



Topic Notes: Atmospheric

POVray, and hence Mead, has the capability to add atmospheric effects: fog.

In Mead, atmospheric effects are controlled by messages sent to the Image class.

There are three messages you can send to your image to control fog:

- `(fog)` – turns on fog
- `(fogAttenuation n)` – sets the density of the fog, the default is 100 (which is pretty dense), lower numbers are more dense
- `(fogColor rgb)` – sets the color of the fog to the given RGB color, the default is white

Note: image quality must be set to 10 or higher, or fog will not be rendered.

This is demonstrated in a simple example:

See Example:

`/home/jteresco/shared/cs110/examples/Fog`