

The Starfield Component

This component allows you to create realistic starfields without using up lots of texture memory (e.g. a skybox).

Starfield


Star Count

This field allows you to set the amount of stars in the starfield.

Seed

This field allows you to set the random seed used by the starfield generator. You can press the R button at the right to randomly pick a new seed.

Texture

This field allows you to set the texture used by the starfield. This texture can be a tile sheet. You can open the select texture window by pressing the  button. If you then type in 'Starfield', you'll see a list of suitable prepackaged textures.

Tiles X

If your starfield texture is a tilesheet, then this field allows you to set the amount of columns.

Tiles Y

If your starfield texture is a tilesheet, then this field allows you to set the amount of rows.



Render Queue

This allows you to change the render queue used by the starfield material. Consult the official Unity documentation if you're unsure what this means.

Camera

If your scene contains a camera tagged with **MainCamera**, then this field will automatically be filled in. If not, then create one and either change its tag to **MainCamera**, or drag it into this field.

In Background

If you tick this then your starfield will be drawn in the background of your scene.

Note: The starfield mesh will automatically be stretched to your camera's far view clipping plane, so you don't need to scale the GameObject.

If you untick it then the starfield will be part of the main 3D scene and you can move it around by editing the transform.

Auto Regen

If you tick this then the corona mesh will automatically be regenerated every time you make a modification to this component's settings. The regeneration will take place before the scene is rendered (in LateUpdate).

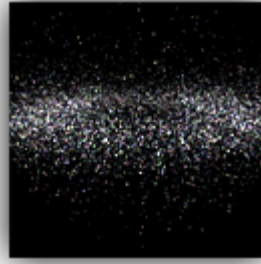
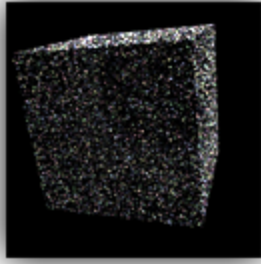
Regenerate

Note: This button is only visible if you've disabled **Auto Regen**.

If you press this button then your corona mesh will be regenerated.

Distribution

This field allows you to change the distribution pattern of all the stars in your starfield.



- **On Sphere**

This will cause all stars in your starfield to be distributed on the surface of a sphere.

- **On Dome**

This will cause all stars in your starfield to be distributed on the surface on the top half of a sphere.

- **On Circle**

This will cause all stars in your starfield to be distributed on the surface of a 2D circle.

- **On Cube**

This will cause all stars in your starfield to be distributed on the surface of a 3D cube.

- **In Sphere**

This will cause all stars in your starfield to be distributed inside a sphere.

- **In Dome**

This will cause all stars in your starfield to be distributed inside the top half of a sphere.

- **In Circle**

This will cause all stars in your starfield to be distributed inside a 2D circle.

- **In Cube**

This will cause all stars in your starfield to be distributed inside a 3D cube.

- **Elliptical Galaxy**

This will cause all stars in your starfield to be distributed similar to an elliptical galaxy.

Radius

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

Outer

Note: This field is only visible when **Distribution** is set to **In Sphere**.

This allows you to set the inner radius of your starfield distribution. Setting this value to maximum pushes all stars to the outer radius.

Symmetry

This allows you to change the polar distribution probability. A lower value means there will be less stars near the poles of your generated starfield.

Star

Radius Min

This allows you to set the minimum radius of all generated stars in your starfield.

Radius Max

This allows you to set the maximum radius of all generated stars in your starfield.

Pulse Radius Max

This allows you to set the maximum pulse radius of all generated stars in your starfield. Every star is given a pulse radius between **0** and **Pulse Radius Max** and over time their radius will change by this value.

Pulse Rate Max

This allows you to set the maximum rate at which generated stars can pulse (e.g. a pulse rate of 2 means the stars can pulse up to twice per second).

Edit Star Variant

If you tick this then you can edit the generation settings for each star variant. A star variant is a unique star texture. (e.g. if you add two textures to the packer then you have two variants. If one of those textures is a 2x2 tilesheet then you have $1 + 4 = 5$ variants).

Index

This field allows you to change the current star variant index being edited.

Preview

This field shows you a preview of what the currently selected star texture looks like.

Spawn Probability

This allows you to change the probability of this star variant from being spawned when then starfield is regenerated.

Note: All variants are given a probability of 1 to begin with. To make one variant get spawned more frequently than others, you must reduce the spawn probability of all the others.

Custom

If you tick this then you can override the global star settings for the currently selected variant.

Radius Min

See above.

Radius Max

See above.

Pulse Radius Max

See above.

Pulse Rate Max

See above.