# Take Photo

```
( start ) → [ Play camera shutter sound ] → [ Play camera flash widget ]
                                                      │
                                                      ▼
                                                  \ Delay / → [ Create render target 2D ] → [ Capture the scene ]
                                                                                                      │
                                                                                                      ▼
                                                                                            [ Create photo display widget with the render target ]
                                                                                                      │
                                                                                                      ▼
                                                                                            [ Set texture target reference ]
```

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Safari Snapshot