

## How to setup the SelfieCam

### 1. Add two Layers

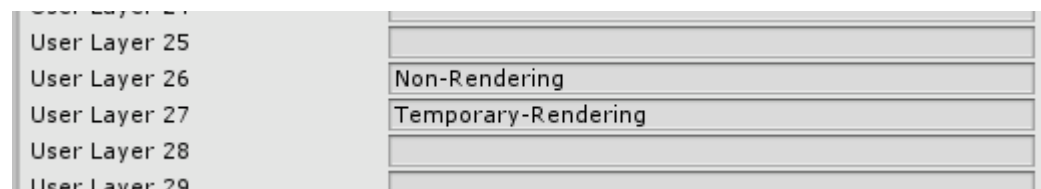
"Non-Rendering" & "Temporary-Rendering"

These strings can be found in the NonRenderingLayer.cs file.

```
namespace Anonym.Util
{
    //
    public static class NonRenderingLayer
    {
        public static readonly string NonRenderingLayerName = "Non-Rendering";
        public static readonly string TemporaryRenderingLayerName = "Temporary-Rendering";

        const int InvalidLayer = -1;
        const int InvalidLayerMask = 0;
    }
}
```

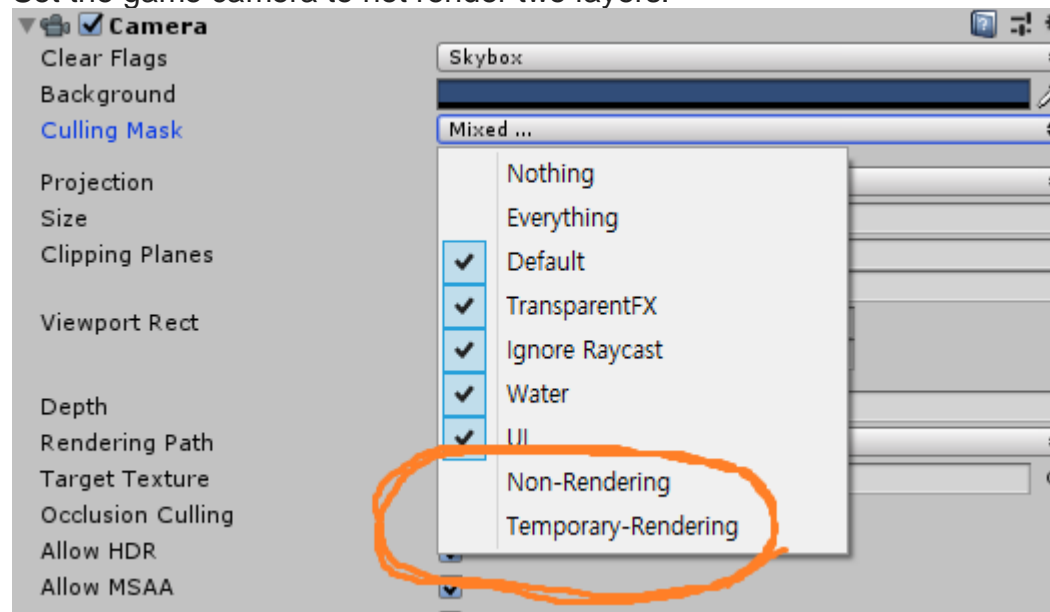
"Non-Rendering" is used to set 3D objects not to be rendered on the camera, and "Temporary-Rendering" is a temporarily used layer to render 3D objects in RenderTexture.



The number does not matter. But the two layers must exist.

### 2. Game Camera

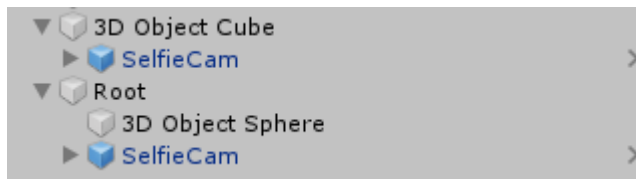
Set the game camera to not render two layers.



### 3. SelfieCam prefab

Find this in here "Assets/Anonym/Util/prefab/SelfieCam"

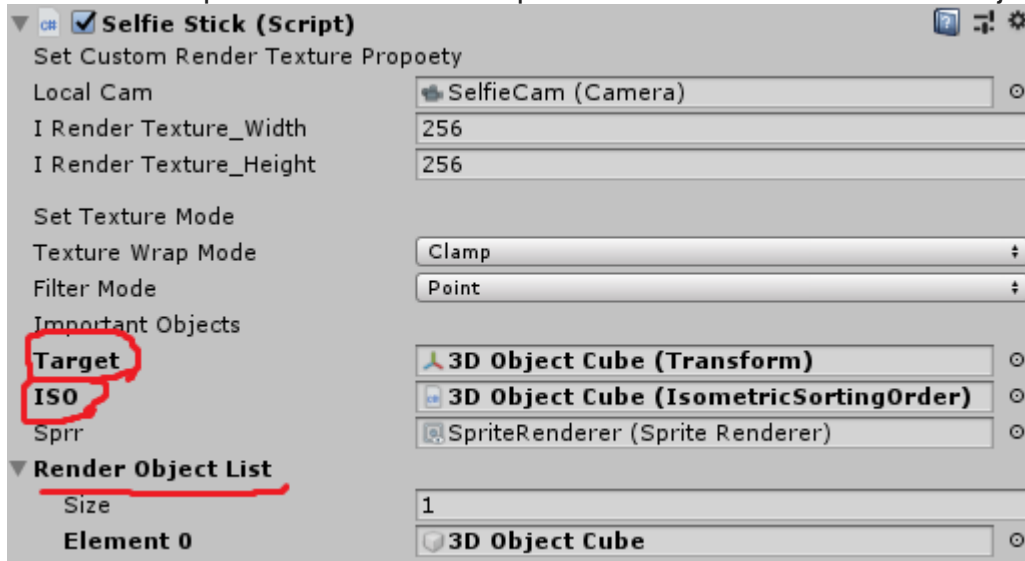
### 4. Hierarchy



As in the image, let's place SelfieCam prefab under the 3D object or under the same parent.

## 5. Setting the Selfie Stick component

You can set up the Selfie Stick Component in the SelfieCam GameObject.



Target

Transform component of 3D Object

ISO

If you are using Auto ISO mode, add a IsometricSortingOrder component to the game object that has a 3D Renderer or Collider to define the location and register it here.

Render ObjectList

Add all the game objects here that have 3D resources that require this trick.

## 6. Selfie Cam Size & Resolution

Use the Size parameter of the Camera and Texture\_Width / \_Height in SelfieStick in Selfiecam to set the 3D object to be drawn perfectly.

