

OffAxisCamera Reference

Version 1.1

MonoBehaviours

- OffAxisCamera

OffAxisCamera

The OffAxisCamera component computes and applies an off-axis perspective projection to a camera dynamically. Simply add OffAxisCamera to your scene and assign a GameObject that will serve as the window plane to the property 'windowTransform'. Adjust the window transforms x-y scale to set the window size.

Off-axis perspective projection is often used in VR/XR applications where you need to render a perspective that matches the viewpoint of a spectator relative to a display. It can be used in conjunction with head tracking, providing the illusion of a dynamic view into a 3D scene, similar to looking through a window.

Transform windowTransform

Gets or sets the window transform.

ReadOnlyCollection<Vector3> windowCorners

Gets the window corners as readonly collection.