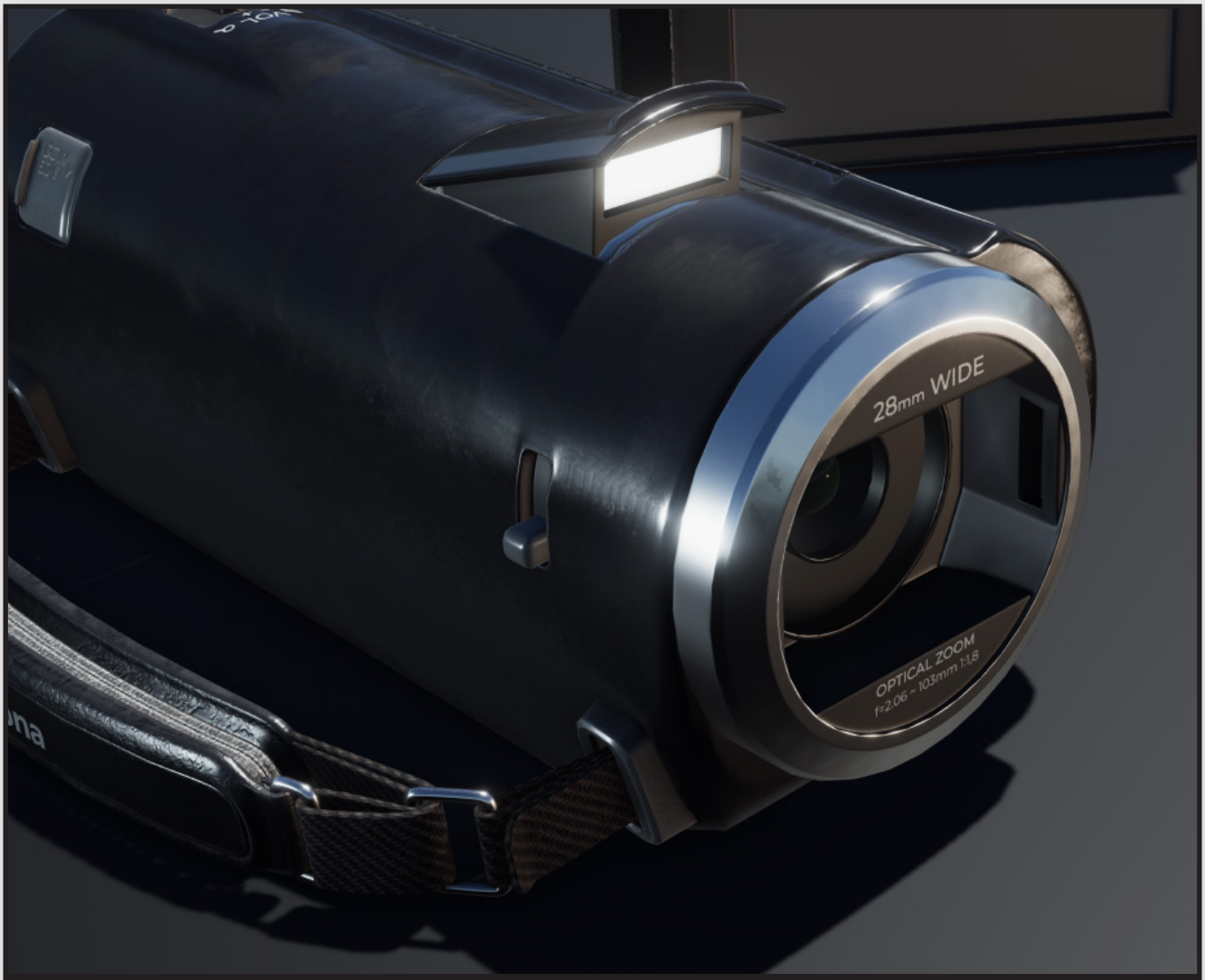


CAMCORDER VIDEO CAMERA

DOCUMENTATION

v1.0

TABLE OF CONTENTS

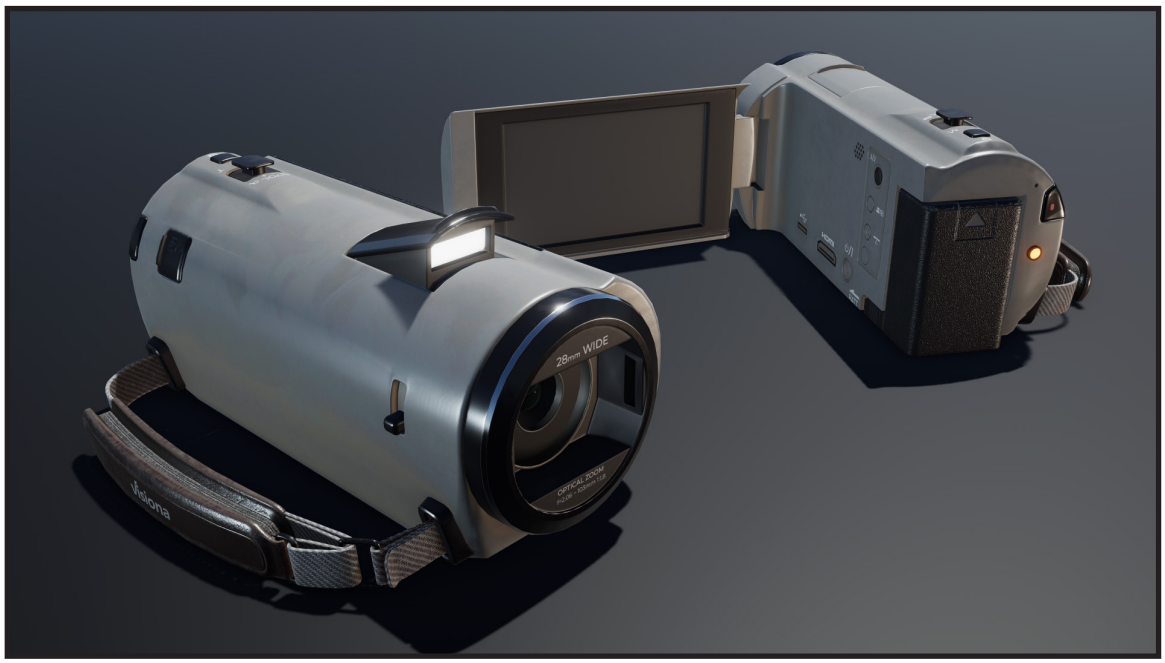
MATERIAL SETS

Material Set #1 - Black

Material Set #2 - Black Dirty

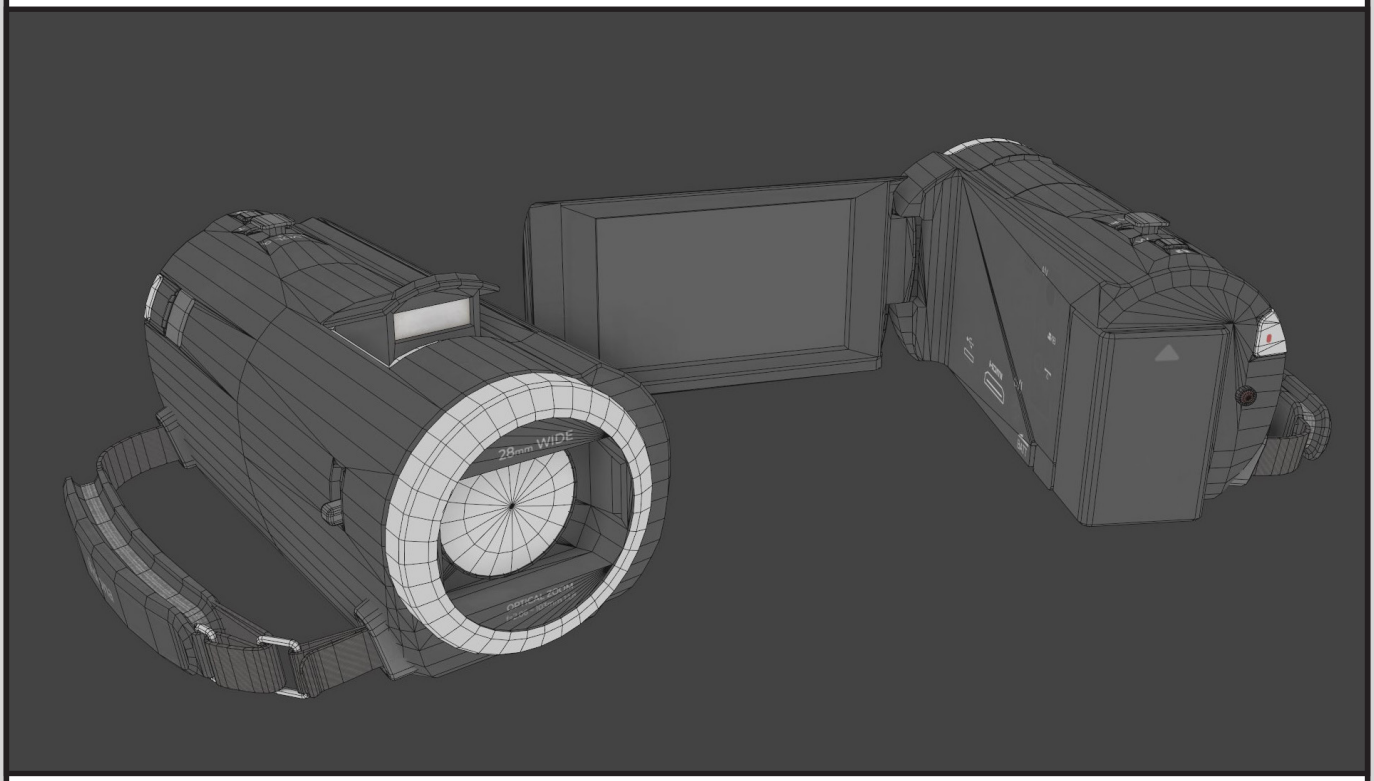
MATERIAL SETS

Material Set #3 - Grey



Material Set #4 - Grey Dirty

MESHES



Body:	5181 Tris
Display:	412 Tris
Video Light:	148 Tris
Zoom Button:	182 Tris
Battery:	84 Tris
Total:	6007 Tris

RENDER TEXTURE DEMO SCENE

The package features a demo scene that shows how the camera could be used in a gameplay scenario with a Render Texture.
The setup in this scene is fairly simple for demonstration purposes.
In the folder *Camcorder Video Camera/Demo/Demo_Scenes/Render_Texture_Example* you'll find everything belonging to this setup.

Let's go over how it works:

1. Open the *Render_Texture_Example* scene.
2. in the Hierarchy panel, navigate to *Models/Camcorder_Black* and click on the arrow next to the GameObject name, to see its nested contents.
3. You'll notice a GameObject named *Render Texture Camera*. This is the camera that will render to a Render Texture which you will find in the Project panel under the folder mentioned above, it is named *Display_Render_Texture*.
4. Check the Inspector of R*ender Texture Camera*. You'll see that *Display_Render_Texture* is assigned to this camera as Target Texture.
5. In the Scene View, you can see where *Render Texture Camera* is positioned relative to the Camcorder model. I placed it in front of the lens.
6. In order to see the content of *Display_Render_Texture* on the actual display model in our scene, I created a Quad GameObject and placed it in front of the display model. You can see it being nested under the *Camcorder_Display* GameObject.
7. Check the material of that object. It uses a simple material with the Standard Shader, where the Render Texture is assigned to the Albedo slot. You can use your own shaders for effects that are unique to your project, but in this demo I tried to keep it simple.
8. That's the general setup. If you move the Camcorder_Black GameObject, the content of the screen should update accordingly and in realtime. If you want to use this setup with another one of the prefabs, simply unparent *Render Texture Display* and *Render Texture Camera* and parent them again under the prefab you wish to use. After you set up your prefab, simply create a new prefab (or prefab variant) for this setup and you should be good to go!

There's also a sample UI (without functionality) included as a bonus, which uses a Canvas set to *Screen Space - Camera* mode and which has the *Render Texture Camera* GameObject assigned. Go into the Hierarchy panel and check the contents of *Example Display UI*. The folder for this demo includes a few sprites you can use to animate it (red dot, battery icons).

THANK YOU FOR BUYING THIS ASSET!

I hope you are satisfied with the quality of this product. Please consider leaving a (hopefully positive) review on the Unity Asset Store, it would mean a lot and would help immensely.
If you are having troubles, found a problem or just want to get in touch, please use the following contact information:

CONTACT INFORMATION

E-Mail: hello@fabiandenter.com

Website: fabiandenter.com

Twitter: @fabiandenter

Artstation: artstation.com/fabiandenter

Itch.io: fabiandenter.itch.io/