

SgtCorona

This component allows you to draw a volumetric corona around a sphere.

Color

The base color will be multiplied by this.

Brightness

The Color.rgb values are multiplied by this, allowing you to quickly adjust the overall brightness.

RenderQueue

This allows you to adjust the render queue of the corona materials. You can normally adjust the render queue in the material settings, but since these materials are procedurally generated your changes will be lost.

Height

This allows you to set how high the corona extends above the surface of the star in local space.

InnerFog

If you want an extra-thin or extra-thick density, you can adjust that here (0 = default).

OuterFog

If you want an extra-thin or extra-thick density, you can adjust that here (0 = default).

Sky

This allows you to control how thick the corona is when the camera is inside its radius.

CameraOffset

This allows you to offset the camera distance in world space when rendering the corona, giving you fine control over the render order.

InnerDepthTex

The look up table associating optical depth with coronal color for the star surface. The left side is used when the corona is thin (e.g. center of the star when looking from space). The right side is used when the corona is thick (e.g. the horizon).

InnerMeshRadius

The radius of the inner renderers (surface) in local coordinates.

OuterDepthTex

The look up table associating optical depth with coronal color for the star sky. The left side is used when the corona is thin (e.g. edge of the corona when looking from space). The right side is used when the corona is thick (e.g. the horizon).

OuterMesh

This allows you to set the mesh used to render the atmosphere. This should be a sphere.

OuterMeshRadius

This allows you to set the radius of the OuterMesh. If this is incorrectly set then the corona will render incorrectly.

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