WARPED
IMAGINATION
TUTORIALS, DEV LOGS, HARDWARE BUILDS, TOOLS DEVELOPMENT AND MORE..

Unity Asset Store ▶ YouTube

Scene View Bookmarks Tool

Introduction

Welcome to the Scene View Bookmarks Tool by Warped Imagination.
Say goodbye to the tedious task of navigating through a scene or searching for transforms in the hierarchy just to adjust the Scene View camera. This tool will become your go-to for quickly and easily focusing around your scenes.

With the press of a button, you can save the current orientation of the Scene View camera as a bookmark. With the press of a shortcut key or a selection from the toolbar dropdown, you can instantly return to that saved orientation.
Working with orthogonal views? well this tool saves that detail too.

Not only that, you can even load a scene and jump straight to a saved bookmark in that scene with its accompanying Scene Bookmark Directory, allowing you to quickly navigate through your scenes with ease.

Note: Parts of this tool have been developed with Unity's Toolbar Overlay functionality which is only available in versions 2021 and after of the Unity Editor.
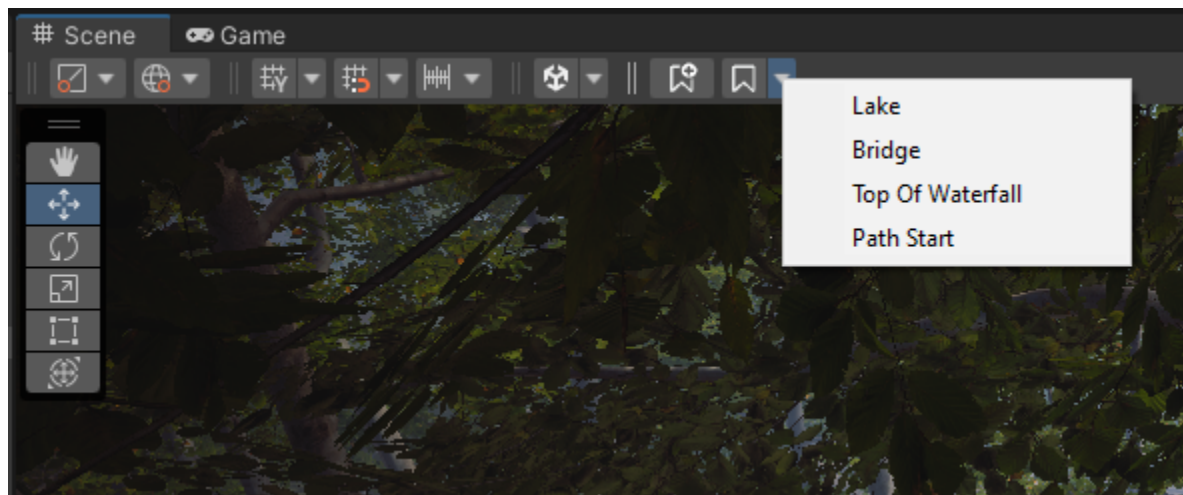
Instructions

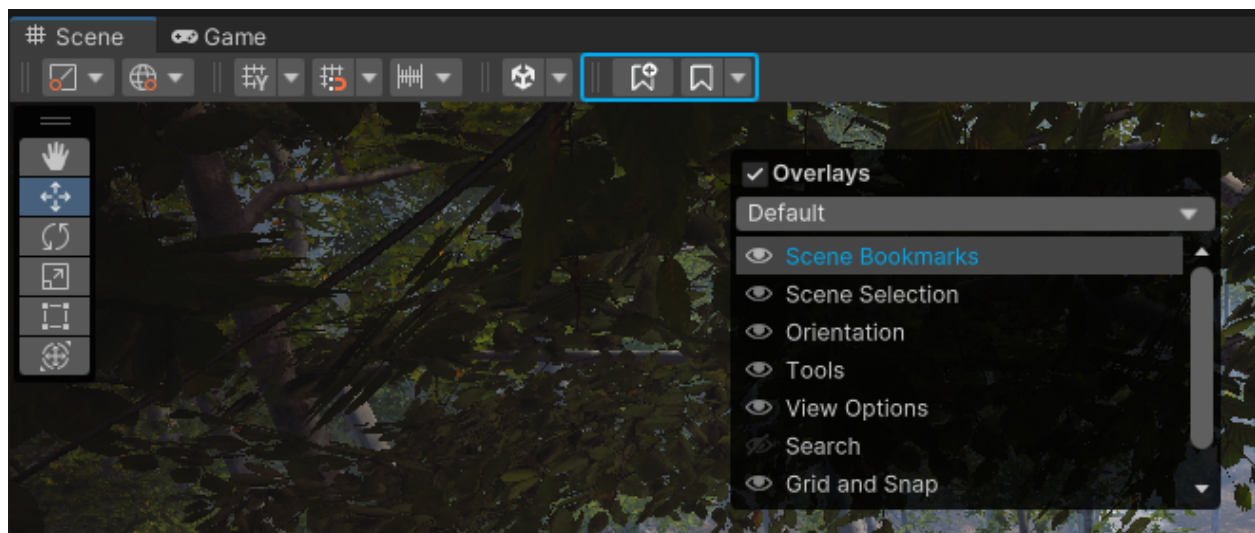Watch the tutorial [video here](#).

Toolbar Overlay

The toolbar overlay is available in Unity 2021 and later (for earlier versions use the Bookmarks Window from the Tools menu).
It enables quick bookmark actions directly from the scene view.

The bookmarks dropdown on the Scene Bookmarks toolbar overlay

The Overlays window showing that the Scene Bookmarks toolbar overlay is visible

To start with you will need to turn on the overlay by pressing the Spacebar when you have the Scene View selected and then enabling the "Scene Bookmarks" option.
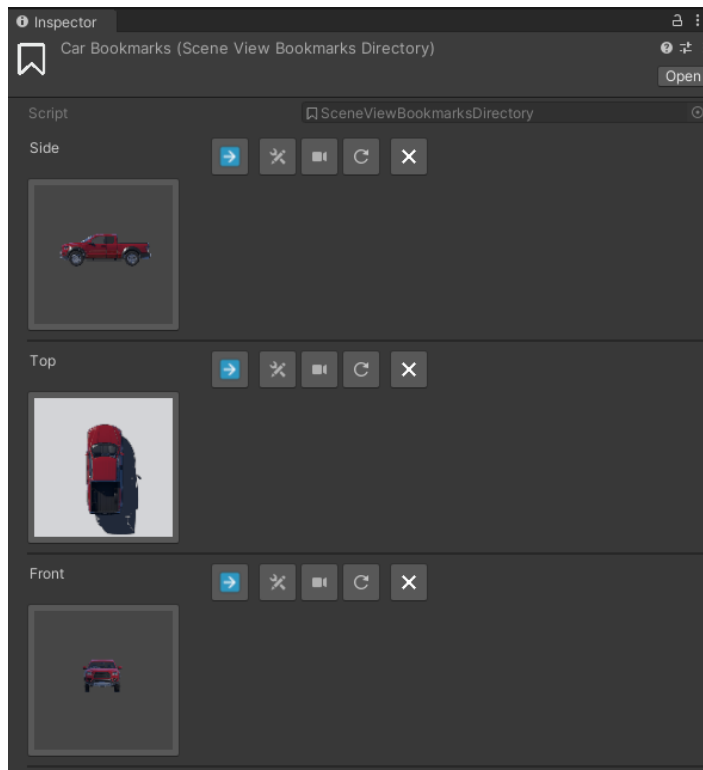
Bookmark Directory

All bookmarks are held in Bookmark Directory assets which are created alongside their respective scene assets.
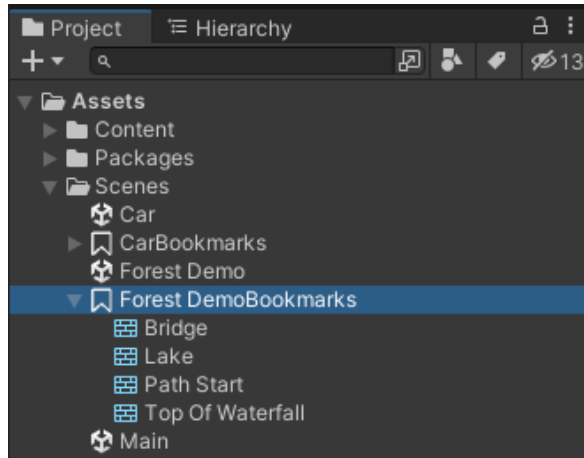

The Project window with a Bookmark Directory asset selected and expanded to show its bookmarks

These directories can be expanded to reveal all the bookmarks currently residing in the directory for that scene.

The Inspector window for a Bookmark Directory asset

Looking at the Inspector window while a Bookmark Directory asset is selected reveals all the bookmarks, their thumbnails and relevant action buttons.
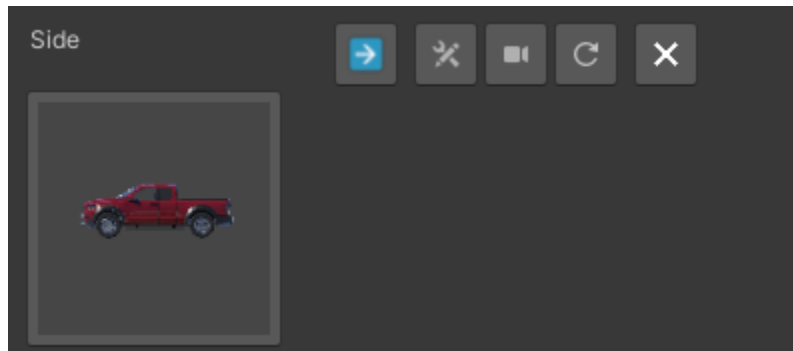
The buttons alongside each bookmark
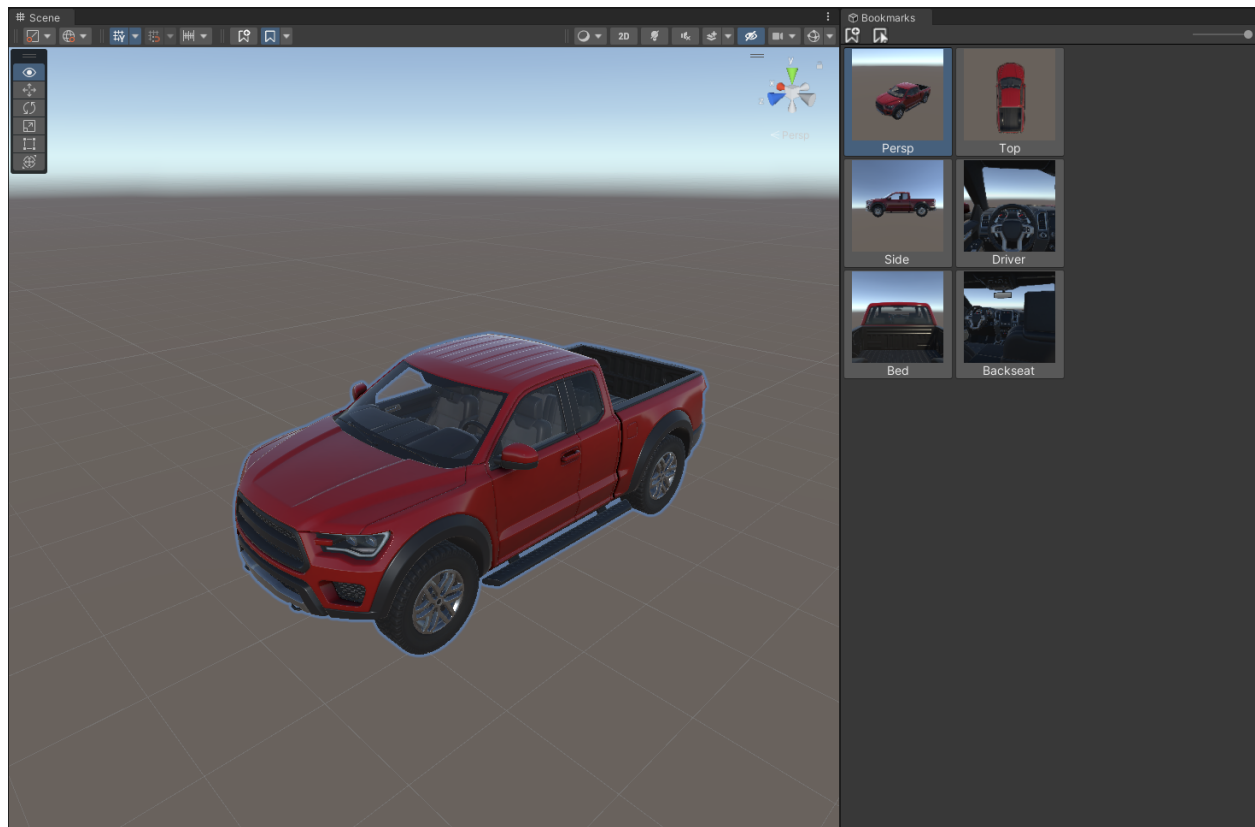
Alongside each bookmark button the relevant actions buttons from the left to right are
        Open - opens the bookmark (and scene if not open)
        Rename - opens a text entry dialog to rename the bookmark
        Change- changes the bookmark to the current Scene View orientation
        Refresh - refreshes the render of the bookmark
        Delete - deletes the bookmark

Bookmarks Window

The Bookmarks window (right) with the Side bookmark selection and the Scene window showing the camera oriented

The bookmarks window enables quick view of the bookmarks for the active scene via their thumbnails, these can be pressed to reorientate the Scene view to the bookmark.
The top bar of the bookmarks also has actions for creating a bookmark and selecting the associated Bookmarks Directory in the Project view. To the right of the bookmarks window is a slider to alter the size of the thumbnails shown.

Bookmarks Quick Selection Window

The Bookmarks quick selection window overlaid on the scene view

The bookmarks quick selection window is a quick way to preview and select a bookmark to reorientate the Scene view for the active scene.

To launch the quick selection window simply hold down Alt and then press B, you can then continue pressing B while holding the Alt key to select each bookmark in turn. Once you land on the bookmark you are interested in, simply release the Alt key and the Scene view will reorientate.

The quick selection window can be resized and moved like any other window using the mouse while the Alt key is held down. This will then be the default size and position when launched.
Should you wish to reset the size and position simply go to "Preferences > Scene View Bookmarks Tool" and press "Reset Quick Selection Window".

To change the shortcut you can alter the option in the Unity's Shortcuts window or in the code in the SceneViewBookmarksQuickSelectionWindow class Shortcut attribute.

Bookmark Creation

There are two ways to create a bookmark

1. Using the toolbar overlay in the Scene view, select the Create Bookmark button and enter the name for the bookmark
2. Under the main menu go to "Tools > Bookmarks > Create" and enter the name for the bookmark

If this is the first bookmark for this scene a Bookmark Directory asset will be created alongside the Scene with the format [Scene Name]Bookmarks. This directory asset can be expanded to show the new bookmark entered with the name entered into the text box.

Switching Bookmarks

There are six ways to switch between bookmarks within a scene (that has more than one bookmark). They all have various benefits in speed and whether or not you need to move to a bookmark in a scene you are not currently viewing.

1. Hit the shortcut key (defaulted to "b") and switch between bookmarks till you come to the desired bookmark created for the current scene
2. Select the dropdown on the toolbar overlay in the Scene view and choose whichever bookmark you are interested in orientating too.
3. Under the main menu go to "Tools > Bookmarks > Switch" and switch between bookmarks till you come to the desired bookmark
4. Alongside the scene will be a Bookmark Directory selecting this asset will show all the bookmarks for the scene in the inspector. Pressing the blue arrow button alongside a bookmark will orientate to that point in the scene. If you are not currently in the scene for the bookmark that scene will be opened and then orientated.
5. Expanding the Bookmark Directory for a scene will display all the bookmarks, double clicking on a bookmark will open the scene (if not open already) and orient the camera.
6. Under the main menu go to "Tools > Bookmarks > Bookmarks Window" to open a new tab that will display all the bookmarks present for the scene. Selecting a bookmark will orient the camera.

Note: The reason for so many options is two fold, one it allows the user to select their most comfortable method of switching bookmarks and two older versions of Unity that do not support the toolbar overlay system still have an easy method for switching bookmarks.

When switching bookmarks a notification is shown on screen identifying the bookmark you have switched to. Should you wish to turn off this notification simply go to "Preferences > Scene View Bookmarks Tool" and untick "Show Notifications".

Thumbnails

When you create a bookmark it renders a thumbnail of the scene view and stores it under the Bookmark Directory for the scene. These can be viewed by expanding the Bookmarks Directory asset in the Project window.

The thumbnails can be refreshed while the scene is open by selecting the Bookmark Directory asset and then in the inspector pressing the Refresh button.

Renaming A Bookmark

To rename a bookmark select the relevant Bookmark Directory asset and then in the inspector press the Rename button alongside the relevant bookmark.

Deleting A Bookmark

To delete a bookmark select the relevant Bookmark Directory asset and then in the inspector press the Delete button alongside the relevant bookmark.
Alternatively in the Project view select one of the bookmarks under a Bookmark Directory, right click and select "Bookmarks > Delete Bookmark".

Customization

If you wish to change the shortcut key in code then look at the menu item attribute for the function SwitchSceneViewBookmarkMainMenuItem() under the class SceneViewBookmarkMenu. Here you will find the defaulted shortcut of "_b" that can be changed (or removed).
For more information on MenuItems in Unity read this page.

Support

Should this document not answer all your questions then please do reach out to Support.

Thanks

Special thanks for downloading this package, make sure to check out the other packages on the Store Page or Unity Asset Store.

For those interested in learning more about games and tools development check out the YouTube Channel.

Thanks
Warped Imagination

Version History

1.3.0

Improvements
- Added notifications when the bookmarks get switched

1.2.0

Improvements
- Added the quick selection window for quick bookmark selection
- The thumbnail slider on the bookmarks directory window now saves

Fixed
- Fixed a warning for the bookmarks directory window when moving the Unity Editor

1.1.0

Improvements
- Added a slider for resizing thumbnails in the bookmarks window
- Added a button for selecting the bookmarks directory for easier access to editing from the bookmarks window

Fixed
- Fixed the add bookmark button icon on the bookmarks window
- Fixed rotation set warning when using bookmarks within a 2D scene

1.0.0

First Release