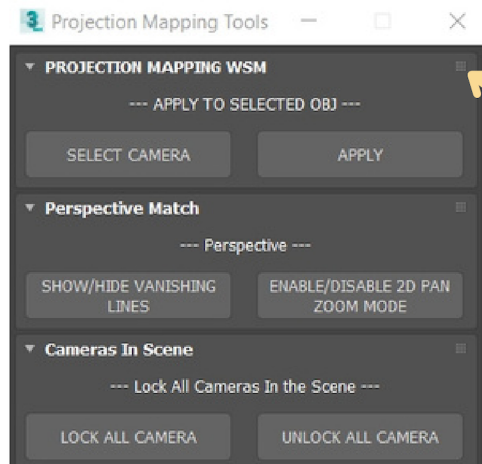Hello, thank you for your interest in this script, this documentation will serve as a guide to use this tool, may you have any questions, found bug, or have any suggestions, don't hesitate and contact me.

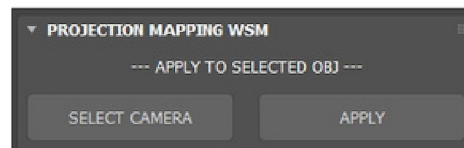Tips: You can move the order to your liking by dragging this

This tool is tailored for people who often do projection mapping, so rather than trying to open or do specific task in multiple-repetitive click, you can use this script as a shortcut
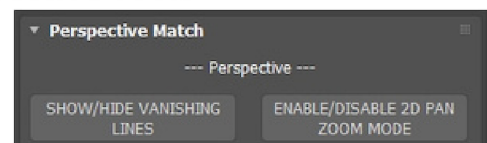
To run this script:
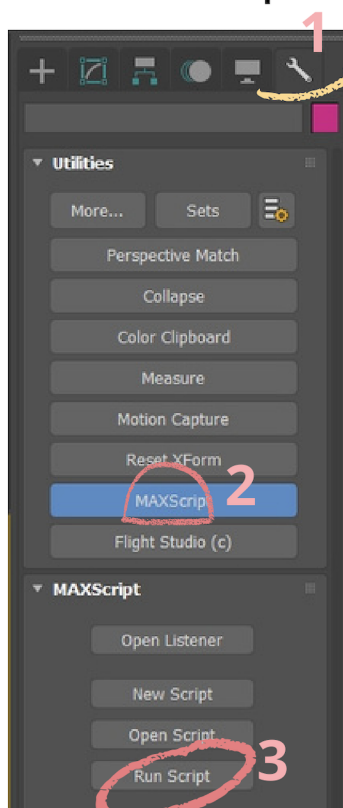
## Guide:

- **Projection Mapping(WorldSpace)**

First, use the "SELECT CAMERA" TO select the camera that you will use for projection mapping, **then** select every object that you wanted to be affected by the modifier and click Apply.

- **Perspective Tools**

Here you can click Show/Hide vanishing line to enable and disable the line, without going through utilities>perspective mapping>vanishing line

Enable/Disable 2D pan zoom mode, enable you to zoom in without affecting the camera, usually to use this you need to go through [+]> 2D Pan Zoom Mode

- **Cameras in Scene**
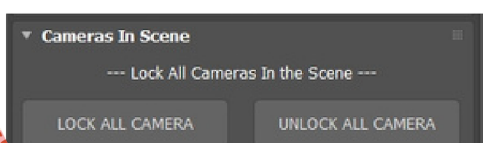
By clicking the Lock button, you can Lock the **Translate, Rotate, and Scale** of every camera in the scene, to avoid moving them accidentaly. Usually you will need to get through hierarchy>Link Info and manually lock everything in x, y, z space (approx. 9 click)