

## SgtAurora

This component allows you to render an aroura above a planet. The aurora can be set to procedurally animate in the shader.

### MainTex

The base texture tiled along the aurora.

### 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 aurora material. You can normally adjust the render queue in the material settings, but since this material is procedurally generated your changes will be lost.

### CameraOffset

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

### Seed

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

### RadiusMin

The inner radius of the aurora mesh in local space.

### RadiusMax

The inner radius of the aurora mesh in local space.

### PathCount

The amount of aurora paths/ribbons.

### PathDetail

The amount of quads used to build each path.

### PathLengthMin

The minimum length of each aurora path.

### PathLengthMax

The maximum length of each aurora path.

### StartMin

The minimum distance between the pole and the aurora path start point.

### StartMax

The maximum distance between the pole and the aurora path start point.

### StartBias

The probability that the aurora path will begin closer to the pole.

### StartTop

The probability that the aurora path will start on the northern pole.

### PointDetail

The amount of waypoints the aurora path will follow based on its length.

### PointSpiral

The strength of the aurora waypoint twisting.

### PointJitter

The strength of the aurora waypoint random displacement.

### TrailEdgeFade

The sharpness of the fading at the start and ends of the aurora paths.

### TrailTile

The amount of times the main texture is tiled based on its length.

### TrailHeights

The flatness of the aurora path.

### TrailHeightsDetail

The amount of height changes in the aurora path.

### Colors

The possible colors given to the top half of the aurora path.

### ColorsDetail

The amount of color changes an aurora path can have based on its length.

### ColorsAlpha

The minimum opacity multiplier of the aurora path colors.

### ColorsAlphaBias

The amount of alpha changes in the aurora path.

### Near

Should the aurora fade out when the camera gets near?

### NearTex

The lookup table used to calculate the fading amount based on the distance, where the left side is used when the camera is near, and the right side is used when the camera is far.

### NearDistance

The distance the fading begins from in world space.

### Anim

Should the aurora paths animate?

### AnimOffset

The current age/offset of the animation.

### AnimSpeed

The speed of the animation.

### AnimStrength

The strength of the aurora path position changes in local space.

### AnimStrengthDetail

The amount of the animation strength changes along the aurora path based on its length.

### AnimAngle

The maximum angle step between sections of the aurora path.

### AnimAngleDetail

The amount of the animation angle changes along the aurora path based on its length.

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