Scene Camera Tool

Version 1.2

by

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Interactive**

Introduction

The Scene Camera Tool can be used to synchronize any given camera with the camera of the active scene view or the other way around.
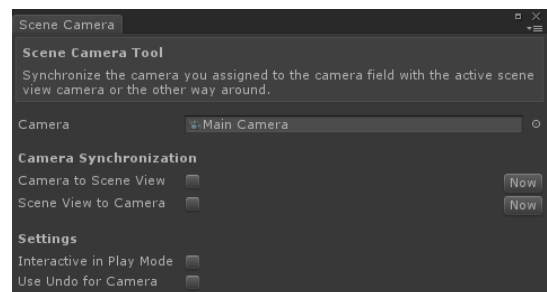
Window

Open the tool window by selecting *Window → Scene Camera Tool*.

Camera

The camera which needs to interact with the scene view camera.

Camera to Scene View

Align the specified camera with the active scene view camera. This can be done at any time using the *Now* button, or interactively by enabling the checkbox.

Scene View to Camera

Align the active scene view camera with the specified camera. This can be done at any time using the *Now* button or interactively by enabling the checkbox.

Interactive in Play Mode

Should the selected interactive update also be enforced during the play mode?

Use Undo for Camera

Should undo be used for transform changes of the assigned camera? Enable this option, if you want to place your camera. Take care to deactivate the interactive update when and undo needs to be made.
When the environment is changed, undo for the camera should not be tracked as it would conflict with the ones from the environment.