

Introduction

The Thumbnail Creator tool is an in-editor tool to assist in creation of thumbnails for modded items.

Features

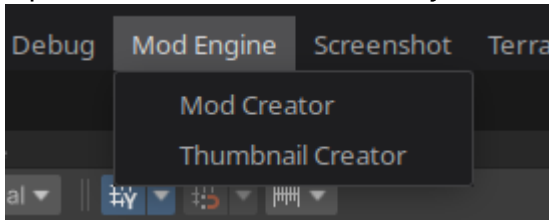
- Changeable background color
- Field of View adjustment
- Angle, position and zoom offsets
- Focusing the camera on objects

Installation

Follow the Mod Creator documentation as this tool is included in the same unitypackage.

UI Overview

Open the Thumbnail Creator by selecting the *ModEngine* -> *Thumbnail Creator* tab.



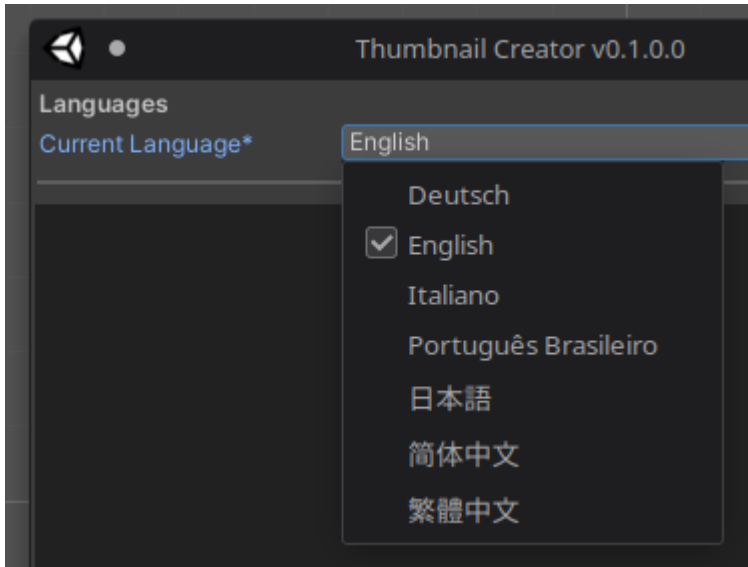
The Thumbnail Creator window opens revealing the default view of the creator.



Language

We strive to support as many languages as we can in the game, that also includes the Thumbnail Creator.

Selecting a language from the languages dropdown immediately applies the selected language to the entire interface.



Configuration

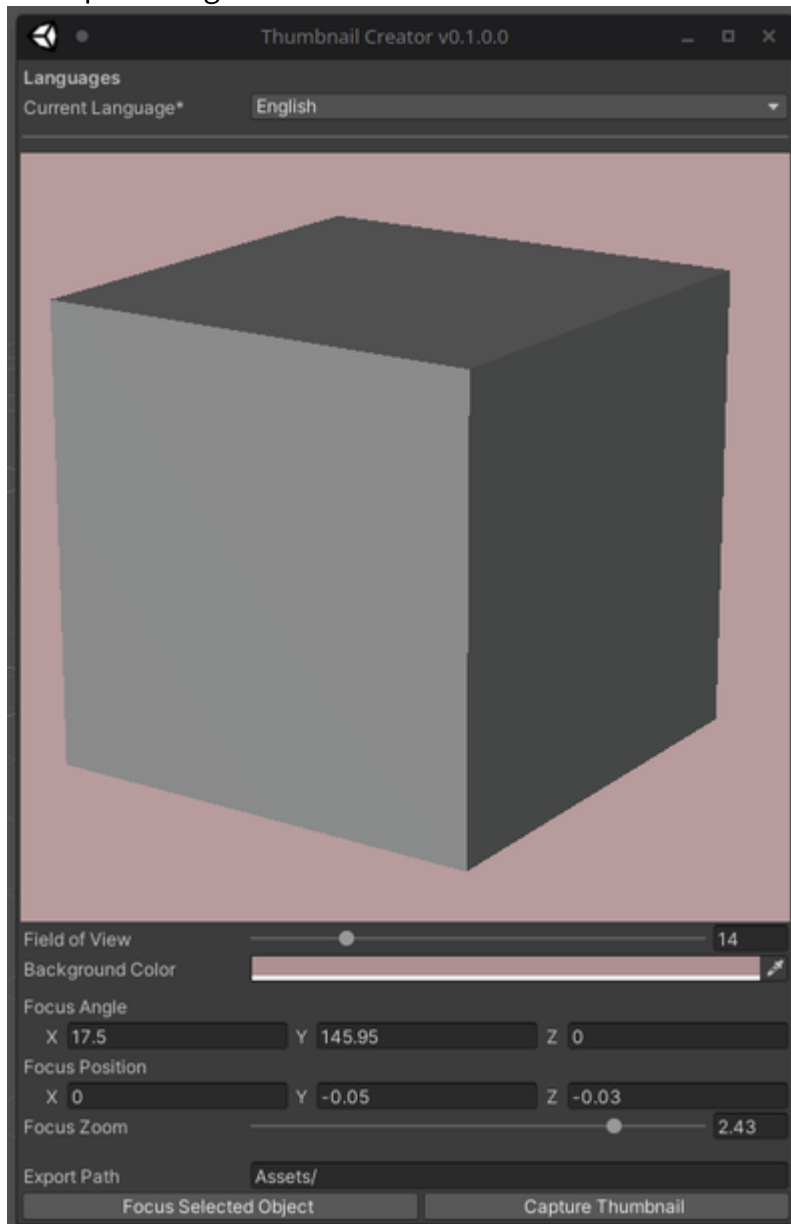
This tool has a few options for simple configuration:

- **Field of View**
 - Adjusts the vertical FoV of the camera used for taking thumbnails
- **Background Color**
 - Changes the background color of the thumbnails camera
- **Focus Angle/Position**
 - Applies a position and angle offset to the camera taking the thumbnail when it is focused on the selected object
- **Focus Zoom**
 - Moves the camera closer or further from the selected object
- **Export Path**
 - Specifies a directory where captured thumbnails are placed

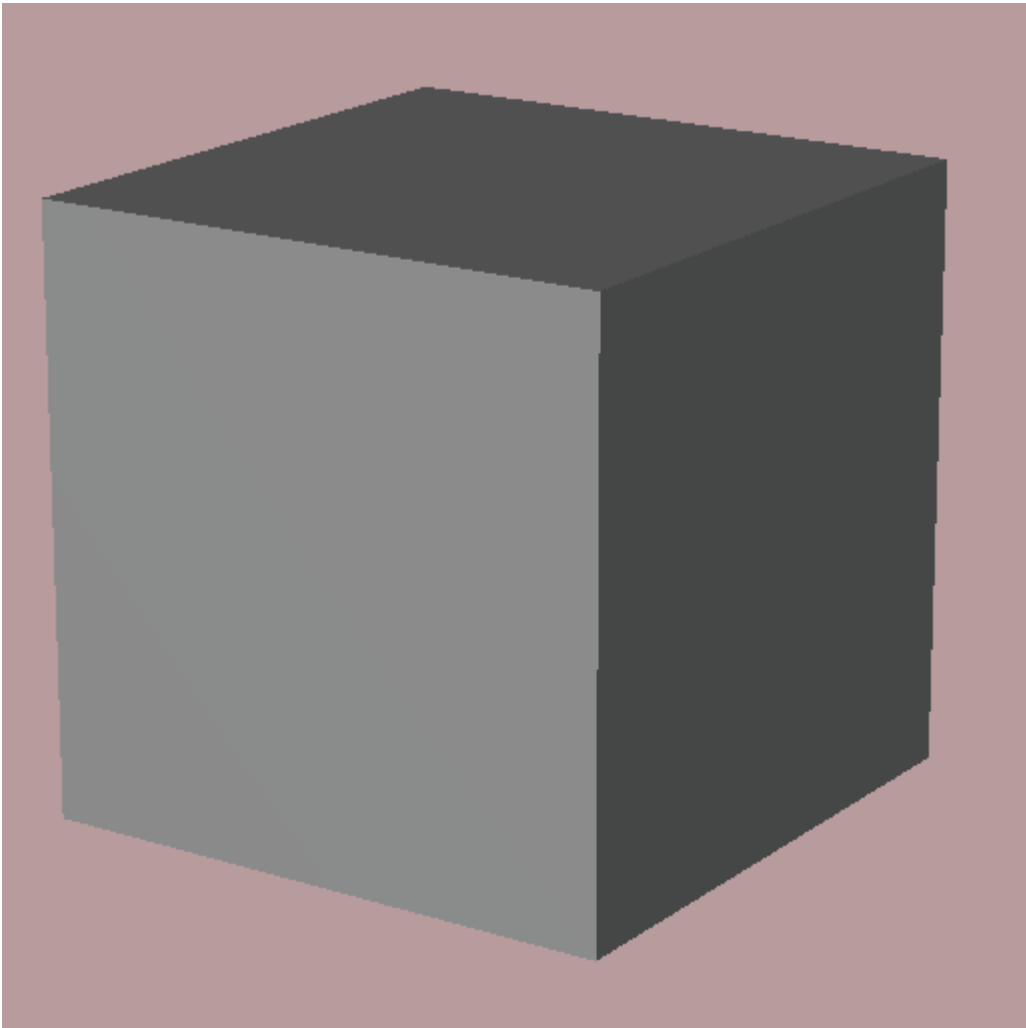
Usage

1. Open the Thumbnail Creator
2. Select your object you want to take a thumbnail of
3. Click *Focus Selected Object* to focus the camera on it
4. Adjust the configuration to your liking
5. Click *Capture Thumbnail*, the result will be placed in the specified *Export Path* directory

Example configuration



Resulting thumbnail



Notes

- Transparent background is not yet supported. Until support is implemented, use external image editing tools to remove the background manually