

# Depth

Transparent objects typically don't write to the Z Depth buffer, but this component allows you to change that. This is very useful if you need to draw lines through a gas giant (SgtJovian) and have them act as if they are solid.

NOTE: If you're applying this depth to an existing mesh, then make sure this RenderQueue is higher than the base material. For example, the SgtJovian shader has a default render queue of Transparent + 0 (3000). Similarly, make sure the objects you want to hide behind the depth have a higher render queue. So if you want to draw orbit lines around a gas giant. You want the gas giant to have the lowest render queue, the orbit line to have the highest, and the depth to be in the middle.

## Render Queue

This allows you to set which render queue group the depth will be placed in.

## 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.

## Renderers

This allows you to set which renderers are being used for your depth writing. For example, if you want your gas giant to draw depth, then drag and drop the 'Model' GameObject, which should be a child of your SgtJovian component.