

## SgtProminence

This component allows you to render a halo disc around a star.

### MainTex

The main texture of the prominence.

### 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 prominence material. You can normally adjust the render queue in the material settings, but since this material is procedurally generated your changes will be lost.

### Seed

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

### PlaneCount

The amount of planes used to build the prominence.

### PlaneDetail

The amount of quads used to build each plane.

### InnerRadius

The inner radius of the prominence planes in local coordinates.

### OuterRadius

The outer radius of the prominence planes in local coordinates.

### FadeEdge

Should the plane fade out when it's viewed edge-on?

### FadePower

How sharp the transition between visible and invisible is.

### ClipNear

Should the plane fade out when it's in front of the star?

### ClipPower

How sharp the transition between visible and invisible is.

### CameraOffset

This allows you to offset the camera distance in world space when rendering the prominence, giving you fine control over the render order.

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