

Field of View visualizer

v1.0

Thank you for buying this product.

This documentation cover the usage of the FOV visualizer Unity Component. If, despite this documentation, you encounter issues. Don't hesitate to contact me.

Summary

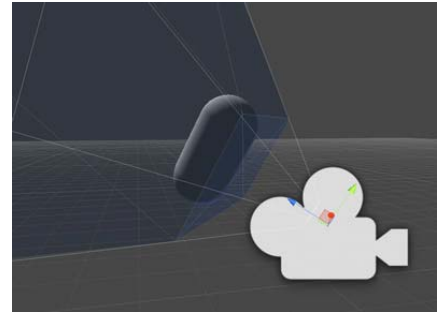
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Legal stuff

I do not assume the consequences this component could have on your project nor the use you could do with it.

Visualizing the Camera field of view

The purpose of this Unity package is to be able to have a visual reference of the exact camera field of view. This asset operate in game and in editor.



Quick start

To quickly use the component :

- 1/ Select the camera you want to see its field of view.
- 2/ Assign the Field of View component (located in menu **Component/Tools/Field of View visualizer**).
- 3/ Enjoy.

Where to put the component ?

The component has to be put on a camera.

Demos scenes



Demos scenes are located in the **Field of View visualizer/demos scenes** folder. Those demos underline some features of the Field of View visualizer (FOV visualizer).

Quick start scene

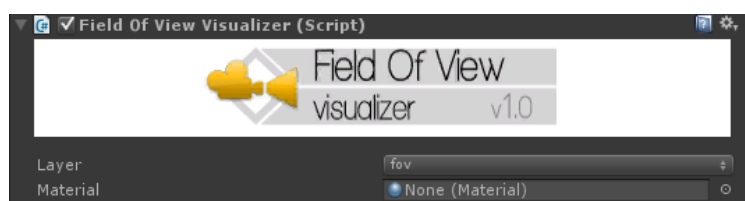
This simple scene illustrates the interactive display of the FOV visualizer.

Properties

FOV visualizer contains some properties to control its features :

Layer

While using the camera, you may want to see its field of view from another camera... but not from it. The mesh that embodies the field of view should occlude the camera view. In order to avoid that kind of issue, you should assign/create a specific layer for the camera culling mask. This is done automatically when you assign a layer to the FOV visualize. The camera culling mask is changed when you change the layer property.



Carefull : When you delete the Field of View visualize component, the camera culling is not modified.

Material

By default, the FOV visualizer have a semi transparent material. Although, you can change this material and assign a custom one by filling this material property.

You can find the default material in *Field of View visualize/script/Resources/FOV.mat*

Contact

In order to continuously improve this product, feel free to contact me if you experience any issue, or want to suggest any improvements, add-ons, or new packages.

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Release notes

V1.0

- Visualize the Camera exact field of view
- Near clip frame
- Far clip frame
- Fov angle