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## PNG Icon Snapper

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## Documentation

Get pixel perfect .png screenshots of items in your game without having to photoshop magic wand your way out of the background.

### Set-up

- Having the package installed should be all.

Things to take note of:

- The output resolution is the game view resolution
  - If your game view is in free aspect mode, the output will probably be 512x512 but I can't say for sure. Don't use free aspect.
  - Alternatively, You can set a custom resolution in the inspector.

### Usage

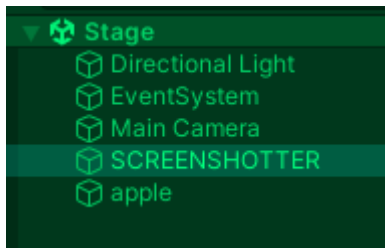
- Open the screenshotting scene (you can also make your own scene)
- Put the prefab or model you want a picture of in the scene
- Press play
- Adjust the model to be within the camera
- Set the game view to be the resolution you want the screenshot to have
- Press "Take screenshot" on the SCREENSHOTTER GameObject

### Example

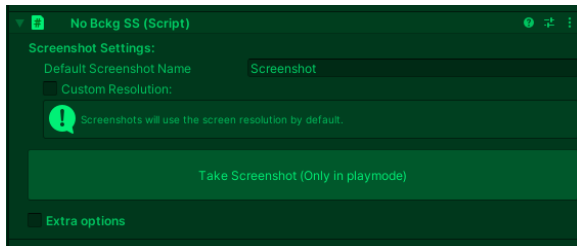
Here's how I took the image for the asset icon.



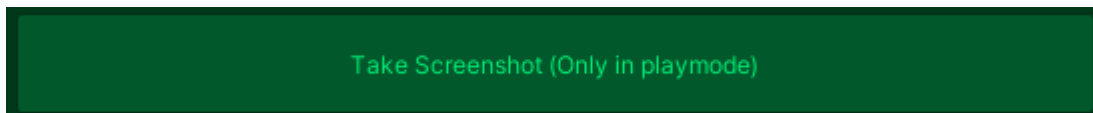
I placed the apple in the screenshot scene and made it fit perfectly inside my 1920x1080 camera



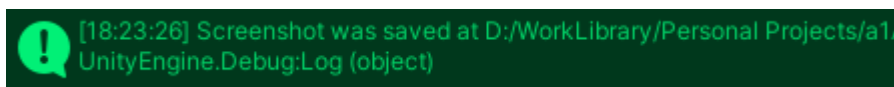
I then clicked on the SCREENSHOTTER GameObject ...



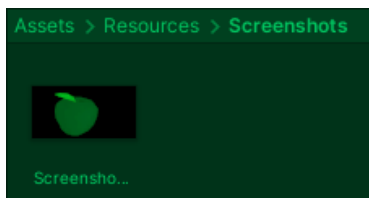
Found this script ...



And pressed this button.

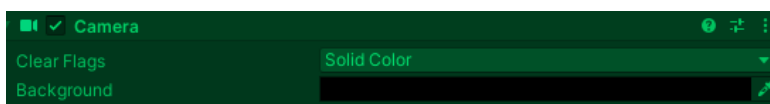


The log shows me that it was successful.



And the image was placed here in the default screenshots folder.

Note:

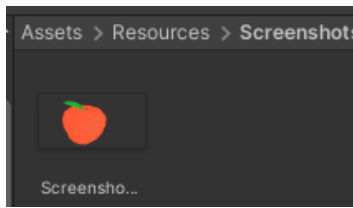


The camera's background color may be shown on the image in the folder. This is only inside Unity. If you click [Show in Explorer](#) on the image, you will see a perfect transparent .PNG.

If you feel that the screenshot was perfect and want to use it directly, you can set



to true, and click [Apply](#).

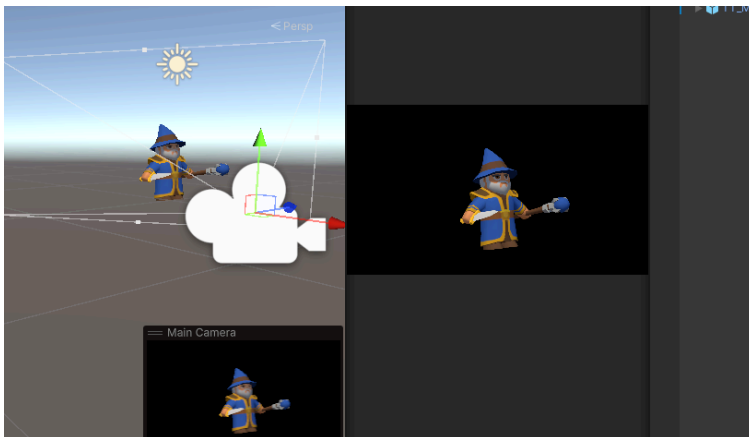


It will now also be transparent in the editor view.  
You may notice that the scale is a bit off still.

Simply set the image to  to fix this, and click .

Personally, I use this asset to capture high resolution .PNGs for marketing images or ingame icons. It works great for this purpose. Maybe you wanna incorporate it into your game as a feature. Feel free to do so.

## Comparison



Here I have a prefab that I would like a png of to use as an icon in a menu inside my game.



I used to take a screenshot and paste it into photoshop like this, removing the background with the magic wand.



In this case it worked just fine, but the edges are blurred and the resolution is low.



This is the rendered screenshot that took me less time to generate than the photoshopped one.

No pixels and very clearly better resolution.



Here is a side by side with their respective natural scalings.



And here the exported version of them both. I think it's pretty clear that the magic wand version has very jagged edges.