

# Elliptical Starfield

This component allows you to create a elliptical starfield.

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.

## Radius

This allows you to set the outer radius of the starfield.

## Symmetry

This allows you to place more stars around the horizon of the starfield.

## Offset

This allows you to push stars toward the edge of the starfield.

## Inverse

This allows you to reverse the star distribution, creating an abundance of stars near the center.

## Star Count

This allows you to set the amount of stars generated.

## 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 Radius Bias

This allows you to set how likely the generated stars will have a smaller size, to stop large stars dominating the distribution.

## Star Pulse Max

This allows you to set the maximum radius a generated star can pulse. A value of 0 means no pulsing and it will always remain at its normal radius. A value of 1 means it can pulse between its normal radius and 0.