Thanks for purchasing Animated Sun and Stars pack! If you have any question, issue or suggestion, feel free to contact me directly on zefaistos@live.com
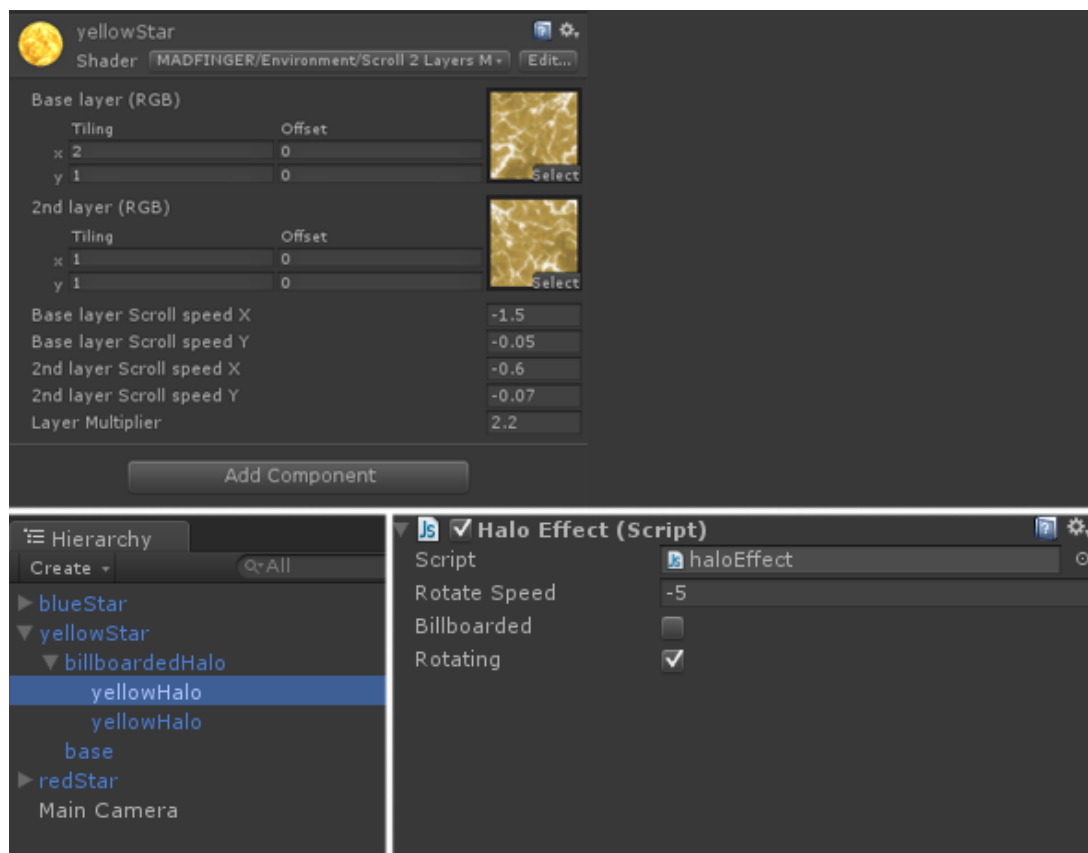
About Shaders

To achieve such results on Unity Free, this pack uses the capabilities of two third-party shaders provided by MADFINGER Games, on Unity web page. You can find more information of these and other amazing shaders on this link: http://blogs.unity3d.com/2012/03/23/shadowgun-optimizing-for-mobile-sample-level/

Stars Customization

To start using the models, just drag the prefabs to the scene. Since they use no particle effects, you can freely scale the model with no distortion.

On the shader properties over the inspector panel, you can adjust values such as texture scroll speed for stars, and the layer multiplier, that will change the glow values. You can adjust values on both star and halo effect materials.

You may notice the star prefab has some objects as child. The "base" object just prevents the star to appear transparent, when rendered in front of some objects, due to the shader construction. The "billboardedHalo" contains a script that will make the halo always to face the main camera. This way you avoid using a ridiculous amount of particles, which would affect performance and not look so good. And finally, as child you have two halo effects objects, each one rotating to a different side. You can control the rotation speed values over the inspector.

Enjoy this asset on your game!