Static Starfield

This component allows you to create a static starfield.

Static starfields are similar to Elliptical Starfields, but they can only be placed in the background of your scene. This is because instead of using billboards, the stars are baked into the starfield mesh, giving you better performance, and higher quality in some circumstances.

NOTE: Read the 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.

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 Colors
This allows you to set a color gradient of all the colors that generated stars can be tinted by.