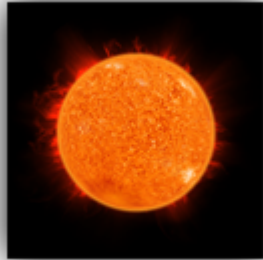# The Corona Component

This component allows you to add interesting effects to your stars, such as solar prominences. You can also use this component to create stars or vortex like effects.
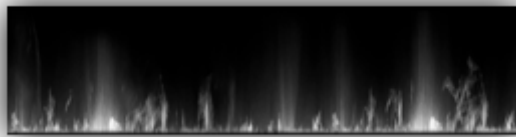

Corona

Offset

This setting allows you to move the corona closer to the camera. This is useful if you're having depth sorting issues between the corona, and a star's atmosphere, or other corona components.

Texture

If you click the **'Select'** button to open the texture select window you'll see a search box at the top. Depending on your **Mesh → Type** setting, you should search for either **'Corona Plane'** or **'Corona Ring'**, then you'll see a list of prepackaged corona textures.
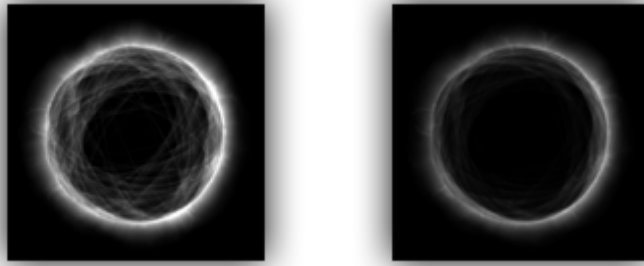

Colour

This setting allows you to change the overall colour of your corona.

Falloff

This setting allows you to fade out corona planes that aren't perpendicular to the camera.

Note: This setting has little/no effect if your **Mesh → Alignment** is set to **Billboard**.

Per Pixel

Ticking this means that the falloff calculations will be performed per-pixel, rather than per-vertex. This is useful if you need more accurate rendering when the camera is very close/inside the corona.

Observer

If your scene contains a main camera then this field will automatically get filled. If not, then create a **Rendering → Camera** and change its tag to **'MainCamera'**, or drag it into this field.

Auto Regen

If you tick this then the corona mesh will automatically be regenerated every time you make a modification to this component's settings. The regeneration will take place before the scene is rendered (in LateUpdate).

Regenerate

Note: This button is only visible if you've disabled **Auto Regen**.

If you press this button then your corona mesh will be regenerated.

Mesh

Render Queue

This allows you to change the render queue used by the corona material. Consult the official Unity documentation if you're unsure what this means.

Type

This setting allows you to switch between corona types.

● Ring

This corona type allows you to wrap a horizontally seamless corona texture around a ring, much like planetary rings. This is useful because you have full control over the ring size without having to modify the texture.

● Plane

This is the most basic form of corona, each corona plane will be a two triangle quad. This is useful for simple stars, but it's quite wasteful in terms of texture space, and scaling a corona around a planet may require modifying the texture.

Radius

This allows you to change the radius of the generated corona mesh.

Note: If your **Mesh → Type** is set to **Ring**, then this will be the inner radius of the ring.
Note: If your **Mesh → Type** is set to **Ring** and you set this value to 0, then you can create interesting spike/vortex like effects.

Height

This allows you to change the distance between the inner and outer radius of your ring.

Note: This setting is only visible if your **Mesh → Type** is set to **Ring**.

Segments

This setting allows you to control how many segments/sides each of your corona planes have.

Note: This setting is only visible if your **Mesh → Type** is set to **Ring**.

Alignment

This setting allows you to change how the corona plane(s) will be aligned/rotated.

● Billboard

This setting means your corona will be a single plane that always points at the camera.

● Axis Aligned

This setting means your corona will be comprised of three planes that are perpendicular (at 90 degrees) to each other.

● Random

This setting means your corona will be comprised of many planes rotated randomly. This is useful for creating interesting solar effects.
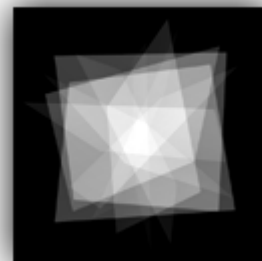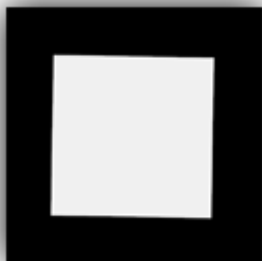
Plane Count

This allows you to change how many planes are in your corona mesh.

Note: This setting is only visible when your **Mesh → Alignment** is set to **Random**.

Seed

This allows you to change the random seed used when setting the random plane rotations.

Note: This setting is only visible when your **Mesh → Alignment** is set to **Random**.

Cull Near

Ticking this means that the front of the corona will be faded out. This is useful if you're attaching the corona to a star and you don't want the corona planes to be drawn over your star's surface.
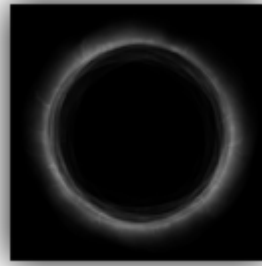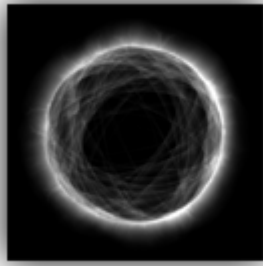
Offset

This setting allows you to offset the start and end points of the near cull fading.

Length

This setting allows you to change how smooth the front of the corona fade will be.