uRecord – User Guide

Table of Contents

Overview

uRecord is a Recording utility that is available for users of the wildly popular Unity3D. It allows the user a simple one click recording process, rendering straight from the editor to a video file.

uRecord is primarily for users who want to create marketing material for their product. The most important feature of uRecord is that the user can record HD (and above) content without actually having a computer that can run at that setting. The user can create a silky smooth 60 FPS recording at any resolution.

Key Features

- Record your game at HD resolutions, running at silky smooth custom frame rate on practically any computer.
- Easy to use, single click recording.
- Full support for user defined presets.
- Cross platform support, recording straight out of the editor.

Free Vs Paid Version Differences

If you are using the free version of uRecord, you have all the features of the paid version. The only difference is that your recordings will have a watermark in the top left corner and you don't have access to the source code. Other than this, you have a fully featured version of the uRecord.

How To

The following How-To will help you getting started with uRecord.

Making a HD recording.

uRecord allows you to record your game at a custom framerate at any resolution. Dumping each frame out as a raw image and then assembling them into a video allows uRecord to create amazing looking videos even if your hardware cannot deliver the content.

This tutorial will help you to render a 1080p video.

1. Open the uRecord window
    a. cmd/ctrl + r)
    b. Menu : Window / Well Fired Development / uRecord / Open uRecord.
2. Open uRecord Preferences with the Open uRecord Preferences button, and set yourself some presets.
    a. Capture path – The path to create the video (empty directory).
    b. The Upscale Amount – if your game is displayed at 1024 x 768 and the upscale amount is x2, you will be rendering at 2048 x 1536. This allows you to render a greater resolution than your monitor allows.
    c. Capture Framerate – The framerate you want your output video to be.
3. You must now ensure that your Game View has the correct resolution and that the entire gameview is being rendered to. This is outlined in the following image.
    a. First select Edit / Project Settings / Player. Then, ensure you set the Default Screen Width and Height in Resolution and Presentation for the PC and Mac Standalone in the inspector to the resolution you'd like your video to be. (in our case : 1920 x 1080) Note : If your desktop cannot display 1920 x 1080, you must select a multiple of this and use upscaling. For instance, 960 x 540 with an upscale of x2.
    b. Now select the correct resolution in the top left pane of your game view (See the image below).
    c. Ensure that your Game View is definitely the correct resolution by resizing it until there is a border fully surrounding the gameview (See the image below).

4. Enter Play Mode in the editor.
5. In the uRecord window, set the number of frames you'd like to render, or the amount of time you'd like to render. (If you don't know this upfront, just set them both to 0).
6. Wait for the capture to finish or press the Finish Capture button to finish capturing and start creating the video (This next step might take a while, just wait for it to finish).
7. The editor will pop up with a dialog box when it has finished recording and the video itself will even start playing in your favorite video playback tool.

Questions, comments, thoughts OR suggestions?

Feel free to email me at support@wellfired.com and if you like this software, you could always give it a nice review!