

SgtBackdrop

This component allows you to generate procedurally placed quads on the edge of a sphere. The quads can then be textured using clouds or stars, and will follow the rendering camera, creating a backdrop. This backdrop is very quick to render, and provides a good alternative to skyboxes because of the vastly reduced memory requirements.

Seed

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

Radius

The radius of the starfield.

Squash

Should more stars be placed near the horizon?

PowerRgb

Instead of just tinting the stars with the colors, should the RGB values be raised to the power of the color?

StarCount

The amount of stars that will be generated in the starfield.

StarColors

Each star is given a random color from this gradient.

StarRadiusMin

The minimum radius of stars in the starfield.

StarRadiusMax

The maximum radius of stars in the starfield.

StarRadiusBias

How likely the size picking will pick smaller stars over larger ones (1 = default/linear).

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