

# Jovian

This component allows you to create volumetric gas giants.

## Color

This allows you to tint the jovian 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 jovian 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.

## Main Tex

This allows you to set the main cube map applied to the surface.

## Depth Tex

This allows you to set the lookup table used to calculate the jovian opacity at a given optical depth.

The SgtJovianDepth component can be used to generate this.

## Sky

This allows you to set how thick the atmosphere is when the camera goes inside. The default value is 1.

## Lit

If you enable this, then the ring will be subject to ambient lighting, and allow lighting and shadows.

## Lighting Tex

This allows you to set the lookup table used to calculate the current brightness & color of the ring based on the camera to fragment to light angle.

The SgtRingLighting component can be used to generate this.

## Scattering

This allows you to enable light scattering.

### Scattering Mie

This allows you to set how sharply the incoming light is scattered.

### Scattering Strength

This allows you to set how strong the scattering effect is.

## Lights

If you want a light to shine on this then add it here.

NOTE: Only the first active light will be used for lighting.

NOTE: Only the first two active lights will be used for scattering.

## Shadows

If you want a shadow to cast on this then add it here.

NOTE: Only the first two active shadows will be used.

## Mesh Radius

This allows you to set the actual radius of the meshes you set in the **Meshes** list. For example, the default Unity sphere primitive has a radius of 0.5 units.

## Meshes

This allows you to set the meshes you want to use for the atmosphere. These should be standard spheres with outward facing normals.

## [CONTEXT] Update Material

This option will force the jovian material and its settings to be updated.

NOTE: This should automatically get called when modifying values in the inspector.

## [CONTEXT] Update Models

This option will force the jovian models to be updated.

NOTE: This should automatically get called when modifying values in the inspector.