

# Singularity

The singularity is a component that uses image effects to distort the scene to look like a black hole.

## Render Queue

This allows you to set which render queue group the belt will be placed in. By default this is set to Geometry, but you can also use Background if you want the belt to render before other transparent objects.

## Render Queue Offset

This allows you to tweak the render queue position. For example, the Geometry render queue is 2000, so an offset of 5 will set the render queue to 2005.

## Pinch Power

This allows you to set how strong the pinch effect will be around the singularity.

## Pinch Offset

This allows you to set how far offset the pinching begins from (event horizon size).

## Hole Power

This allows you to set how sharp the hole color appears.

## Hole Color

This allows you to set the color of the singularity.

## Tint

This allows you to tint the color around the event horizon.

## Tint Power

This allows you to set how sharp the color tint gradient will be around the event horizon.

## Tint Color

This allows you to set the color tint around the event horizon.

## Edge Fade

The singularity is an image distortion effect, so it will not render correctly at the edges of the screen. If this is an issue then enable this setting.

## Center

This calculates the fading using the center of the singularity position against the edges.

## Fragment

This calculates the fading using the current fragment position against the edges.

## Edge Fade Power

This allows you to set how strong the fading effect will be as the singularity approaches the edges of the screen.

## Meshes

The list of meshes used to make the singularity.

NOTE: This should be a sphere.

## **[CONTEXT] Update Material**

This option will force the singularity material and its settings to be updated.

NOTE: This should automatically get called when modifying values in the inspector.

## **[CONTEXT] Update Models**

This option will force the singularity models to be updated.

NOTE: This should automatically get called when modifying values in the inspector.