

Making a Backdrop

The backdrop feature of SGT allows you to make background stars, clouds, and other visuals. This is achieved using static billboards that face and always follow the camera. These are very good for backgrounds because:

- 1 - They are very efficient to render, and there is very little overdraw (unless you increase the individual billboard size too much).
- 2 - Each billboard can have its own texture, so even when you zoom in there is exceptional detail, unlike with skyboxes.
- 3 - They look great in VR, because the billboards are static and look consistent from all angles, unlike particle billboards.
- 4 - They consume very little memory, because each billboard is just 4 vertices.

Begin by right clicking in your Hierarchy and selecting: **Space Graphics Toolkit → Backdrop**

Or from the menu bar selecting: **GameObject → Space Graphics Toolkit → Backdrop**

NOTE: If you want to add this on top of an existing GameObject, then right click your object, or select it before using the menu.

Your scene should now contain a new selected GameObject called "**Backdrop**" with the **SgtBackdrop** component.

Next, you need to set the **SgtBackdrop.MainTex** setting. This can be any texture, or atlas of textures. This effect uses additive blending, so your texture background should be black.

Power RGB

This setting can be used with stars. This retains the bright white color in the center, and allows you to tint only the edges with the star color.

Clamp Size

When billboards get too small they tend to flicker, which looks bad. The **SgtBackdrop.ClampSize** setting can be used to avoid this by limiting the size, and any billboards falling under this size will be faded proportional to the size they would otherwise have been.