Corona

This component allows you to add a volumetric corona on top of your existing star model.

Color

This allows you to set the final color tint.

Brightness

This allows you to set the final color brightness. This is useful in combination with HDR.

Render Queue

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

Render Queue Offset

This allows you to tweak the render queue position. For example, the Transparent render queue is 3000, so an offset of 5 will set the render queue to 3005.

Fog

This allows you to set the amount of atmospheric fog.

Smooth

This setting causes the color transitions to be smoothed.

Height

This allows you to set the atmospheres height above the surface.

Inner Power

This allows you to set how sharp the atmosphere's density is on the surface.

Inner Mesh Radius

This allows you to set the actual radius of the meshes referenced in the **Inner Renderers** list. For example, the default Unity sphere primitive has a radius of 0.5 units.

Inner Renderers

This allows you to set which renderers are being used for your planet's surface. For example, if your planet surface is currently only using one MeshRenderer, and simply drag and drop it here.

Middle Power

This allows you to set how sharp the sky's atmosphere's density is when looking from inside the atmosphere.

Middle Ratio

This allows you to set how far you need to travel into the atmosphere until the power value transitions between **Outer Power** and **Middle Power**. For example, a value of 0.1 means you need to travel to under 10% of the Height value for the sky's power value to reach its lowest.

Outer Power

This allows you to set how sharp the sky's atmosphere's density is when looking from outside the atmosphere (i.e. in space).

Outer Mesh Radius

This allows you to set the actual radius of the meshes you set in the **Outer Meshes** list. For example, the default Unity sphere primitive has a radius of 0.5 units.

Outer Meshes

This allows you to set the meshes you want to use for the atmosphere. These should be standard spheres with outward facing normals.

Density Color

This allows you to set the density color gradient. The right side is the color used at the horizon where the atmosphere is most dense.

Density Scale

This allows you adjust how the **Density Color** gradient is distributed across the atmosphere. A value of 1.0 means the horizon will use the far right color, and the edge of the atmosphere will use the left color. If you increase this number, then the densest color will be placed slightly below the horizon, which means your planet surface mesh needs to be lower than the surface radius for you to see this color. This feature is mainly used when your surface mesh isn’t perfectly round.