Get Started Using LightShape

Before starting *from scratch, take a look at the included "ExampleSimple" or "ExampleCompare" scenes.*

Assets/LightShape/Example/ExampleScenes

Note: I strongly advise taking a look at the Editor & Inspector Reference in the Documentation Folder first.

Be sure to register by sending an email with your Invoice Number to ***cscherubini@gmail.com*** *to receive update information.*

Note: This tutorial is not using either of the Example Scenes.

More Documentation & Tutorials can be found at http://www.cherubartist.com/lightshape

Description:

LightShape is a tool for **Rendering Cubemaps** and **Assigning** them to **Objects** with **Reflective Materials.**

The basic setup to render a Cubemap is two GameObjects. An LSManager and an LSProbe.

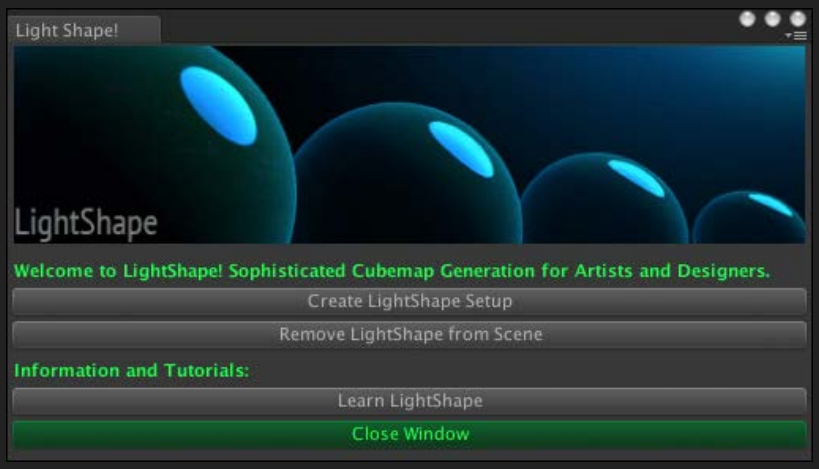
The **LSMaganer** is where the **LSProbes** are organized and some Global Settings are used.

The **LSProbe** is where the **Rendering** actually **Happens**. This is the **Point Of View** at witch the **Cubemap** is generated from. The **LSProbe** is also where some additional features reside.

For a full **Description** of All Options in both the **LSManager** and the **LSProbe**, as well as the **LightShape Window**, please see the **Editor & Inspector Reference in the Documentation Folder.**

In the next steps I am assuming that you have a **Scene of Your Own** with **Objects that have Cubemap Shaders** on them.

Step 1: Go to Window/LightShape



Step 2: Click the **Create LightShape Setup** Button

There should now be two objects. An **LSManager** and an **LSProbe** as its child.

This first **LSProbe** is automatically **Gathered** into the **Probe List** of the **LSManager**.

Note: Probes can be parented to any object or to none if you like. Just remember to ***Gather All Probes*** *on the* ***LSManager*** *each time you create a new* ***LSProbe****.*

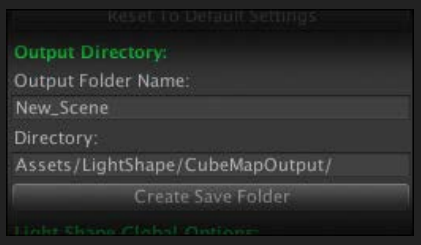
Note: Create new LSProbes by duplicating them with "Ctrl d" on Windows or "Command d" on Mac.

You can now close the window or Click the **Remove LightShape from Scene** button. That will remove any LightShape related Objects from your scene permanently.

*Note: The **Remove LightShape from Scene** button will **ONLY** remove **LightShape** objects from the **Currently Open Scene Hierarchy.***

Step 3: The very next thing you should do is create an **Output Directory** so that **Lightshape** knows where to save your beautiful Cubemaps.

At the top of the **LSManager Inspector**, you will find variables for an **Output Folder Name** and a **Directory**.



Attention Free License Users! You MUST Set your Game View Resolution Dropdown to Standalone(your resolution).If you don't, the Cubemaps will look wrong.

Also make sure that Use ReadPixels? (Works With Free License) is check to ON. If you Don't, you will get an error. This is because the other way uses Render Texture which is not included with the Free License of Unity.

Step 4: Now that you have an **Output Directory** defined, you can just render out a Cubemap if you like. But it wont get assigned to any Objects.

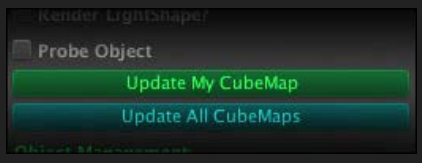
Step 5: In the **LSProbe** Inspector, ***(child of the manager)*** near the bottom, in the **Object Management:** section, you will find options for gathering objects that you want effected by the selected **LSProbe**. You can adjust the **Gather Radius:** and move the **LSProbe** or move the object so that it is within the **LSProbe's Radius Sphere**.

Note: If the object is not assigned, you probably need to give it a Shader that uses Cubemaps. Gathering only gathers Objects with Cubemaps.

Step 6: You can now hit **Gather My Connections** to Gather the objects into the probe's objects list. If the **LSProbe** is selected, you will now see your object or objects in the **LSProbe** Inspector object list as well as a line going from the probe to the object in the scene view.

As an alternative to Auto Gathering, you can just drag the object into the **My Objects** field to manually assign them to the Probe.

Step 7: Now that your object / objects are assigned, click **Update My CubeMap.** The Cubemap is generated and auto assigned! (provided it has a shader that uses Cubemaps)



Step 8: (Optional) If there are objects that you dont want rendered into the Cubemap image, drag them to the **Objects to leave Out Of Render** section.

Why would you want to leave an object out? An example might be that you have an object but you want the image taken from inside it. Go ahead try it without excluding it, you'll see what I mean. (Unless it is a Reeeaaally Simple Object)

So, that was the section to get you started. It basically renders a standard cubemap with nothing special.