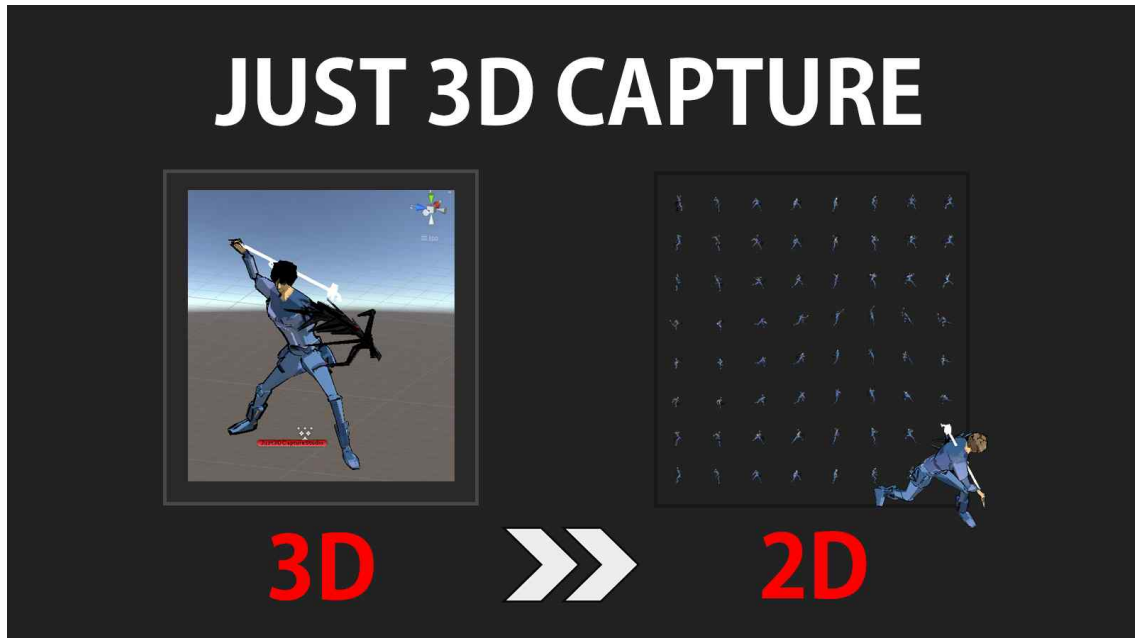


Just 3D Capture Documentation v1.0.X

Studio215

Thank you for downloading "Just 3D Capture"!

"Just 3D Capture" is a tool that captures 3D models as 2D images.



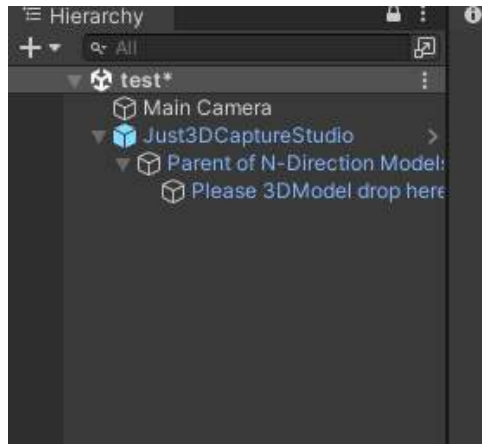
※ If you have a 3D model with mecha animations, you can play the animations and capture them in the Unity Editor environment. The resulting files will be in PNG format with the background removed, leaving only the character.

※ Additionally, you can capture the model from various angles by rotating it, allowing you to capture it from different perspectives. If you set it to 8 directions, you can use it for classic 8-direction 2D isometric tilemaps.

※ Furthermore, the tool allows you to capture particle effects using the particle capture feature.

How to use

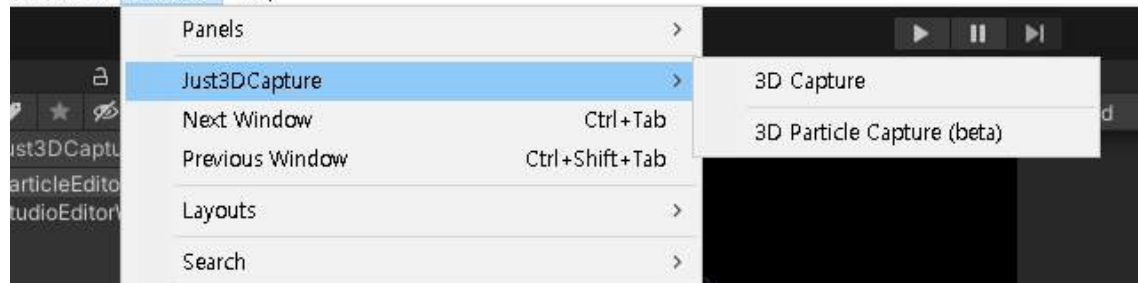
1-STEP Drag the prefab from the folder into the Hierarchy view to create an instance



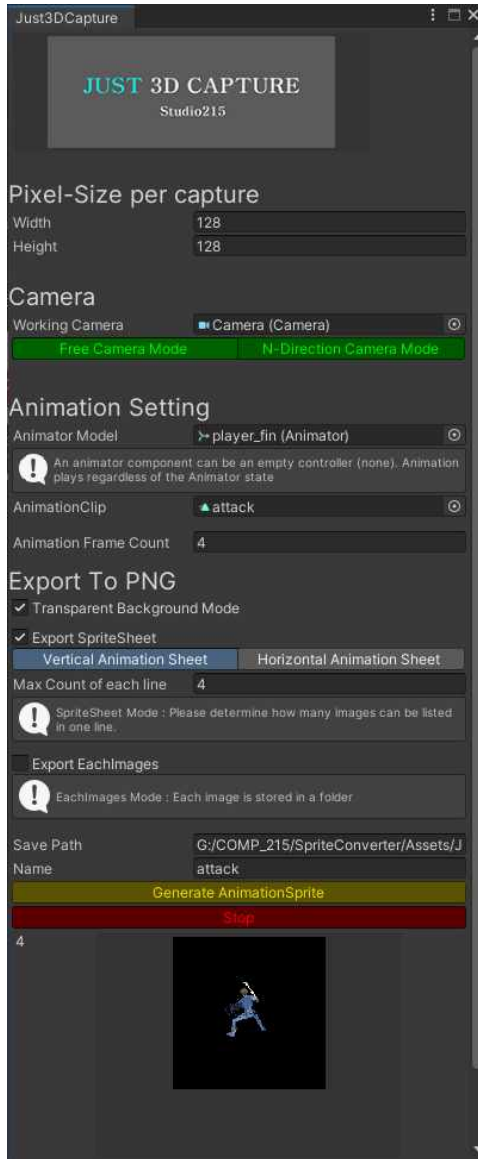
2-STEP Click on "J3Capture" in the top navigation menu bar to open the editor

Unity 2021.3.6f1 Personal <DX11>

Store Tools Window Help



3-STEP Configure the editor settings



Pixel-Size per Capture	
width	Width of a single cell image.
height	Height of a single cell image.
Camera	
Working Camera	The camera used for actual capturing.
Animation Setting	
Animation Model	Select the Mecanim object.
Animation Clip	Mecanim AnimationClip that can be used for animation (even if it's not registered in the State machine, it can be played).
Animation Frame Count	Set the number of images (frames) for the animation result.
Export To PNG	
Transparent Background Mode	Check if the background should be transparent.
Export SpriteSheet	Export multiple frames of animation images into a single PNG file.
Vertical / Horizontal Animation Sheet	The animation progresses with images displayed vertical / horizontally.
Max Count of Each Line	What is the maximum number of images allowed per line, and when to perform line breaks? (Free Camera Mode Only)
Export EachImages	Export each frame image as a separate PNG file.
Save Path	Path where the PNG files will be saved.
Name	Folder and file names.

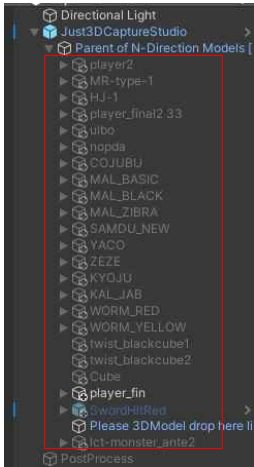
If using "N-Direction Camera Mode"



Capture Direction Setting

Capture Direction Count	Number of directions the camera will capture.
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- Place the target object in the following location.



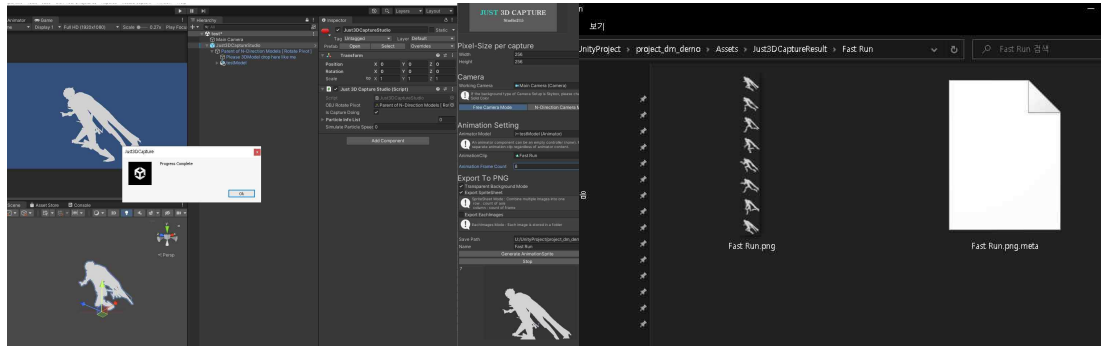
Click the [Start] button for Direction Setting.

Modifying to write directly	Decide whether to modify the default applied camera rotation values.
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Camera Transform Setting

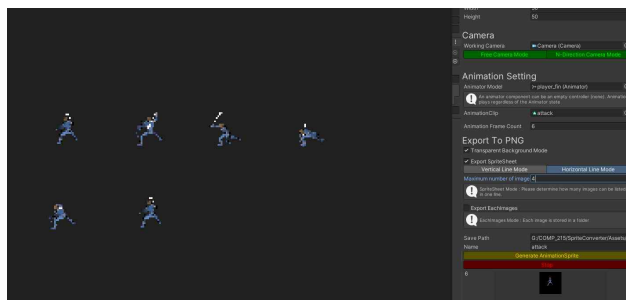
Projection Perspective	Determine whether the camera is set to Perspective or Orthographic view.
Camera : x,y,z	The Position value of the configured camera.

4-STEP Click the "Generate AnimationSprite" button to create the animation sprite

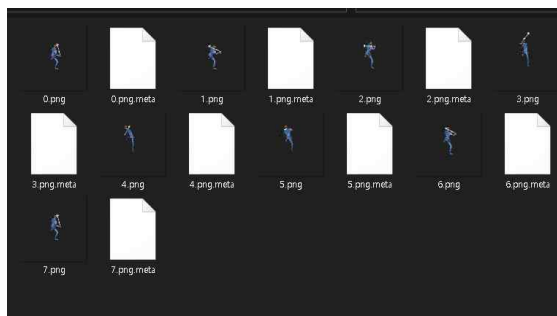


Result

[Export SpriteSheet]

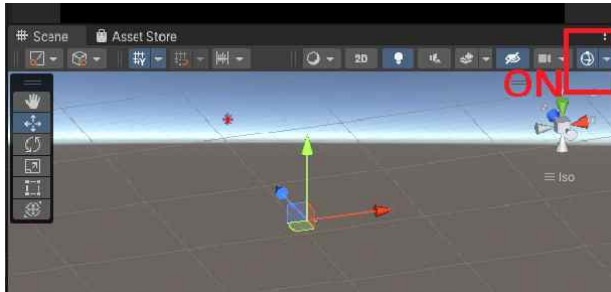


[Export EachImages]

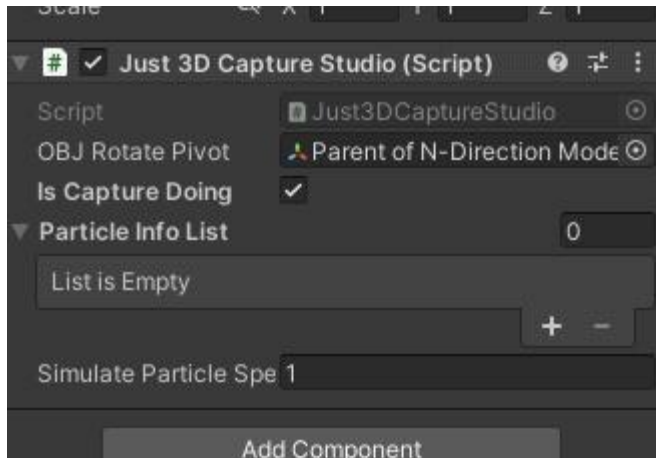


Additional Notes

caution: : The Gizmo button in the Scene View must be activated.



If you want to play particle effects while the character is moving, add the particles you want to play to the Particle Info List.

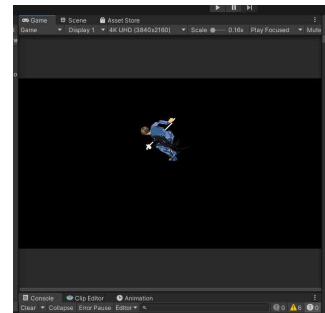
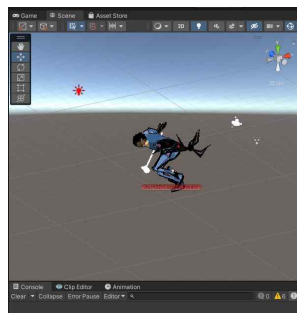
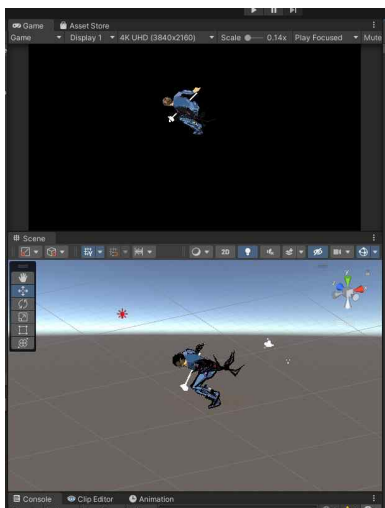


When capturing, both the "Scene window" and the "Game window" must be visible.

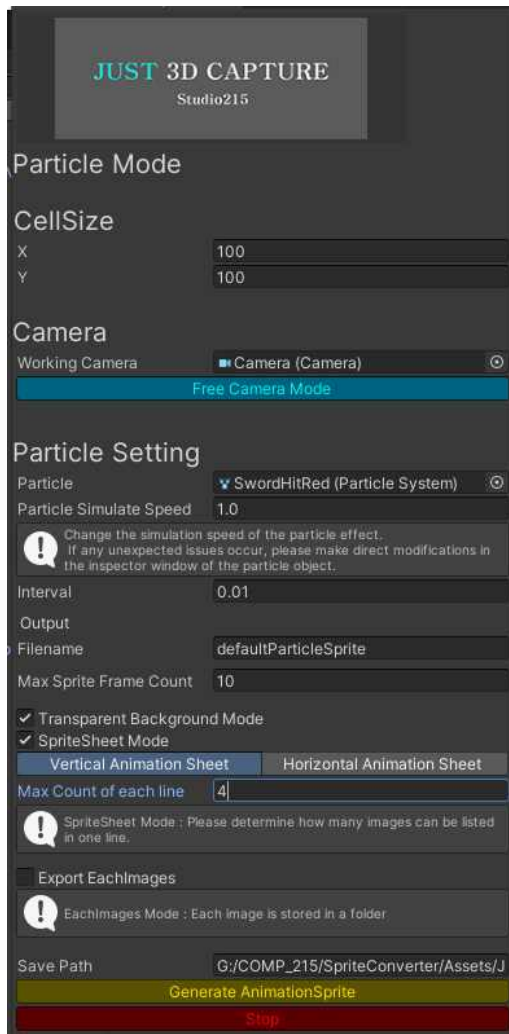
(O)

(X)

(X)



The particle editor allows you to play and capture particle effects independently



Particle Setting	
Particle	Particles to be played.
Particle Simulate Speed	Particle playback speed. If below 1, it will be slower than the original. Modify the simulation speed value of the particle effect in the Particle object's Inspector if unexpected issues occur.
Interval	Interval for capturing particles.
Filename	Name of the file to be saved.
Max Sprite Frame Count	Set the number of frames for the animation to be saved.
Vertical / Horizontal Animation Sheet	The animation progresses with images displayed vertical / horizontally.
Max Count of Each Line	What is the maximum number of images allowed per line, and when to perform line breaks? (Free Camera Mode Only)

If you have any further questions or need assistance, feel free to ask!

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