

Ring

This allows you to create planetary rings.

Lights

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

NOTE: If this list has a length of zero, then it will be rendered with full brightness.

NOTE: If this list has a length of more than zero, then it will be rendered with ambient lighting.

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

Shadows

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

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

Color

This allows you to set the final color tint.

Brightness

This allows you to set the final color brightness. This is useful in combination with HDR.

Render Queue

This allows you to manually change the render queue group. If you don't know what this means then ignore it.

Render Queue Offset

This allows you to manually offset the render queue from the group. If you don't know what this means then ignore it.

Main Tex

This allows you to set the main texture applied to the disc. The left side of the texture will render on the inner edge of the ring, and the vertical axis will be wrapped around the ring.

Lighting Bias

When the ring is lit, this allows you to alter how soon the ring becomes lit based on the camera angle.

Lighting Sharpness

When the ring is lit, this allows you to alter how sharp the transition between lit and dark is.

Scattering

This allows you to enable light scattering.

Mie Sharpness

This allows you to set how sharp the mie scattering appears.

Mie Strength

This allows you to set how strong the mie scattering appears.

Inner Radius

This allows you to set the radius of the inner edge of the ring.

Outer Radius

This allows you to set the radius of the outer edge of the ring.

Segment Count

This allows you to set how many segments will be used to complete the disc.

Segment Detail

This allows you to set how many quads will be used in a segment.

Bounds Shift

If your ring is surrounding a gas giant or atmosphere, it's possible the draw order is incorrect (e.g. the ring draws inside the atmosphere). If this happens then increase this value until it disappears.