

SgtJovian

This component allows you to render volumetric jovian (gas giant) planets.

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 jovian 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 cube map used as the base texture for the jovian.

DepthTex

The look up table associating optical depth with atmosphere color. The left side is used when the atmosphere is thin (e.g. edge of the jovian when looking from space). The right side is used when the atmosphere is thick (e.g. the center of the jovian when looking from space).

Sky

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

Lit

If you enable this then nearby SgtLight and SgtShadow casters will be found and applied to the lighting calculations.

LightingTex

The look up table associating light angle with surface color. The left side is used on the dark side, the middle is used on the horizon, and the right side is used on the light side.

Scattering

If you enable this then light will scatter through the jovian atmosphere. This means light entering the eye will come from all angles, especially around the light point.

ScatteringTex

The look up table associating light angle with scattering color. The left side is used on the dark side, the middle is used on the horizon, and the right side is used on the light side.

ScatteringStrength

The scattering is multiplied by this value, allowing you to easily adjust the brightness of the effect.

Mesh

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

MeshRadius

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

Radius

This allows you to set the radius of the jovian in local space.

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