Revised settings:

Graphics Options

Quality preset	Custom
Model quality	High
Shader quality	High
Voxel quality	High
Texture quality	High
Shadow quality	High
Anti-aliasing	FXAA
Anisotropic filtering	16x
Field of view	85.3
Flares intensity	0.1
Grass draw distance	1,059m
Grass density	3.9
Tree draw distance	10,000m
Ambient occlusion	Enable damage effects
Enable PostProcessing	

OK   Cancel
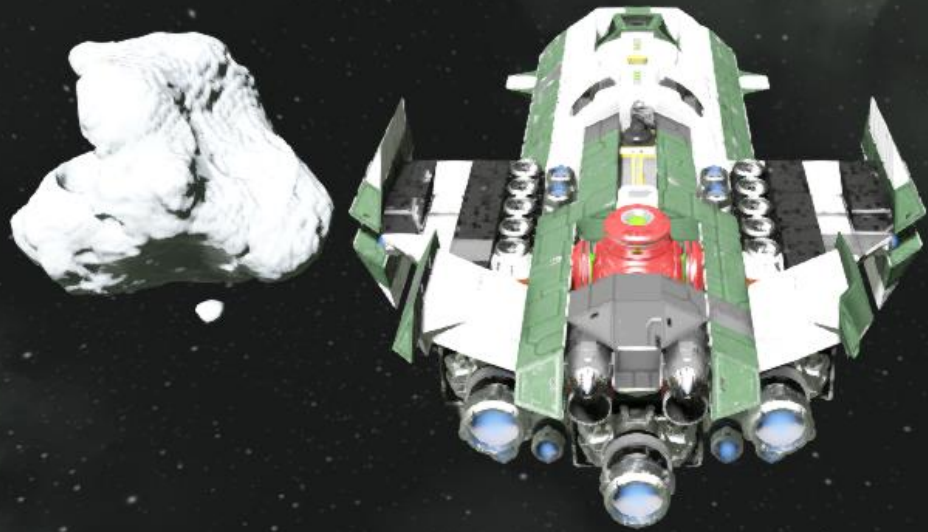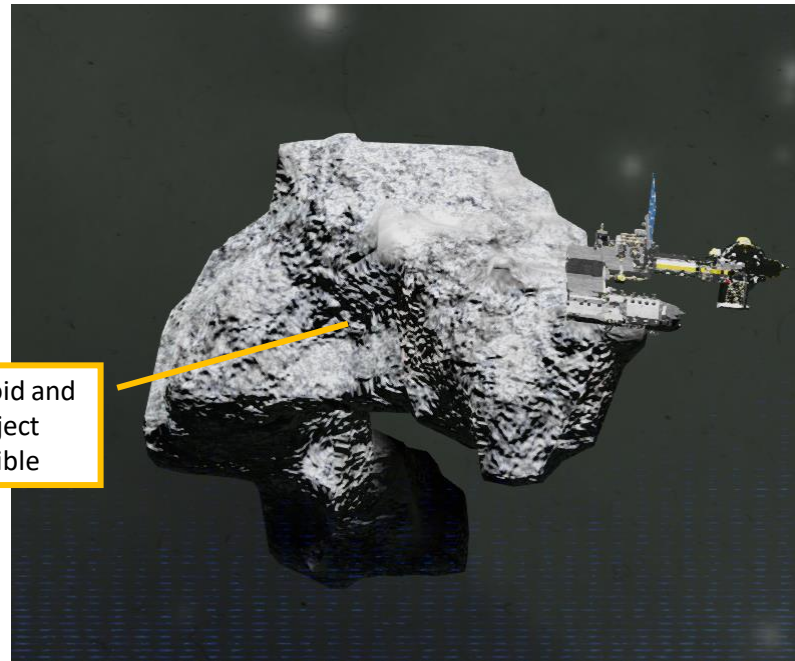
Asteroid and Object Visible

Asteroid and Object Visible

No Zoom

Asteroid and Object Visible

Full Zoom