The Dust Component

This component allows you to add infinite dust fields to your scene. These dust fields follow the camera and can be used to simulate clouds/fog/mist/nebulae/etc.

Warning: The dust particles are transparent and follow the camera around, so they may interact poorly with other transparent objects as you approach them. To force the dust to draw above/behind another object you must play with their render queue settings until you're happy (including modifying them at runtime), but there is no perfect solution, so be aware of this limitation and design around it.

Dust

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 dust particles.

● Subtractive

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

Seed

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

Count

This allows you to change the amount of dust particles in the dust field.

Radius

This allows you to change how far away from the camera dust particles can spawn.

Camera

This allows you to specify which camera is rendering this dust field.

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.

Particle

Texture

This field allows you to set the texture used by each dust 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.
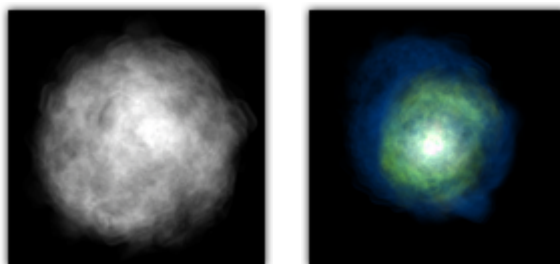
Colour

This field allows you to set the colour of all the particles in the dust cloud. The alpha controls the overall brightness of the final colour.

Scale

This field allows you to set the scale of all the particles in the dust cloud.

Fade In Distance

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

Fade Out Distance

This allows you to set how long it takes particles to fade out when they're near the edge of the dust cloud.