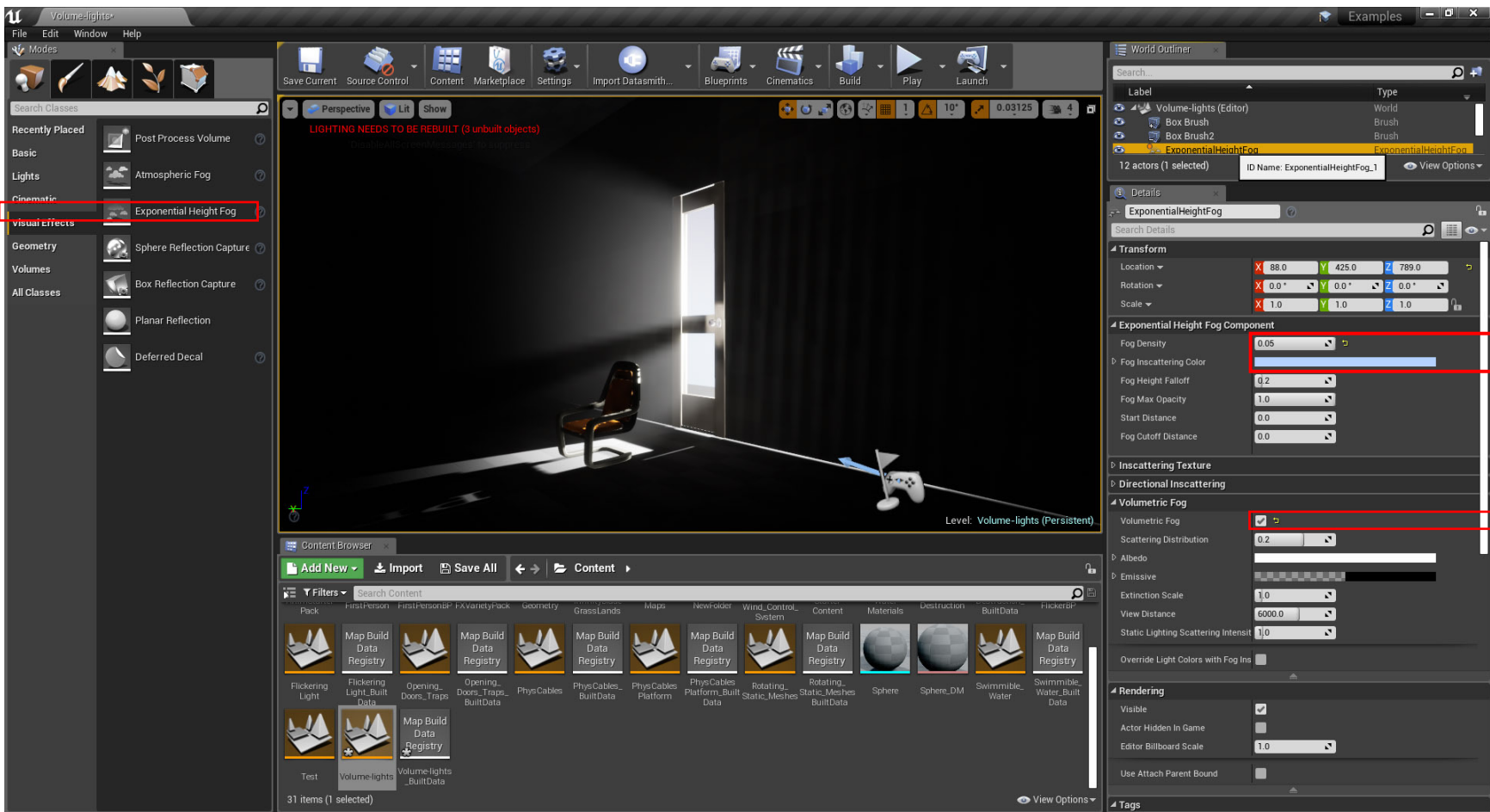


With Volume Lighting



1. Begin by building a simple room with a doorway and door. (Use the door from the Props folder in StarterContent) Place a spotlight outside the room and point it into the room and set per the diagram.

2. Drag an Exponential Height Fog into the scene and set the following parameters as in the diagram



Adjust these 2 to your desire.