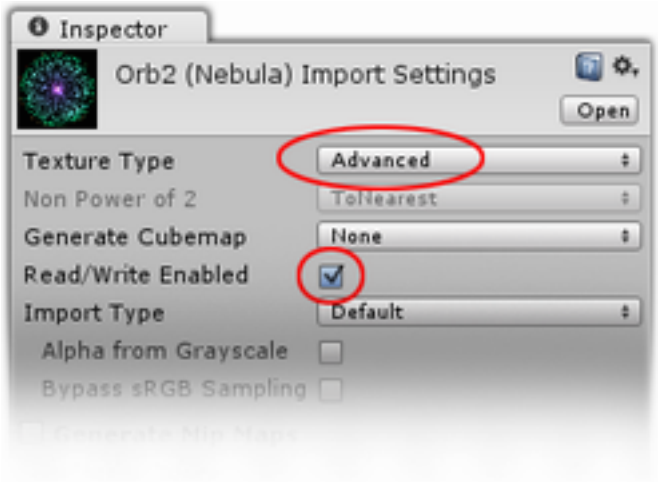
The Nebula Component

This component allows you to easily create volumetric nebulae. The nebula is made from hundreds/thousands of billboard sprites generated from a single source texture. You can also use this component to create galaxies that you can combine with the Starfield component.

Nebula

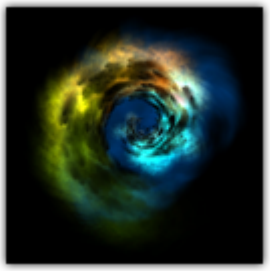


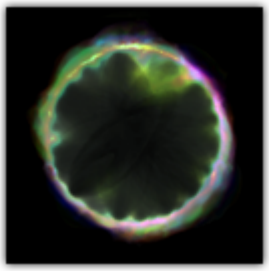
Texture

This field allows you to set the texture used to generate the nebula.

Note: This texture must have Read/Write Enabled set in its texture import settings.

To use one of the prepackaged nebula textures, click the ⊙ find button and type **'nebula'** into the texture search box.





Technique

This setting allows you to change how the particles will be rendered.

● Additive

Additive blending means the background will be lit up by the nebula particles.

● Subtractive

Subtractive blending means the background will be darkened by the nebula particles.

Seed

This allows you to change the random seed used when generating the dust field.

Size

This allows you to change the size of the generated nebula on the X/Z axis.

Resolution

This allows you to change how detailed the generated nebula object will be.

Note: This field has a limit that depends on the source texture, you'll see errors when you set it too high.

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.

Mirror

This allows you to mirror the nebula across the Y axis to make it symmetrical.

Auto Regen

This allows you to control when the dust field mesh will be regenerated. Untick this if you want manual control.

Regenerate

Note: this button will only be visible if Auto Regen has been unchecked.

Pressing this button will manually regenerate the dust field mesh.

Height

Source

The nebula texture is used as a heightmap, this field allows you to choose what part of the texture is used to sample the heights.

- **Alpha**
  This setting means your nebula texture's alpha channel will be used as the height source.
- **Red**
  This setting means your nebula texture's red channel will be used as the height source.
- **Green**
  This setting means your nebula texture's green channel will be used as the height source.
- **Blue**
  This setting means your nebula texture's blue channel will be used as the height source.
- **RGB**
  This setting means your nebula texture's RGB channel average will be used as the height source.
- **Min**
  This setting means your nebula texture's highest RGB channel will be used as the height source.
- **Max**
  This setting means your nebula texture's lowest RGB channel will be used as the height source.

Scale

This allows you to change the heightmap scale.

Offset

This allows you to offset the height values vertically.

Invert

This allows you to invert the heightmap values so low points become high points.

Noise

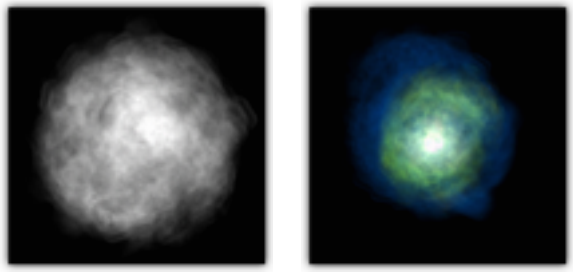
This allows you to add noise to every heightmap sample.

Particle

Texture

This field allows you to set the texture used by each nebula cloud particle, this should be an RGB texture with no alpha.

To use one of the prepackaged particle textures, click the ⊙ find button and type **‘particle’** into the texture search box.



Size

This field allows you to set the size of the nebula particles.

Side Colour

This field allows you to set the colour of all the particles in the nebula when you view the nebula from the side. The alpha controls the overall brightness of the final colour.

Top Colour

This field allows you to set the colour of all the particles in the nebula when you view the nebula from the top or bottom. The alpha controls the overall brightness of the final colour.

Jitter

This allows you to add noise to the particle positions so they’re less uniform.

Fade In Distance

This allows you to set how far away from the camera particles must be before they reach full brightness.