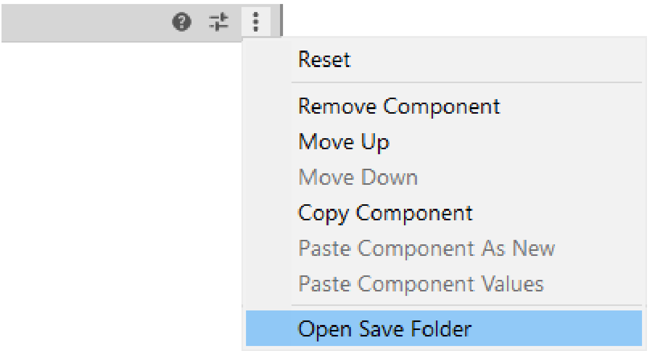
Render Monster

amazingassets.world

1. Quick Start

- Assign Render Monster script to the Camera object.
- Select save folder by clicking on **Select** button.
- Make sure **Super Size** is set to 1 and **FPS** to 30.
- Enter game mode.
- Click on Play ▶ button to begin image capturing.
- Click on Stop ⏸ button to stop image capturing.

Captured images can be checked by clicking on the Output Path **Select** button with mouse right button or from script component menu:



Reset

Remove Component

Move Up

Move Down

Copy Component

Paste Component As New

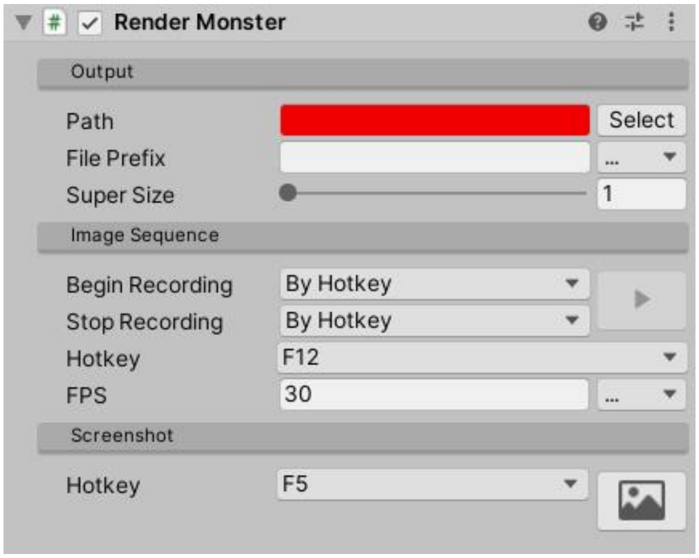
Paste Component Values

Open Save Folder

Single screenshot can be captured by clicking on 🖼 screenshot button.

Note, image may be captured incorrectly, if camera uses time depending image effects, for example: Auto Exposure, Motion Blur, etc.

2. Editor window



Path
File Prefix
Super Size 1

Begin Recording By Hotkey
Stop Recording By Hotkey
Hotkey F12
FPS 30

Hotkey F5

Path - Directory where captured images and screenshots are saved. Nothing will be captured if path is not defined or it is not valid. Right click on **Select** button opens save folder in explorer.

File Prefix – Saved image file name prefix, if not defined then frame number is the file name.

Super Size – Factor by which to increase camera resolution, for example, passing 4 will make the resultant image be 4x4 larger than it normally would.

Begin Recording – Even that triggers recorder:

1. **On Start** – Image recording begins automatically after scene loading.
2. **By Hotkey** – Pressing selected keyboard key begins recording.
3. **Manually** – Image recording can be manually triggered by calling **BeginRecording()** method.

Stop Recording :

1. **By Hotkey** - Pressing selected keyboard key stops recording.
2. **After N Frame** – Recording stops after capturing ***N*** count frames.
3. **After N Sec** - Recording stops after ***N*** seconds.
4. **Manually** – Recoding can be stopped manually by calling **StopRecording()** method.

FPS – Image capture frame rate.

▶ ⏸ - **Play/Stop** buttons (available only in run-time). Fast and easy way to begin and stop image sequence capturing.

🖼 - Captures one screenshot.

3. Runtime API

Render Monster’s run-time API can be brought into scope with this using directive:

C#

```
using AmazingAssets.RenderMonster;
```

RenderMonster component now can be added to the game object with Camera component.

Public variables

`string` **`outputPath`** – Output directory path. If directory does not exist Render Monster will try to create it. Images are not captured if path is not defined.

`string` **`filePrefix`** – Saved file prefix. Not required.

`int` **`supersize`** – Factor by which to increase resolution. For example, passing 4 will make the screenshot be 4x4 larger than it would normally be.

`int` **`nFrame`** – Number of frames. After reaching this number image capturing will stop.

`int` **`nSec`** – Number of seconds. After reaching this number image capturing will stop.

`int` **`fPS`** – Capture frame rate that is the equivalent of (1.0 / Time.captureDeltaTime) rounded to the nearest integer. Setting **`fPS`** also sets Time.captureDeltaTime to the equivalent inverse.

Public methods

`void BeginRecording()` – Begins image recording.

`void StopRecording()` – Stops image recording.

`bool IsRecording()` – Checks if images are being recording.

`void CaptureScreenshot()` – Captures screenshot.