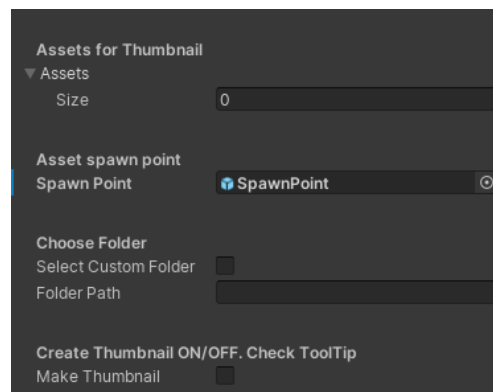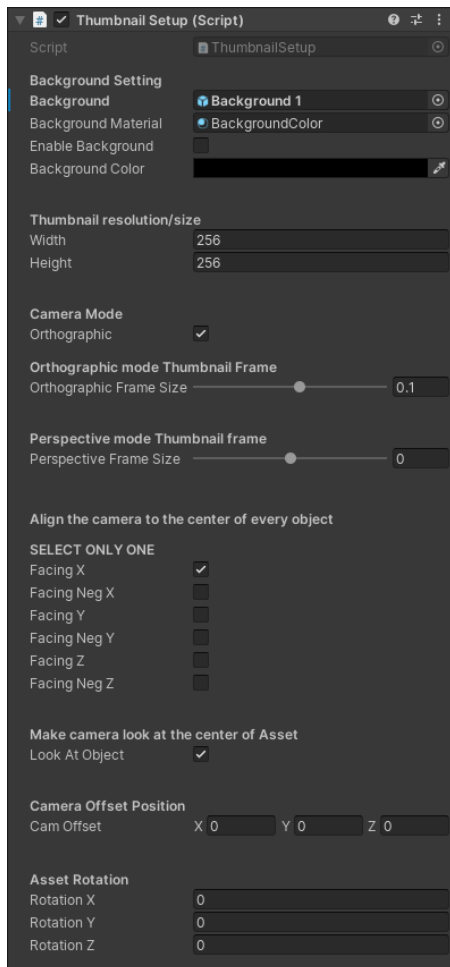# User Guide

Inside the MainCamera there should be 2 scripts:

"ThumbnailSetup" and "ImageRenderer"

All the setup is done in ThumbnailSetup component

-Background Settings:

This is where you determine if you need a background and what its color is going to be. Check the box to enable the Background game object

-Thumbnail resolution size:

This is where you set the aspect ratio for your thumbnail and it's pixel resolution

-Camera Mode:

Choose between Orthographic or Perspective mode

-Orthographic mode frame size:

The margin or blank space around your asset. Experiment to fit your assets as you desire

- Perspective mode frame size:

The margin or blank space around your asset. Experiment to fit your assets as you desire

-Align the camera to the center of every object:

     No matter where your asset is facing, you can set

     your camera to align into that direction. Make

     sure to only select one option

-Make Camera look at the center of Asset:

     No matter if you offset the position of your camera

     It will still look at your assets

-Asset Rotation:

     You have absolute freedom to rotate your assets in

     every axis to give you the results you need

-Time before next thumbnail:

     This is the time that every instantiated asset will wait

     Until the next one is instantiated.

     This is very useful especially if you want to review

     every thumbnail

-Assets for thumbnail:

   This is where you drag your assets to. Just select
   them and drag them into the "Assets" text

   Make sure to lock your main camera in the inspector
   so you can drag your assets easier

-Asset spawn point:

   The point where your assets are instantiated

-Choose Folder:

   If "Select Custom Folder" box is unchecked, images
   will be stored in the root folder of the project.

   If the box is checked you can select the folder where
   you want to store your images. Type your folder
   address path or copy and paste it in the "Folder
   path" text box

   NOTE: Folder path must be created beforehand in
   order to work

-Make thumbnail on/off:

Turn this off if you want to preview how your assets will look in the game view without storing any thumbnails

Once you are satisfied with the look, you can turn it on and start saving your thumbnails