

Recording

Pre & post blending	example
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prepare scene	run shub1env from Unity Editor, and position camera etc as required.
setup output settings	select the "manager" object enter name and folder for output files enable the recording script
record for desired period	press play and enable recording when needed recording will run at less than realtime, depending on amount of effects applied. currently no timer - so will need to estimate

Record 5.1 surround Audio (mac os)	example
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requires SoundFlower	ensure soundflower is installed open system preferences and set Output to soundflower 64ch
setup unity audio settings	go to project settings -> audio set to 5.1. If 5.1 already selected, select something else, then return to 5.1. (can be done with script, but currently behaving strangely)
setup output settings	select the camera to render from and set the path and filename
record audio	press play and record. note, recording doesn't work when audio listener is not enable

to record from very start only enable 1 camera