

# Nebula Starfield

This component allows you to create a nebula using particles.

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

## Seed

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

## Source Tex

This allows you to set the texture used to make the beula.

NOTE: This texture must be marked as readable.

NOTE: This texture must be set to truecolor.

## Resolution

This allows you to set how many particles will be used to make the nebula. A value of 1.0 means there will be one particle per pixel.

## Threshold

This allows you to set the pixel brightness required to spawn a particle at a given pixel.

## Jitter

This allows you to add noise to the particle positions, breaking up the linear grid pattern that the particles get spawned at.

## Height Source

This allows you to specify which part of the **Source Tex** will be used to calculate the height of each pixel from the nebula plane.

## Size

This allows you to set the size of the nebula.

## 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.