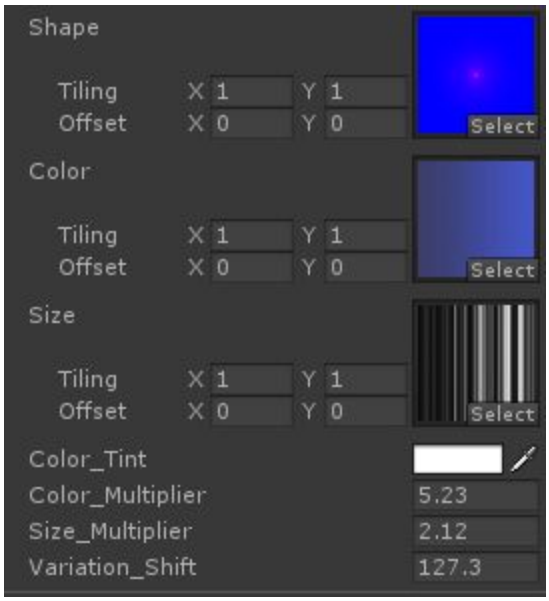
StarCluster Pack v2.0

This model pack contains different star cluster models. This little guide will help you to understand how to use it. In this pack you can find 8 different types of star clusters:

- Crab
- Field
- Geometry
- Groups
- Partitions
- Regular
- Spherical
- Wires
- Twist **(new!)**

Each of these types has its own variations.
All these models should be used with StarCluster shader which ships with this pack.

StarCluster shader parameters



Shape texture

This texture controls the shape of each sprite.
You can use any texture from “StarClusterPack/Textures/Shapes”

Color texture

This texture controls the color distribution across the sprites.
You can use any texture from “StarClusterPack/Textures/Color”

Size texture

This texture controls the sprites scale distribution across the model.
You can use any texture from “StarClusterPack/Textures/Size”

Color_Tint

Color of all sprites will be multiplied by this color.

Color_Multiplier

Color of all sprites will be multiplied by this value.

Size_Multiplier

Size of all sprites will be multiplied by this value.

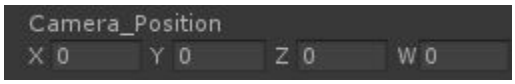
Variation_Shift

This parameter allows you to shift Size,Color,Shape textures in UV U direction.
This allows you to make more variations with these assets.

Use_Camera_Position (new!)

Enables custom look at mode for sprites. *Camera_Position* parameter becomes active.

Camera_Position (new!)



Inactive by default. Becomes active if *Use_Camera_Position* parameter checked. This parameter will specify the position of point in space which all sprites will look at.

Use_Attenuation (new!)

Enables decay mode for sprites. *Attenuation_Strength, Attenuation_Exponent* parameters becomes active.

Attenuation_Strength (new!)

Inactive by default. Becomes active if *Use_Attenuation* parameter checked. This parameter will specify the stars decay strength relative to the distance from the camera.

Attenuation_Exponent (new!)

Inactive by default. Becomes active if *Use_Attenuation* parameter checked. This parameter will specify the stars decay exponent.

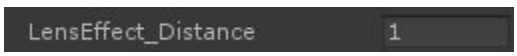
Use_LensEffect (new!)

Enables LensEffect mode for sprites. *LensEffect_Distance, LensEffect_Distance, LensEffect_DistanceExponent* parameters becomes active.

LensEffect (new!)

Inactive by default. Becomes active if *Use_LensEffect* parameter checked.
This texture controls the lens effect shape of each sprite.
You can use any texture from “StarClusterPack/Textures/LensEffects”

LensEffect_Distance (new!)



Inactive by default. Becomes active if *Use_LensEffect* parameter checked.
This parameter will specify the minimum distance to the star for lens effect to appear.

LensEffect_DistanceExponent (new!)

Inactive by default. Becomes active if *Use_LensEffect* parameter checked.
This parameter will specify the size exponent of lens effect relative to the distance from the camera.

Using StarCluster Pack with VR

For proper 3d effect you should enable *Use_Camera_Position* parameter and in *Camera_Position* parameter you need to input the positions of left and right cameras (for left and right eye respectively)