

## SgtAccretion

This component allows you to render an accretion disc. This disc can be animated to spiral dust into the center. This disc can be split into multiple segments to improve depth sorting.

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

### MainTex

The texture applied to the disc, where the left side is the inside, and the right side is the outside.

### Mesh

This allows you to set the mesh used to render the disc.

### Segments

This allows you to set how many copies of the Mesh are required to complete the disc. For example, if the Mesh is 1/4 of the disc, then Segments should be set to 4.

### Detail

Should the disc have a detail texture? For example, dust noise when you get close.

### DetailTex

This allows you to set the detail texture that gets repeated on the disc surface.

### DetailScaleX

The detail texture horizontal tiling.

### DetailScaleY

The detail texture vertical tiling.

### DetailOffset

The UV offset of the detail texture.

### DetailSpeed

The scroll speed of the detail texture UV offset.

### DetailTwist

The amount the detail texture is twisted around the disc.

### DetailTwistBias

The amount the twisting is pushed to the outer edge.

### Near

Enable this if you want the disc to fade out as the camera approaches.

### NearTex

The lookup table used to calculate the fade opacity based on distance, where the left side is used when the camera is close, and the right side is used when the camera is far.

### NearDistance

The world space distance the fade will begin from.

1. SgtAccretion
1. Color

2. Brightness

3. RenderQueue

4. MainTex

5. Mesh

6. Segments

7. Detail

8. DetailTex

9. DetailScaleX

10. DetailScaleY

11. DetailOffset

12. DetailSpeed

13. DetailTwist

14. DetailTwistBias

15. Near

16. NearTex

17. NearDistance