Tips

Atmosphere Thickness

In real life, planet atmospheres are very thin relative to the size of the planet. To make the scenes look more interesting in SGT I made the planet atmospheres much thicker. However, if you make them too thin then the atmosphere may not look so impressive up close, because your planets probably aren't going to be so big. If you want the best of both worlds then you can use the SgtAtmosphereHeight component. This component will adjust the SgtAtmosphere.Height setting based on the distance between the camera and your planet, allowing you to have thin and realistic atmospheres from a distance, and thicker more interesting looking ones up close.

Lighting Tex

The SgtAtmosphereLightingTex component allows you to control the color of the atmosphere based on the angle of the light, and control the sunset/sunrise colors. Keep in mind that the **SunsetStart/End** values should be chosen with consideration to the size of your atmosphere. If your atmosphere is very thick, then it's likely the sunset point will be pushed back quite far, and be spread over a large range. Whereas if your atmosphere is thin, then the sunset period is likely to be quite short.

Scattering Tex

The SgtAtmosphereScatteringTex component allows you to specify how far into sunset the light scattering appears, and its colors. Keep in mind that setting the **SunsetStart** too early means you will see sunlight scattering through your planet, so make sure you test it in your game so it looks good and fades out at the right time.

Other Objects

By default, the SgtAtmosphere component only applies atmospheric fog to the planet surface. If you have objects on the surface of your planet then they will not receive any fog. This usually isn't an issue for planet objects that are near the camera (e.g. player spaceship), but if you need to place an object on your planet and move far away, then you probably want fog to be applied to it. To do this, simply drag and drop the MeshRenderer you want into the SgtSharedMaterial.Renderers list attached to your SgtAtmosphere GameObject.