

Thank you for your purchase!

For start just add to your camera a script named as Black Hole.

Create on scene new empty game object. Tune a position. It will be your black hole.

Select your camera and add this project to the field "Black Hole" on component "Black Hole".

Run!

Now you just must tune a horizon of your Black hole.

You can change:

- Radius.
- Frequency of black hole "breathing".
- 2 parameters of space deformation.

Package don't include any space skyboxes, but you can find its on Asset Store even for free.

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