# **SgtCloudsphereNearTex**

This component allows you to generate the SgtCloudsphere.NearTex field.

# Width

The width of the generated texture. A higher value can result in a smoother transition.

# **Format**

The format of the generated texture.

#### Ease

The ease type used for the transition.

# **Sharpness**

The sharpness of the transition.

# Offset

The start point of the fading.

- 1. SgtCloudsphereNearTex
  - 1. Width
  - 2. Format3. Ease
  - 4. Sharpness
  - 5. Offset