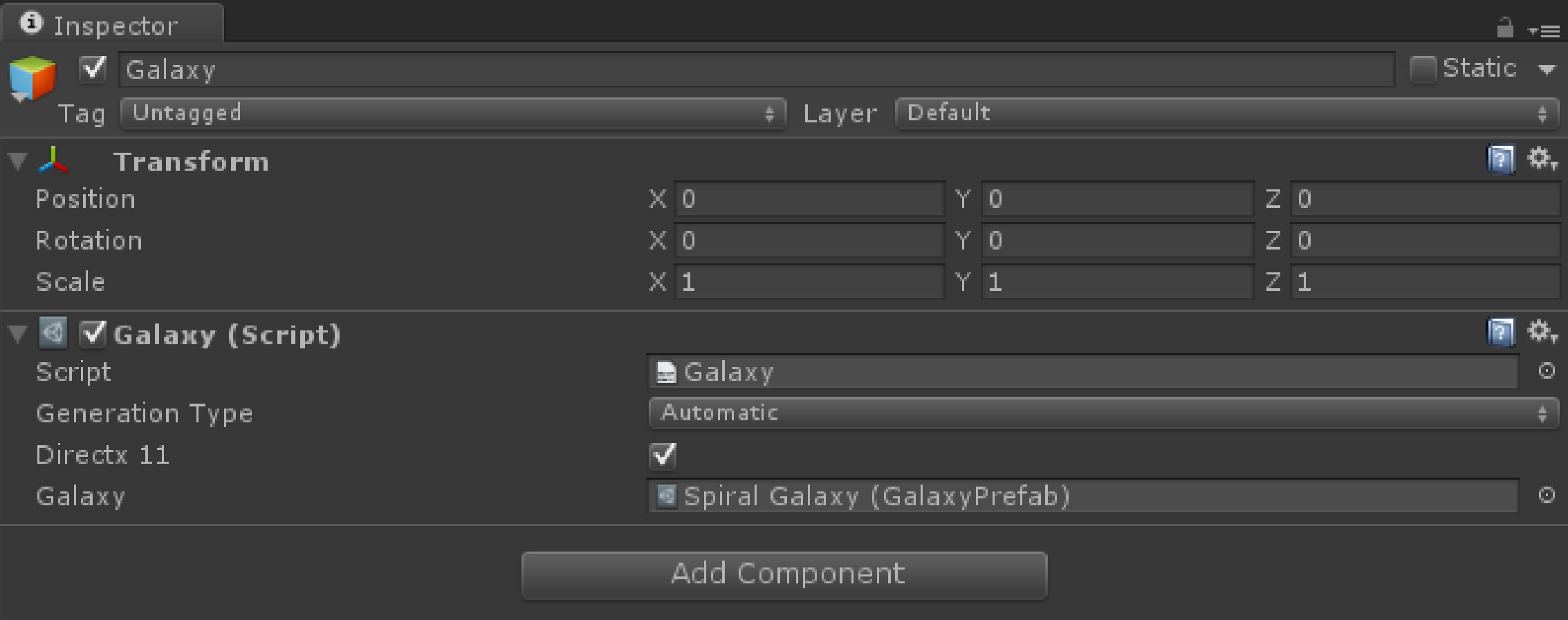


# Getting Started

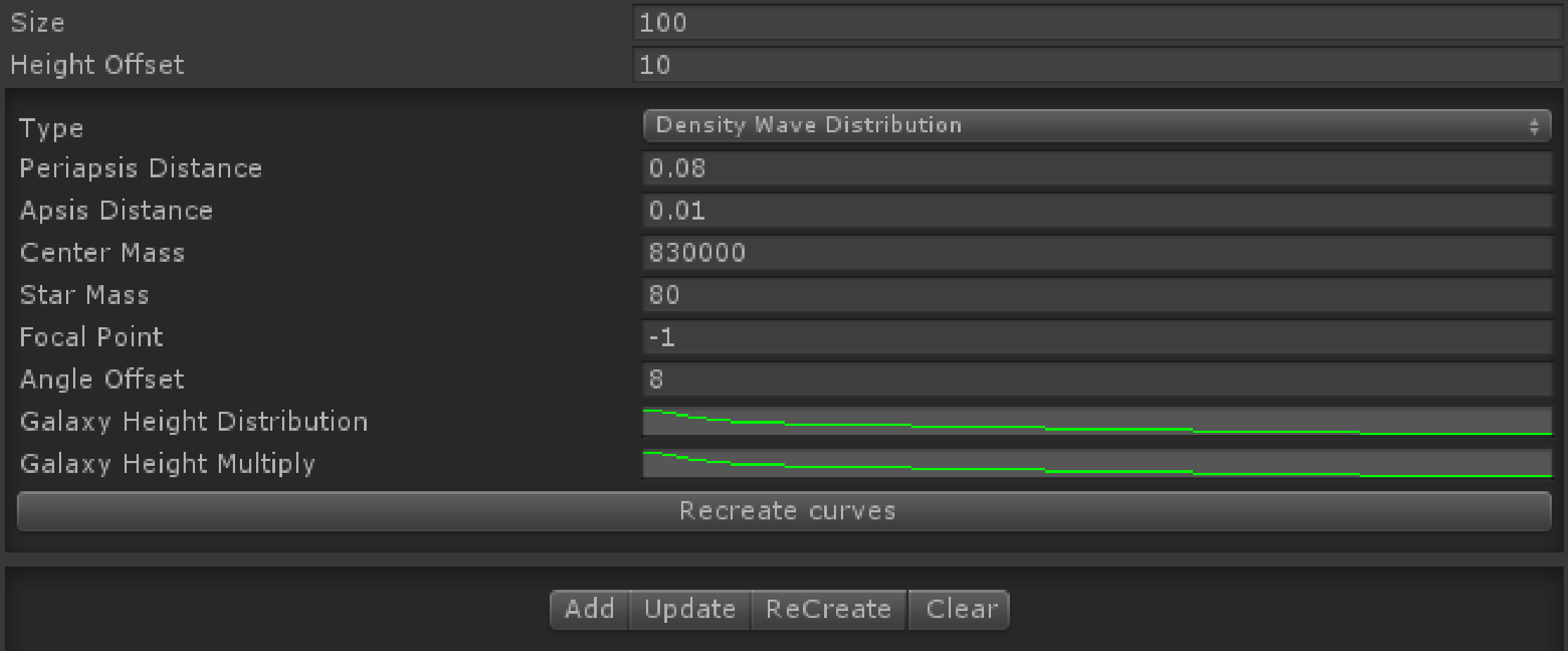
Simeon Radioev edited this page on Feb 11, 2020 · 2 revisions

Let's start by creating a new GameObject and assigning a Galaxy Component, like so:



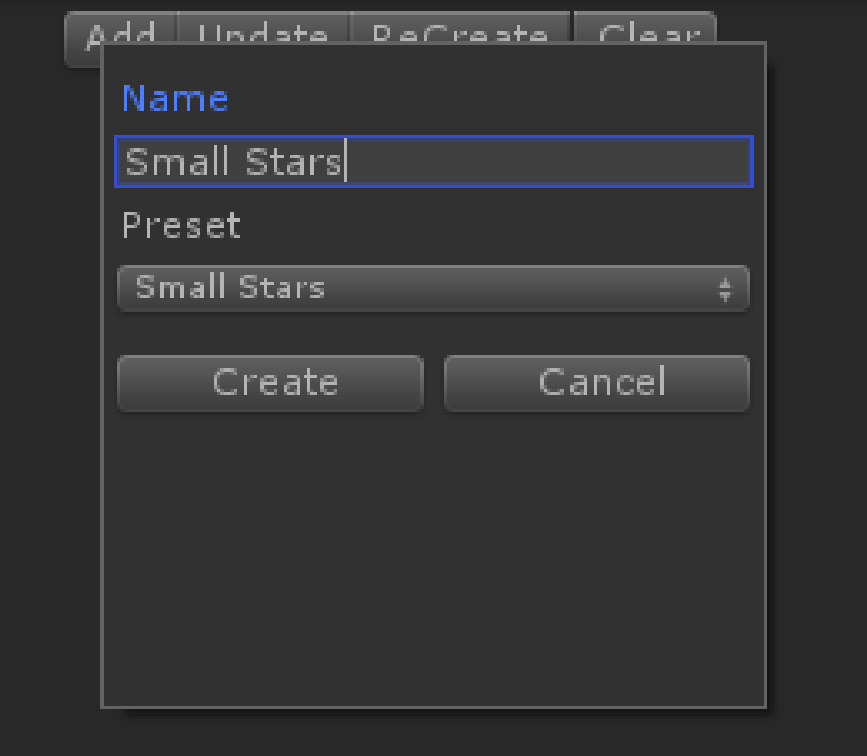
Note that this is just a holder for our Galaxy. The real meat of the galaxy is the Gallyaxy Prefab. The 'Galaxy' option is what we want to change. Next, we want to create a new Galaxy Prefab and populate it with our stars. The Galaxy Prefab is an asset, so to create one we must go to 'Assets/Create/Galaxy Prefab'.

After we have created a new Galaxy Prefab you will be greeted by an empty Galaxy Prefab with a [Density Wave Distributor](#).

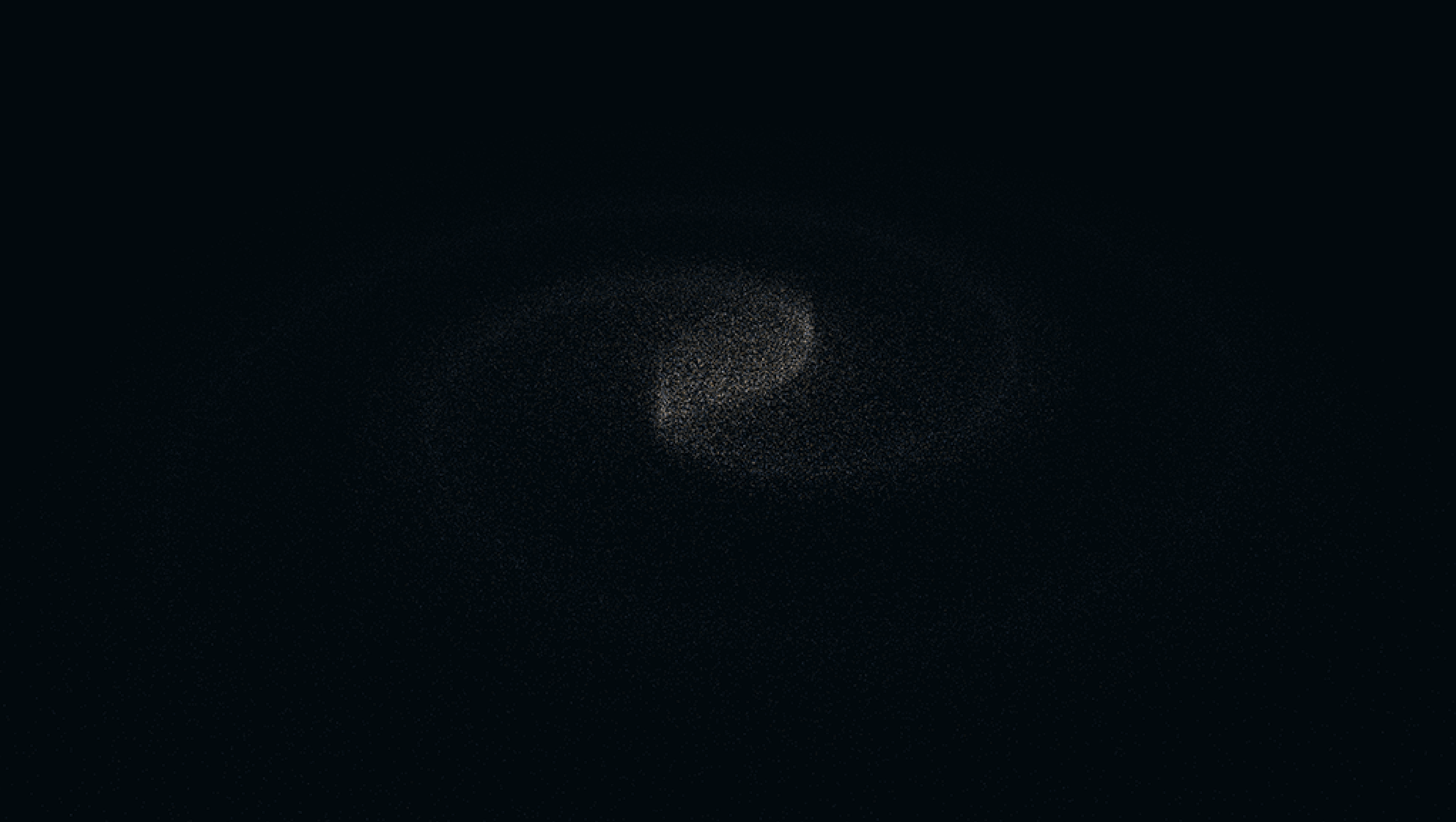


You can change your distributor at any time. Each distributor has its own options.

We will start by creating a new Particle Prefab by clicking the 'Add' button. You will be prompted to a popup to choose the name and the preset (if any) of your new Particle Prefab

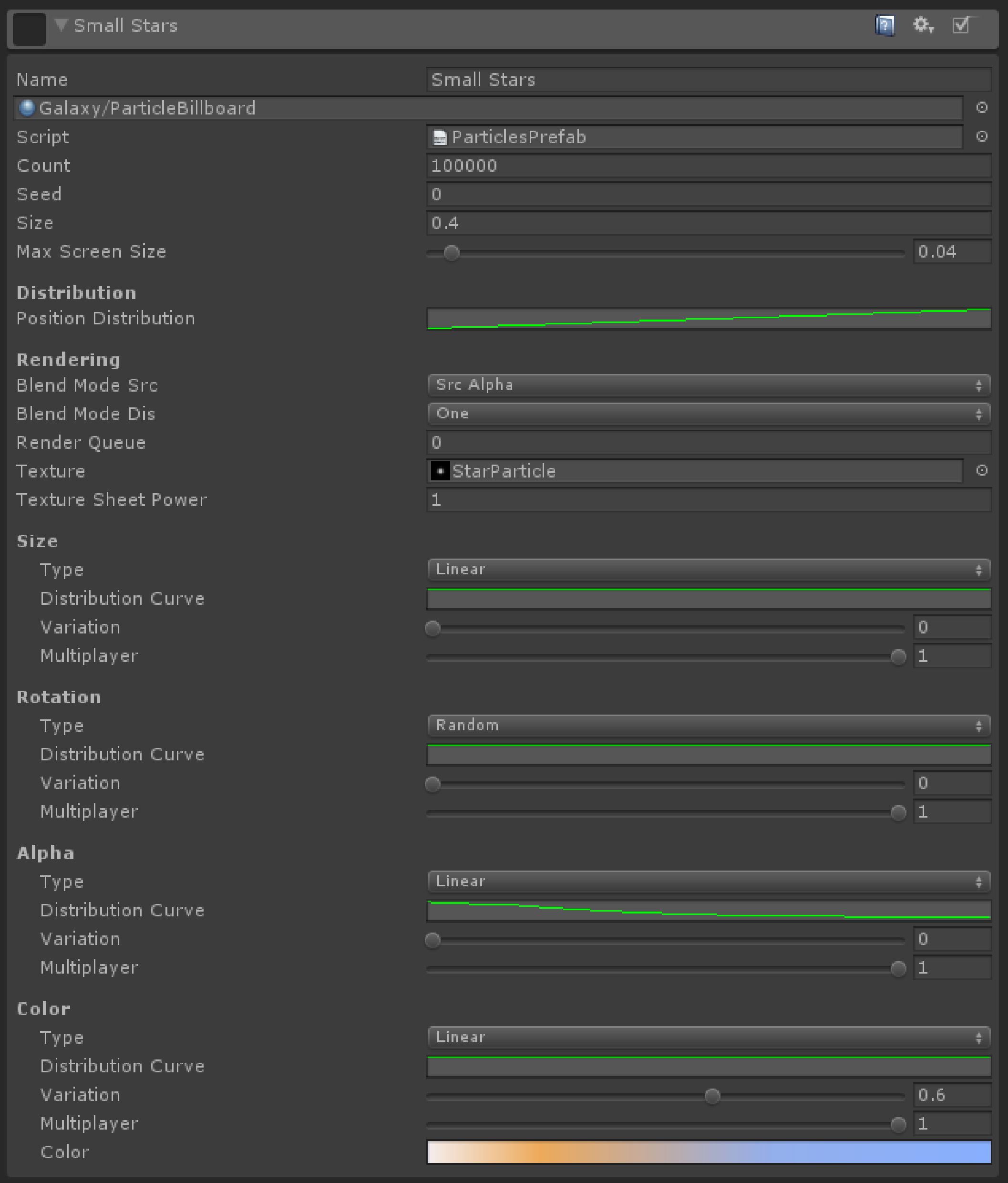


After you have created the Particle Prefab, if you have Unity Pro you will see them in the Editor Scene View. If you don't have Unity Pro, you will have to play the game to see the particles. Let's see how it looks.

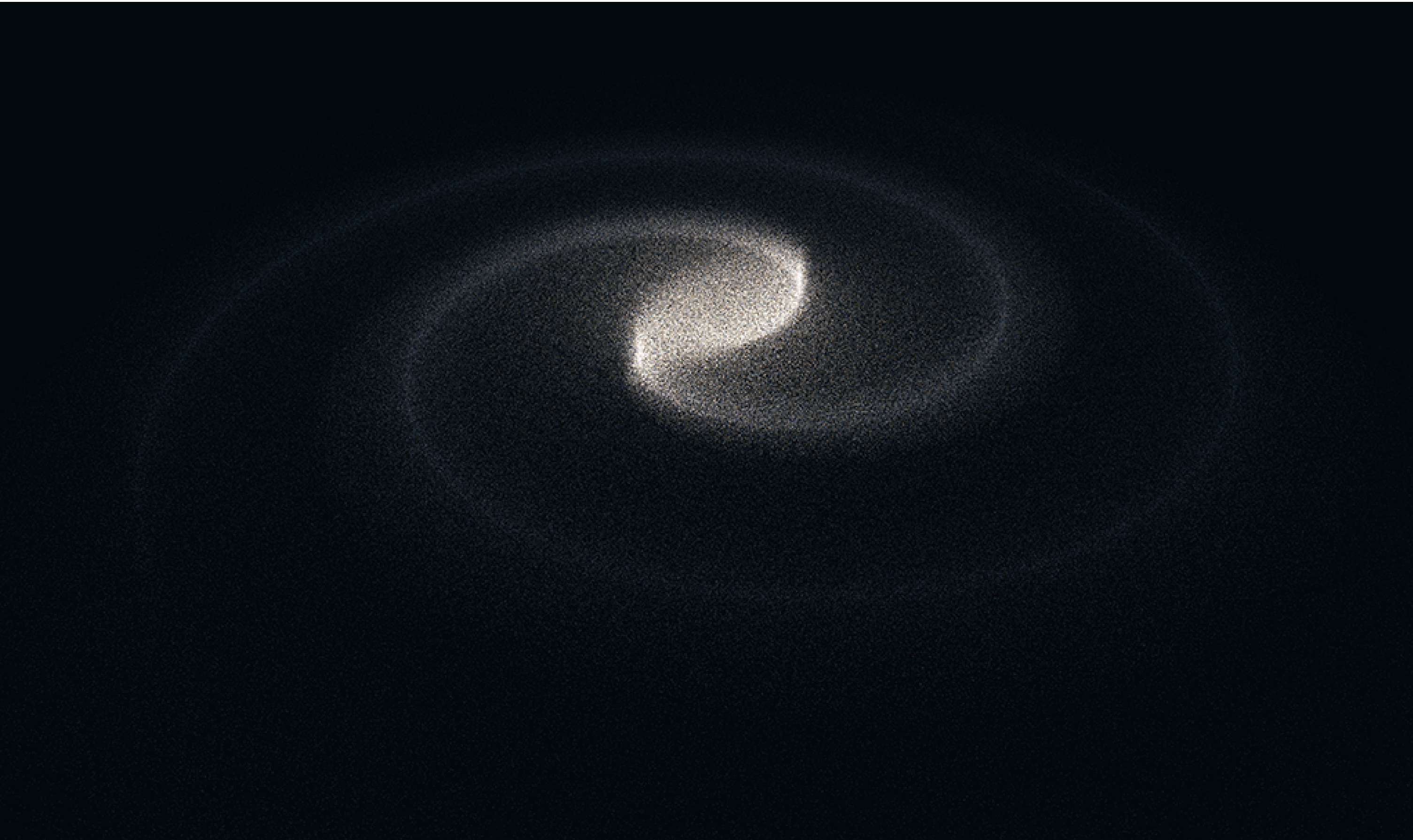


Keep in mind that your results may look slightly different, especially if you use a Mac.

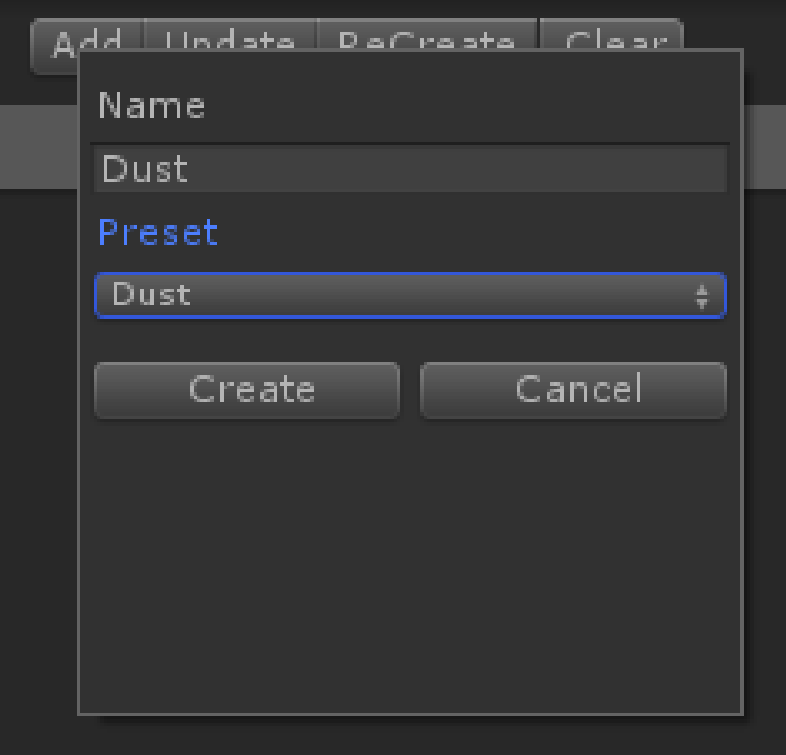
We can now change what we want on our Particle Prefab.



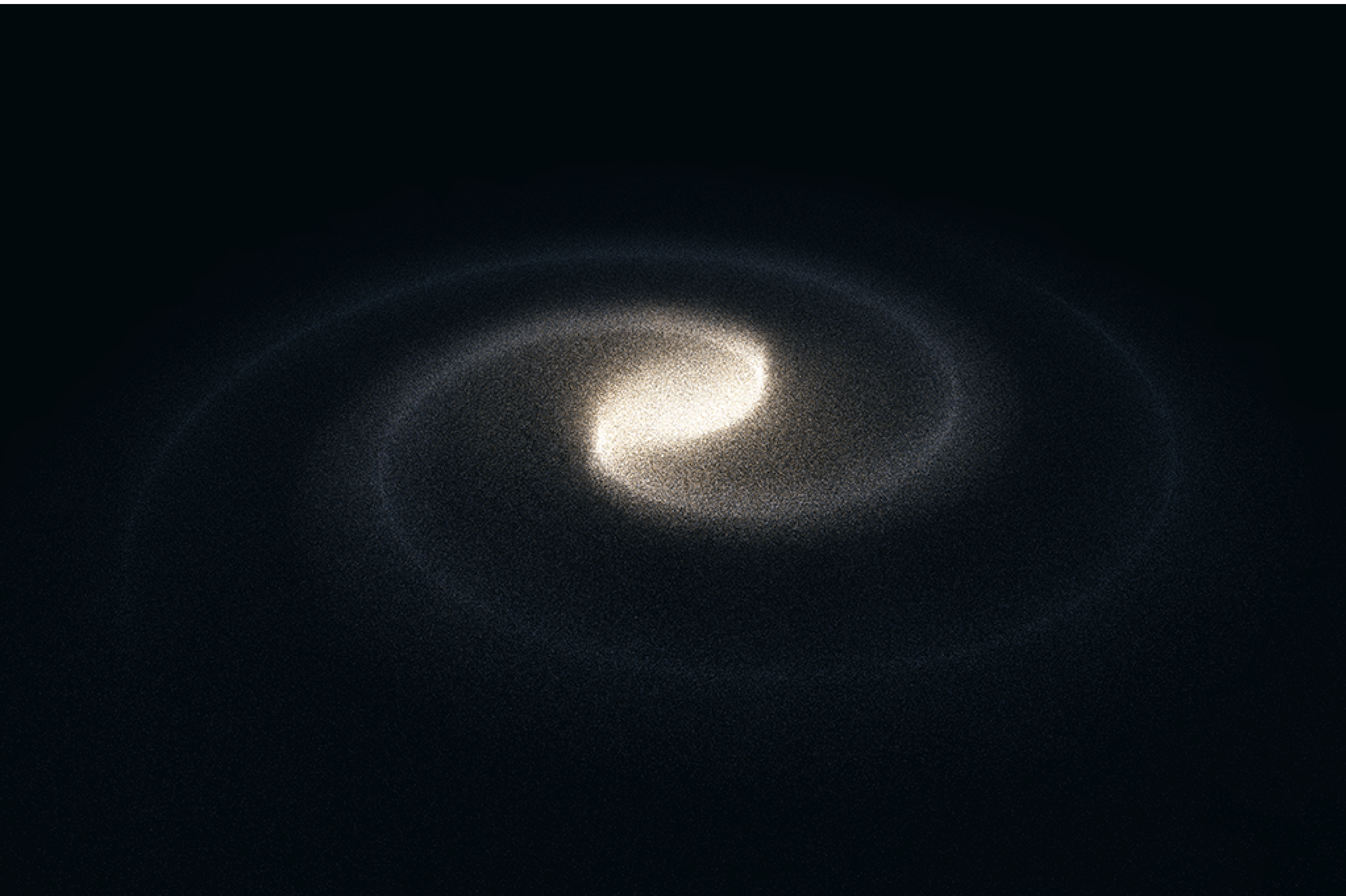
For example, we can change the count of your particles to ONE MILLION PARTICLES muahaha! Also, let's make them a bit smaller let's say 0.3. And here is what we get:



Now let's and some dust! Create a new Particle Prefab by Clicking 'Add' and choose a preset to Dust.



Let's make it a bit bigger with a size of 20 and cut down on the particles to 10000.



And there we have it! A simple galaxy with some dust and an unnecessarily large amount of stars.

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