# Adding An Atmosphere

An atmosphere can be added on top of a normal sphere to give it a nice volumetric haze.

Begin by right clicking in your Hierarchy and selecting: **Space Graphics Toolkit → Atmosphere**
Or from the menu bar selecting: **GameObject → Space Graphics Toolkit → Atmosphere**

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

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

You should now see a lot of settings marked in red, and three buttons at the bottom. If you click these three buttons then the atmosphere will be set up with default settings, and you should see it in the scene. If you don't see anything, you may need to adjust the **SgtAtmosphere.Height** setting, or add your planet renderers to the **SgtSharedMaterial.Renderers** list.

## Adding Lighting

Atmospheres aren't lit by default, to enable this tick the **SgtAtmosphere.Lit** setting. You can then click the "**Add LightingTex**" button to add the **SgtAtmosphereLightingTex** component.

If your atmosphere turned completely black, then you probably don't have any SGT lights in your scene. To add one, select your light GameObject (e.g. point light), and add the **SgtLight** component.

Your atmosphere should now automatically detect this and receive lighting.

## Adding Atmospheric Scattering

Tick the **SgtAtmosphere.Scattering** setting, and click the "**Add ScatteringTex**" button. Your atmosphere should now have atmospheric scattering.

To see the atmospheric scattering, move your camera into the atmosphere, and look toward your light source.

You can now adjust its settings like **SgtAtmosphere.ScatteringMie**, which adjust the light halo size/sharpness.

You can also adjust the **SgtAtmosphere.ScatteringRayleigh** setting, which adjusts the front and back light scattering brightness.

If you want to adjust the color of the scattering, especially near sunrise/sunset, then you can adjust them in the **SgtAtmosphereScatteringTex** component. The **SgtAtmosphereScatteringTex**.**SunsetSharpnessR/G/B** settings controls that color change. You can also control when the color transition begins and ends using the **SgtAtmosphereScatteringTex.SunsetStart/End** sliders.