

## SgtStarfieldNebula

This component allows you to render a nebula as a starfield from a single pixture.

### Seed

This allows you to set the random seed used during procedural generation.

### SourceTex

This texture used to color the nebula particles.

### Threshold

This brightness of the sampled SourceTex pixel for a particle to be spawned.

### Samples

The amount of times a nebula point is randomly sampled, before the brightest sample is used.

### Jitter

This allows you to randomly offset each nebula particle position.

### HeightSource

The calculation used to find the height offset of a particle in the nebula.

### ScaleSource

The calculation used to find the scale modified of each particle in the nebula.

### Size

The size of the generated nebula.

### HorizontalBrightness

The brightness of the nebula when viewed from the side (good for galaxies).

### HorizontalPower

The relationship between the Brightness and HorizontalBrightness relative to the viweing angle.

### StarCount

The amount of stars that will be generated in the starfield.

### StarRadiusMin

The minimum radius of stars in the starfield.

### StarRadiusMax

The maximum radius of stars in the starfield.

### StarRadiusBias

How likely the size picking will pick smaller stars over larger ones (1 = default/linear).

### StarPulseMax

The maximum amount a star's size can pulse over time. A value of 1 means the star can potentially pulse between its maximum size, and 0.

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