

Prominence

This allows you to add solar prominences around your stars, and do other effects.

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 set which render queue group the starfield will be placed in. By default this is set to Transparent, but you can also use Background if you want the starfield to render before other transparent objects.

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 texture applied to the ring. 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.

Observer Offset

This allows you to tweak the distance between the prominence and the observer (e.g. Main Camera). This is useful if you want to force it to draw on top or behind of another transparent object.

Seed

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

Plane Count

This allows you set the amount of rings used to make up the prominence.

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.

Detail

This allows you set the amount of quads that will make up each ring.

Fade Edge

This allows you fade out a ring plane if it's viewed perpendicularly to camera view. This is used to hide the fact it's comprised of flat rings.

Fade Power

This allows you to set the angle threshold required to fade out a ring.

Clip Near

This allows you to fade out a ring plane if it's in front of the star. This is used to limit the effect to the edges of the star.

Clip Power

This allows you to set the angle threshold required to clip out a ring.