Starfield

This component handles the rendering of an billboard starfield.

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 starfield will be placed in. By default this is set to Transparent, but you can also use Background if you want the starfield 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.

Age

This allows you to set the current time of the star pulsing.

Time Scale

This allows you to set how fast all the stars pulse.

Softness (Pro Only)

This setting allows you to make the stars have soft edges when intersecting solid geometry. This is useful if you are creating dust clouds that need to intersect solid geometry (e.g. asteroids).

NOTE: To make particles intersect solid geometry you must first change the Render Queue of your starifled to Transparent, or similar.

NOTE: Cameras don't render depth textures by default, so this setting will not work correctly. To make them render depth textures, add the SgtDepthTextureMode component to your Camera(s), and set the DepthMode to either Depth, or DepthNormals.

Auto Regenerate

This setting allows you to force the starfield to update every time you tweak the settings.

Regenerate

This button allows you to manually cause the starfield to be regenerated.

Fade Near

This setting causes stars to fade out if they get too close to the camera.

Fade Near Radius

This allows you to set the camera distance at which particles will become invisible.

Fade Near Thickness

This allows you to set the thickness of the fading region.

Fade Far

This setting causes stars to fade out if they get too far from the camera. This setting is mainly used with the wrapped starfields, to hide the wrapping effect.

Fade Far Radius

This allows you to set the camera distance at which particles will become invisible.

Fade Far Thickness

This allows you to set the thickness of the fading region.

Follow Observers

This allows you to force the starfield to follow all observers in the scene (e.g. the main camera). This is useful for placing stars in the background.

Stretch To Observers

This allows you to force the stars to stretch in accordance to the velocity of all observers in the scene (e.g. the main camera). This is useful for creating a warp drive effect.

Stretch Scale

This allows you to set how much an observer's velocity will change the stretching of each star.

Stretch Override

This allows you override the velocity vector sent to the starfield shader.

Stretch Vector

This allows you to set the new velocity vector.

Allow Pulse

Pulsing causes the sizes of stars to increase and decrease over time.

[CONTEXT] Make Editable Copy

This option will create a new a new belt using the **Custom Belt** component, and fill it with all the asteroids generated in this component, but in a manually editable format.