Nebula Starfield

This component allows you to create a nebula using particles.

NOTE: Read the **Point Starfield** documentation for information on the shared fields.

Seed

This allows you to set the random seed used when generating asteroids.

Source Tex

This allows you to set the texture used to make the beula.

NOTE: This texture must be marked as readable.
NOTE: This texture must be set to truecolor.

Resolution

This allows you to set how many particles will be used to make the nebula. A value of 1.0 means there will be one particle per pixel.

Threshold

This allows you to set the pixel brightness required to spawn a particle at a given pixel.

Jitter

This allows you to add noise to the particle positions, breaking up the linear grid pattern that the particles get spawned at.

Samples

This allows you to set the maximum amount of times the Source Tex is sampled until a sample matching the Threshold is found.

Height Source

This allows you to specify which part of the **Source Tex** will be used to calculate the height of each pixel from the nebula plane.

Scale Source

This allows you to specify which part of the **Source Tex** will be used to calculate the scale of each pixel from the nebula plane.

Size

This allows you to set the size of the nebula.

Horizontal Brightness

This allows you to set the Brightness value when the nebula is viewed side-on.

Horizontal Power

This allows you to set how sharp the threshold for being side-on is.

Star Radius Min

This allows you to set the minimum radius of generated stars.

Star Radius Max

This allows you to set the maximum radius of generated stars.

Star Sprites

This allows you to set all the different types of stars you want in the starfield.