

# TAF's Planets – Simple Foreign #2

Thank you for purchasing this package!

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# Package Description

This package is also fully included in the [TAF's Planet Creator Package](#) and [TAF's Planets - Custom Foreign Package](#)

**TAF's Planets Pack - Simple Foreign #2** contains **Shaders, Textures, Scripts** and a lot of **premade Materials and Prefabs** for planets.

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## Main Features

- 1 simple Shader for Planets & 1 simple Ring Shader
- 10 ready-to-use Planet Prefabs & 3 Ring Prefabs
- 10 premade Planet Materials & 3 Ring Materials
- 10 premade Planet Textures & 3 Ring Textures

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### 1 simple Shader for Planets & 1 simple Ring Shader

- a simple Planet Shader where you can use any Texture you want -> alpha channel is used for specularity
- a simple Ring Shader where you can use any Texture you want -> alpha channel is used for transparency
- all Shaders run smoothly on mobile devices

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### 10 ready-to-use Planet Prefabs & 3 Ring Prefabs

- just drag & drop the Prefabs into your scene to quickly fill your universe
- All Prefabs can be quickly edited to fit your needs

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### 10 premade Planet Materials & 3 Ring Materials

- use the Materials on your own Planet Models and benefit from the premade design
- get inspiration or use them as the base for your own custom Materials

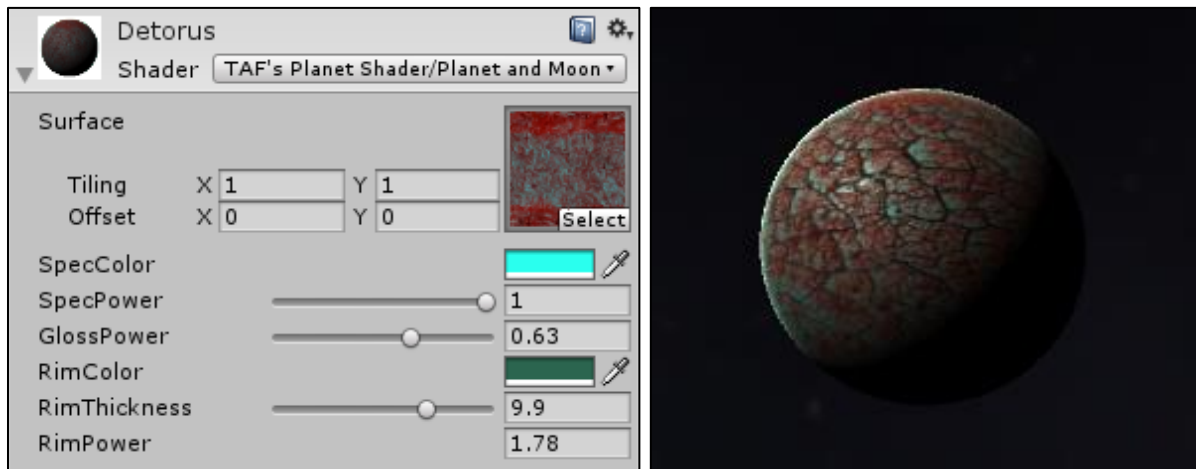
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### 10 premade Planet Textures & 3 Ring Textures

- benefit from the 13 premade Textures and use them inside the simple Shader

## How to use the „Planet and Moon – Simple“ shader

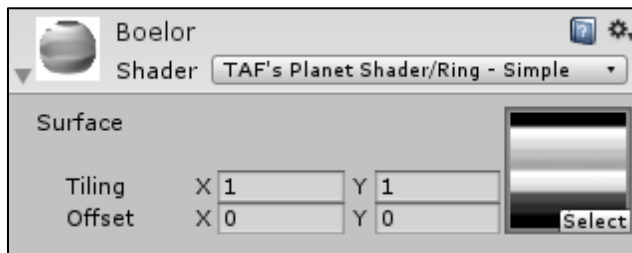
Just drag & drop the „Planet and Moon - Simple“ shader onto the planet model prefab or any other model you like.



Property	Explanation
Surface	A texture for the planet. You can use any texture you want. The alpha channel of the texture is used for specularity.
SpecColor	The color of the specularity.
SpecPower	The power of the specularity.
GlossPower	The power of the glossiness.
RimColor	The color of the rim light that faces the light source.
RimThickness	The thickness of the rim light that faces the light source.
RimPower	The power of the rim light that faces the light source.

## How to use the „Ring – Simple“ shader

Just drag & drop the „Ring - Simple“ shader onto the ring model prefab or any other model you like.



Property	Explanation
Surface	A texture for the ring. You can use any texture you want. The alpha channel is used for transparency.

## How to use the scripts

The „TAF Rotate Object“ script can be attached to any object. You can enter a X, Y and/or Z speed value to let the object rotate around those axes.

