

# PicEase

*(This documentation was created at the time of version 1.0.0.)*



Develop by: Pedro Verpha

Made for: Unity Engine

[VerphaSuporte@outlook.com](mailto:VerphaSuporte@outlook.com)

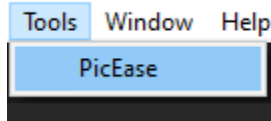
## **Table of Contents**

PicEase Summary.....	3
How To Use .....	4
Image Editor.....	4
Scene Screenshot .....	4
Additional Notes .....	5
Settings .....	5
Scene Screenshot .....	5

# PicEase Summary

PicEase is an image editor and screenshot tool that allows you to easily edit textures, sprites, and other images, as well as capture screenshots from your scene's cameras.

# How To Use



All features are located under PicEase (Tools/PicEase).

## Image Editor

Simply load an image (drag and drop or load from device) and start editing. Once you are done, simply export—that's it!

## Scene Screenshot

Select an active camera from your scene, take the screenshot, and export. That's it!

# Additional Notes

*PicEase is still in development, and many more features and improvements are on the way.*

## Settings

The Image Editor settings that start with the default keyword mean that those values will be used for images loaded from the device. If you are loading an image from the project itself, those values will be ignored since it will read from the Texture 2D Import Settings instead.

The Scene Screenshot settings that start with the default keyword are just for initialization. These will be the values set when the PicEase window is enabled.

## Scene Screenshot

Scene Screenshot will only show what the camera renders. In other words, if the camera is rendering, it will be shown in the screenshot, and vice versa. This means that UI elements inside a Canvas with the render mode set to Screen Space - Overlay will NOT be captured by the camera, since they are NOT being rendered by the camera.