SgtRing

This component allows you to render a planetary ring. This ring 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 ring 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 ring, 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 ring.

Segments

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

Detail

Should the ring 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 ring 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 ring.

DetailTwistBias

The amount the twisting is pushed to the outer edge.

Near

Enable this if you want the ring 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 distance the fading begins from in world space.

Scattering

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

ScatteringMie

The mie scattering term, allowing you to adjust the distribution of front scattered light.

ScatteringStrength

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

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.

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