

# How to Use

These are written instructions on how to use Thumbnail Maker, make sure view the setup video for a fast and easy visual representation on how to use your new tool.

1. In a new project import Thumbnail Maker
2. Import your assets or asset packages in your new project
3. Select the “Main Camera”
4. Lock the inspector with the Main Camera selected
5. Go to the Thumbnail Setup component in your locked main camera inspector tab
6. If you want a colored background check the “Enable Background” box and select the background color that you want

7. Set your thumbnail resolution
8. In your “Game” tab, change the resolution to match the resolution you selected on the ThumbnailSetup component
9. Determine which axis you want your camera to be facing
10. If you want to frame differently your camera you can do so on “Camera offset position” (most of the times leaving the values on 0 preferable)
11. If you need your assets to be rotated in any axis you can do so in Asset rotation
12. Select all your assets and drag them into the “Asset” text under “Assets for Thumbnail”
13. If the spawn point isn’t set, drag the spawn point from the Hierarchy into the spawn point box
14. If you want to store in a specific folder your thumbnails, you can type the folder address (or copy

and paste it from you explorer) into the folder path slot and check the “Select custom folder” box

NOTE: the folder where you want to store your thumbnails must be created beforehand.

If “Select custom folder” is unchecked, thumbnails will be stored in the project root folder

15. If you want to review how your thumbnails will look leave unchecked the Make Thumbnail box, if you want to save the thumbnails you can check the box

16. Press Play to start

17. Press space bar to start the thumbnail making process

You can change the values while process is happening.

It will update after every asset instantiation.

This is useful if you are previewing and setting up your thumbnails.

Background color and prefab color are changed instantly

You can Also Drag one of your assets into your “SpawnPoint” to determine where your asset is “looking” at and also if you want to set up a different lighting method for your thumbnails.

Make sure to remove your childed object before starting the thumbnail making process.