

Static Starfield

This component allows you to create a static starfield.

Static starfields are similar to Elliptical Starfields, but they can only be placed in the background of your scene. This is because instead of using billboards, the stars are baked into the starfield mesh, giving you better performance, and higher quality in some circumstances.

NOTE: Read the Starfield documentation for information on the shared fields.

Seed

This allows you to set the random seed used when generating asteroids.

Radius

This allows you to set the outer radius of the starfield.

Symmetry

This allows you to place more stars around the horizon of the starfield.

Star Count

This allows you to set the amount of stars generated.

Star Radius Min

This allows you to set the minimum radius of generated stars.

Star Radius Max

This allows you to set the maximum radius of generated stars.

Star Sprites

This allows you to set all the different types of stars you want in the starfield.