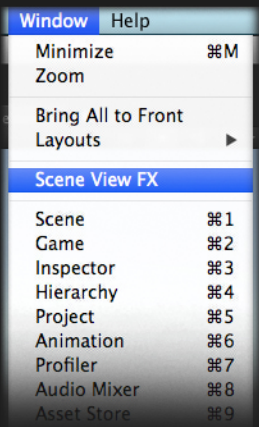# SCENE-VIEW | FX
EDIT WITH STYLE

Introduction

Scene-View FX is an enhanced scene view window that operates like a normal scene view, only with added powerful visual features. The functionality is based around the scene view 'mimicking' a camera you are using in your game. This means all **image effects**, and advanced camera settings like **rendering path**, **FOV** and **clip plane** settings can be mirrored into the scene view from a selected game camera, giving you a 1 to 1 visual representation of your game combined with all the editing power of the regular scene view.

Features

- All post-processing Image effects supported *including those that require the depth buffer! (DOF, SSAO, etc)*
- Scene view automatically mirrors chosen cameras clip planes for accurate depth information
- Match FOV of chosen camera.
- Live editing image effects camera automatically updates the scene view.
- Toggle all your scene gizmos in one click for a clean look and easy screenshots!
- Easy access buttons sit right on the scene views toolbar
- In FX mode, the scene view takes the background colour from the current camera if no skybox is displayed.


Setup Instructions

After downloading Scene-View FX from the Asset Store a new option will be available under the Window Menu.
Click on Scene-View FX to open a window that will look just like a regular scene view, but it harnesses the powerful features Scene-View FX provides.

You can dock the new window anywhere but I recommended you keep a nice big area available as you won't be needing the Game View on show any more during editing.

Once docked to your chosen place you can go ahead and close your regular scene view (by right clicking on the title and hitting close tab). Now you're ready to go. The regular scene view shortcut (Ctrl / cmd + 1) will focus the Scene View FX window now.

Usage

The extra features of your new Scene View
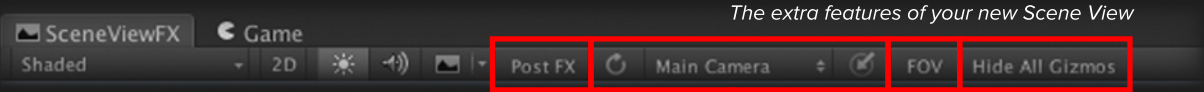
Post FX : (Keyboard shortcut P)
This will activate any and all image effects that are added to the Game camera selected from the dropdown list.

Camera Controls:
From left to right:
- Refresh the camera list.
- Drop down to select a scene camera to use for rendering.
- Select the current camera in the hierarchy.

FOV (Field of View)
This will cause the scene view to render with the same field of view as the selected camera. Needed for that 1 to 1 game look in your scene view.

Hide All Gizmos (Keyboard Shortcut G)
This is a global toggle which disables / enables all gizmos in the scene. Really useful for getting a good look at your level without distractions and grabbing some great screenshots as well.