SpaceGen for Unity - Seamless space backdrop generator

1. Introduction

SpaceGen is a small, easy to use tool to make colorful and various space backdrops quickly. It offers a 'oneclick' solution to generate, fine-tune and save/load (through prefabs).

The generator uses multiple small textures, and produces high quality, seamless results.

SpaceGen is compatible with the free version of Unity3D.

2. How to use

To put new Backdrop to the scene, navigate to *'GameObject→Create Other→Space Backdrop'*. Well, it's all.

If a backdrop selected, you can configure the generator elements through the inspector. Unchecked elements will not rendered to the backdrop, but they are not excluded from generating process.

You can randomize your backdrop through the on-screen toolbox too. This is useful when you are editing in maximized scene view.

3. Backdrop elements

The generator supports rendering two sizes of starfields, gas clouds and star clusters at this time. All of them has unique color tint. The elements can be randomized seperately with the 'Randomize' button.

4. Save and Load

Saving generated backdrops is easy, just grab them as any other GameObject, and move to the project folder to autogenerate a prefab from it.

The used materials of the backdrops are incrementally generated at the SpaceGen/Materials fodler, so you do not have to worry about them.