

SgtSingularity

This component allows you to render a singularity/black hole.

Mesh

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

MeshRadius

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

Radius

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

RenderQueue

This allows you to adjust the render queue of the singularity material. You can normally adjust the render queue in the material settings, but since this material is procedurally generated your changes will be lost.

PinchPower

How much the singulaity distorts the screen.

PinchOffset

How large the pinch start point is.

EdgeFade

To prevent rendering issues the singularity can be faded out as it approaches the edges of the screen. This allows you to set how the fading is calculated.

EdgeFadePower

How sharp the fading effect is.

HoleColor

The color of the pinched hole.

HolePower

How sharp the hole color gradient is.

Tint

Enable this if you want the singulairty to tint nearby space.

TintColor

The color of the tint.

TintPower

How sharp the tint color gradient is.

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