

Renderator FREE EN

version 1.01

Thanks for buying this. I'm going to write here how to use it, so you won't be hurt :) If you've got any questions, just want to know more about it or see an video how **PRO** version is working please visit topic forum:

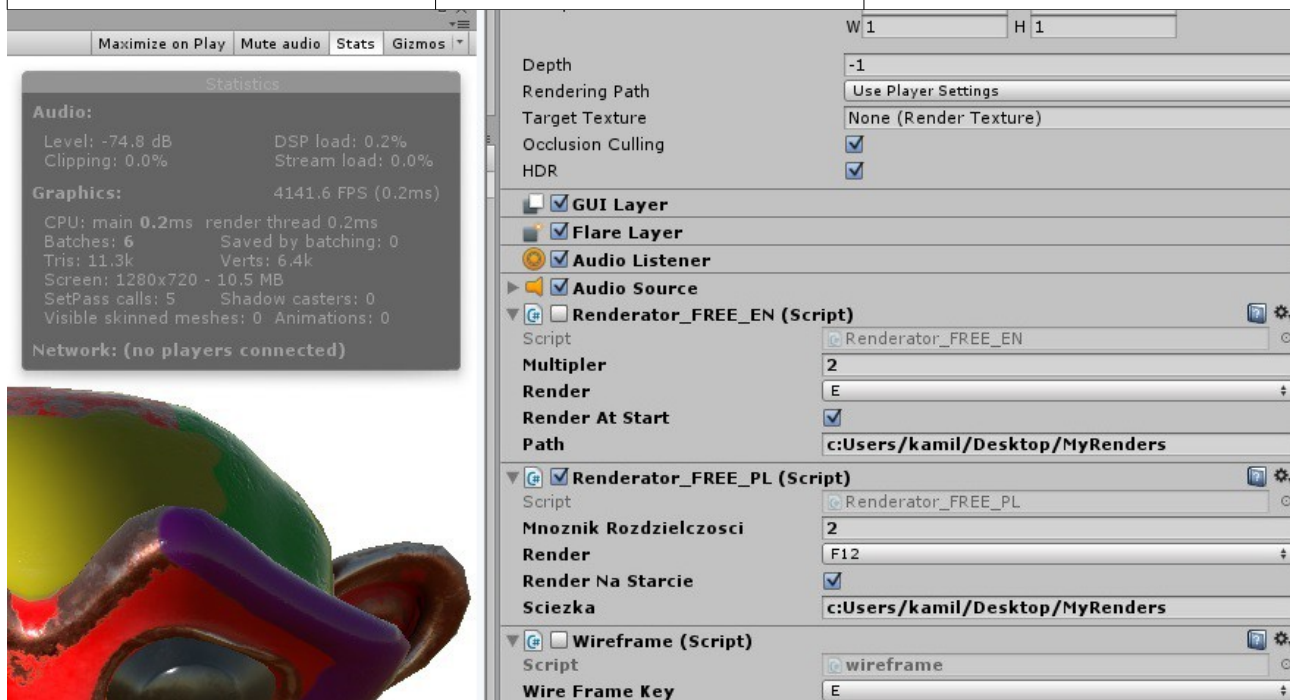
<http://forum.unity3d.com/threads/renderator.381844/>

An example video showing how **iPRO** version working you may find here:

<https://www.youtube.com/watch?v=FGaQUaciDn0>

Using that adon is very simple, just add csript to youre camera, set up resolution of Game window (by streching to the right size) and put right **multipler** value. Examples while your screen is 1280x720

Wanted resolution	Resolution you need to set up	Multipler value
1920x1080	960x540	2
4000x3000	800x600	5
1000x3000	200x600	5

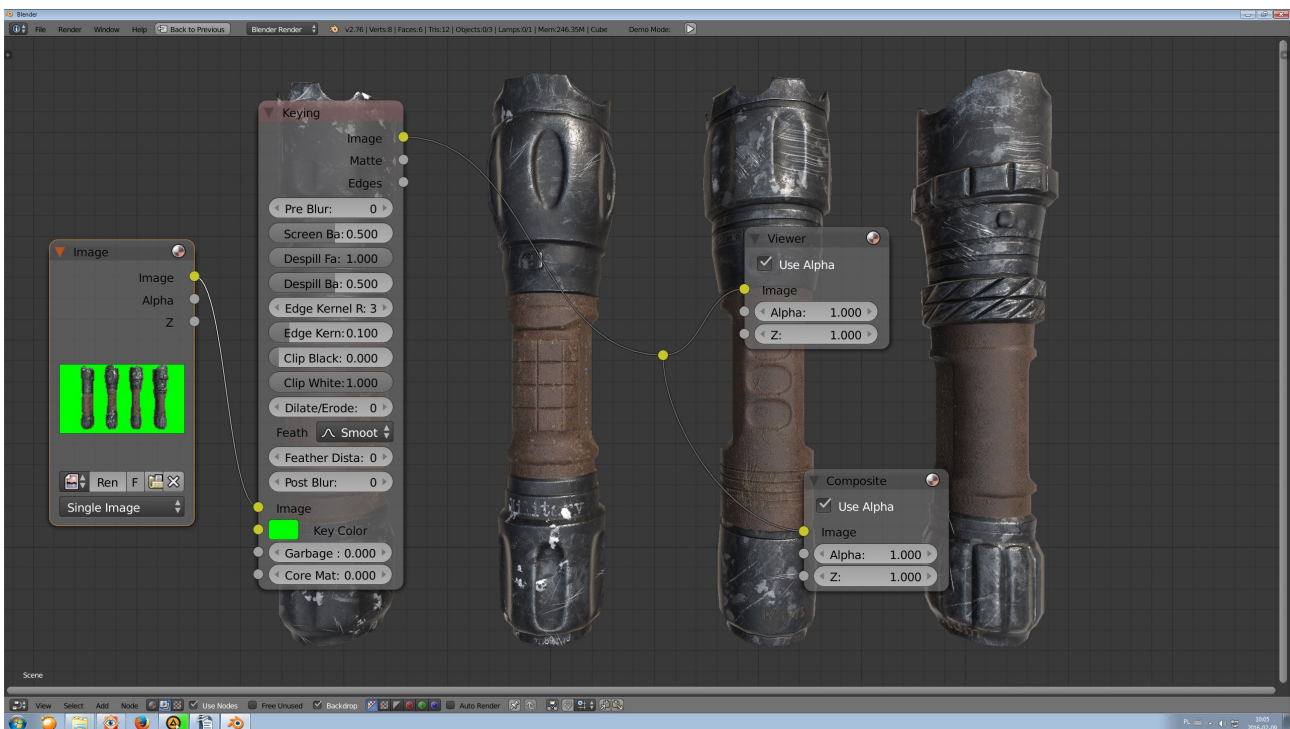


- Multipler – multiplying resolution of Game window like in table below.
- Render – when you press that button it will take a render anytime you press it and save do the folder.
- Render at start – if true it will take render at start.

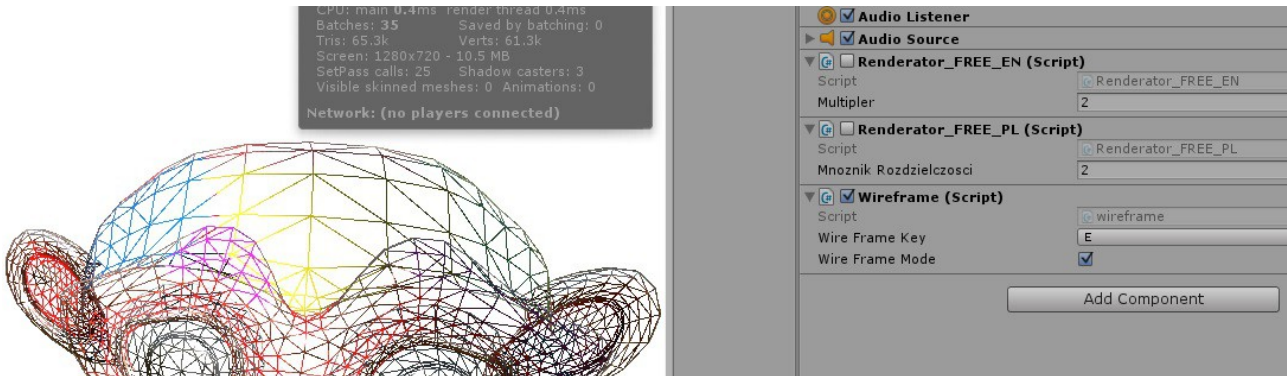
- Path – path to folder where renders will be saved, be sure it's correct, if path is correct but there is no folder script will create it. If path is empty it will save renders to Screenshots folder inside Assets folder.

Ofcourse **PRO** version set up Game window resolution automatically , it allows also to render animations, **FREE** version is limited to catch current frame.

Little tip: if you want to render your mdl with alpha background, just change sky color (in skybox) to green (0,1,0,0 – or other color, if it's already in game), then use another software to cut it (like greenscreen).



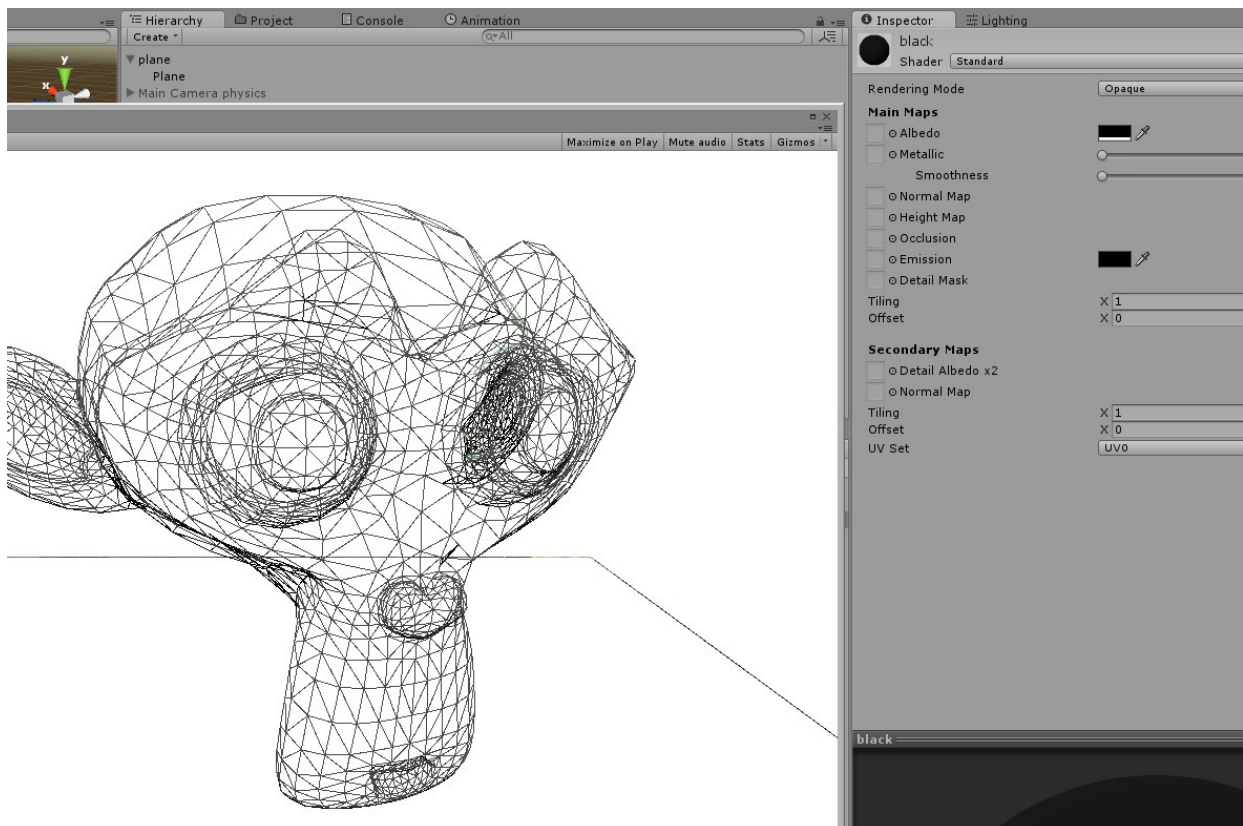
Wireframe addon



It's free script which allows you to present wire of your models, as default it's taking data from our model (textures, lihghts):

- Wire Frame Key – button from keyboard which turn on / off wire mode.
- Wire Frame Mode – showing if we are using wire mode, it may be turned on / off from other script.

If we want black wire just change material on our model.



If you have got any problems, suggestions or ideas to new functions or improvements please visit topic and talk about it:

<http://forum.unity3d.com/threads/renderator.381844/>

Have a nice day :)