

Flare

This component allows you to display a single lens flare.

Unlike Unity's built-in lens flare feature, this is mesh based and looks crisp at any size without using massive textures.

Mesh

This allows you to set the mesh applied to this flare.

The SgtFlareMesh component can generate this.

Material

This allows you to set the material applied to this flare.

The SgtFlareMaterial component can generate this.

Camera Offset

This allows you to pull or push the flare from each camera when rendering.

This is useful if you have multiple effects at the same position as the flare and want them to render in a specific order.

Follow Cameras

If you want this flare to be positioned directionally then you can enable this to snap its position to each camera.

Follow Distance

This allows you to set the follow distance in world space. The flare will be positioned based on its rotation.

Depth

If you set this, then this flare will be hidden when it goes behind other objects. The SgtCameraDepth and SgtRaycastDepth components can be used.

[CONTEXT] Update Model

This method will create the flare model if it doesn't exist.

[CONTEXT] Update Mesh

This method will apply the current Mesh to the flare model.

[CONTEXT] Update Material

This method will apply the current Material to the flare model.