

Aurora

This allows you to create animated aurora borealis around your planets.

Color

This allows you to tint the aurora color.

Brightness

The **Color**.RGB values get multiplied by this when written to the shader. This is useful in combination with HDR.

Render Queue

This allows you to set which render queue group the aurora will be placed in.

Render Queue Offset

This allows you to tweak the render queue position. For example, the Transparent render queue is 3000, so an offset of 5 will set the render queue to 3005.

Camera Offset

This allows you to shift the aurora models toward the current camera before rendering. This is useful if you have multiple transparent objects at the same position and want to force them to render in a specific order without adjusting the render queue.

Main Tex

This is the main texture tiled along the aurora paths.

Seed

This is the random seed used when generating the aurora meshes.

Radius Min

This allows you to set the inner radius of the aurora mesh in local space.

Radius Max

This allows you to set the outer radius of the aurora mesh in local space.

Path Count

This allows you to set how many aurora paths will be spawned around your planet.

Path Detail

This allows you to set the polygon density of the aurora paths.

Path Length Min

This allows you to set the minimum length of the aurora paths.

Path Length Max

This allows you to set the maximum length of the aurora paths.

Start Min

This allows you to set how close to the poles an aurora path can start from.

Start Max

This allows you to set how far from the poles an aurora path can start from.

Start Bias

This allows you to set how likely the aurora start point is closer to the minimum value.

Start Top

This allows you to set the probability for an aurora path to spawn at the north pole, rather than the south.

Point Detail

This allows you to set how many waypoints can be used to generate the aurora path.

Point Spiral

This allows you to set how strong the aurora path twisting around the planet is.

Point Jitter

This allows you to set how much the aurora waypoints are randomly offset.

Trail Tile

This allows you to set the MainTex tiling amount.

Trail Edge Fade

This allows you to set the sharpness of the alpha fading at the start and end points of each aurora path.

Trail Heights

This allows you to set the variance in aurora path height.

Trail Heights Detail

This allows you to set how often the aurora path height can change.

Colors

This allows you to set the possible colors for each part of an aurora path.

Colors Detail

This allows you to set how often the aurora path color changes.

Colors Alpha

This allows you to set the minimum alpha of the randomly picked color.

Colors Alpha Bias

This allows you to set how likely it is for a lower alpha to be picked.

Fade Near

This allows you to fade out the aurora path as the camera approaches.

Fade Near Tex

This allows you to set the lookup texture used to calculate the alpha based on the camera to fragment distance.

Fade Near Radius

This allows you to set the distance from the camera where the fading begins.

Fade Near Thickness

This allows you set the thickness of the fading effect.

Anim

If you enable this then the aurora paths will be animated in the vertex shader.

Anim Offset

This allows you to set the current age/offset of the animation.

Anim Speed

This allows you to set the speed of animation relative to Time.deltaTimeScale.

Anim Strength

This allows you to set the maximum position shift of the aurora path.

Anim Strength Detail

This allows you to set how often the position shift strength changes along the path.

Anim Angle

This allows you to set the maximum angle change along the aurora path.

Anim Angle Detail

This allows you to set how often the angle change strength changes.