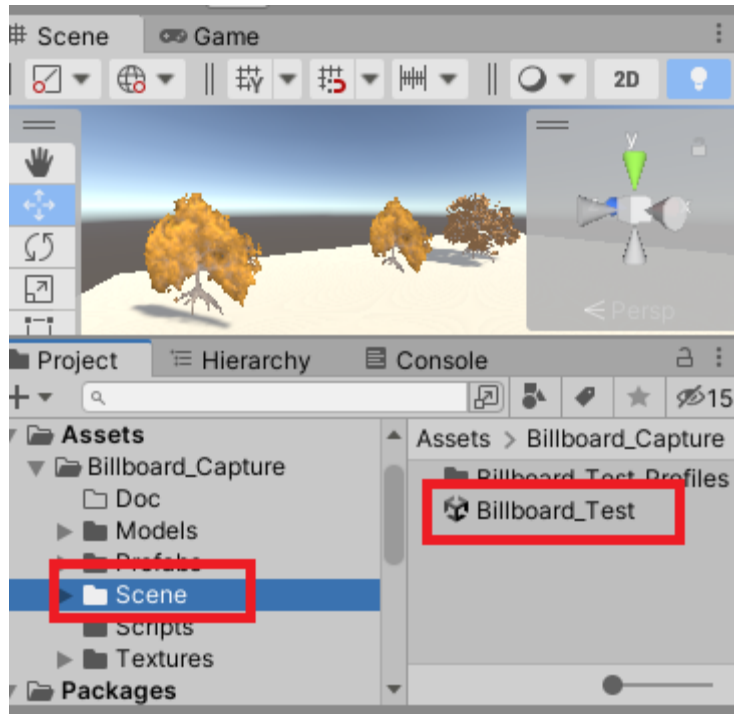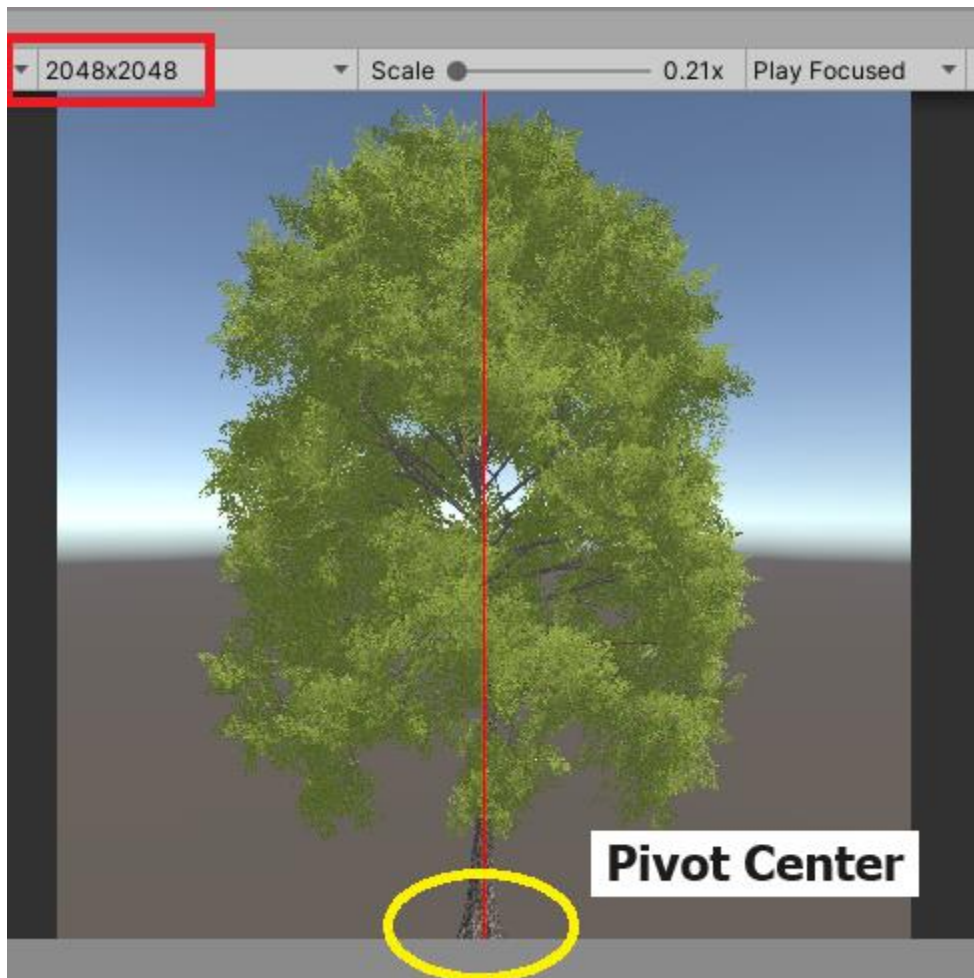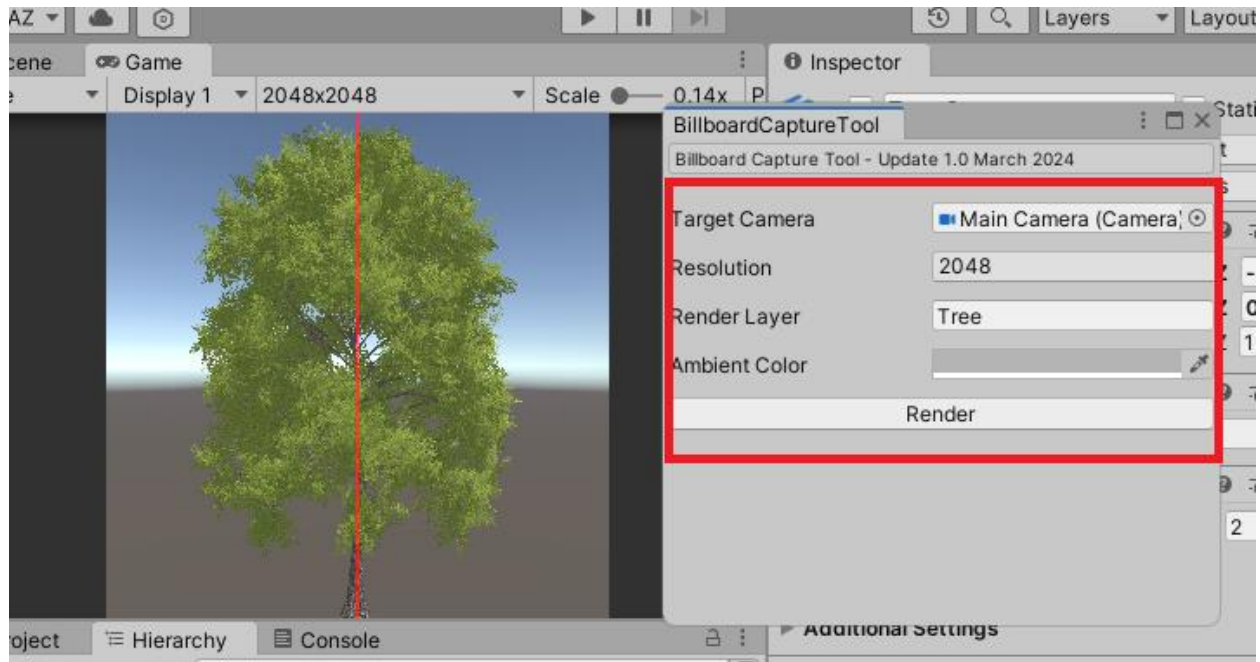# Quick Start

To capture billboard you need to open your scene or billboard sample scene:

Now place you model exactly at the center of the game view camera:

Now you can open the **Window->Billboard Capture Tool** and capture your billboard:

Target Camera: Target camera to render billboard

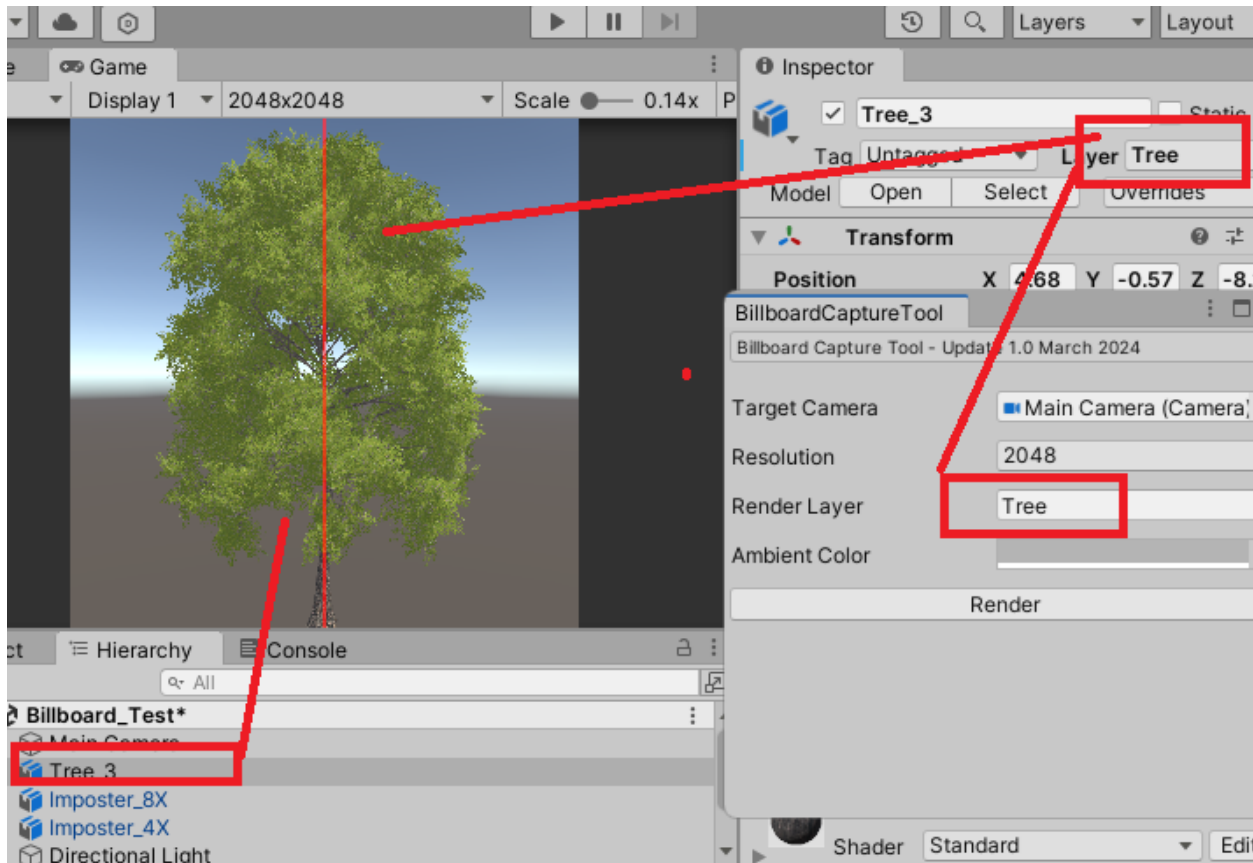**Resolution:** Billboard texture size

Render Layer: This layer will be rendered as billboard and other layer will be skipped

Ambient Color: Use this to control overall texture brightness

Render: Capture your billboard into the texture

Notes:

1. You need to assign a layer to your target model to render it to the billboard texture

2. You can rotate sun light or bake your model to have better billboard quality

3. You can bake only ambient light and disable sun light to have volumetric billboard (has indirect shadows only)

4. You can use post processing effects

5. You can drag imposter models from the Models folder into your scene and assign you billboard texture to it. Don't forget to use 2 sided shaders