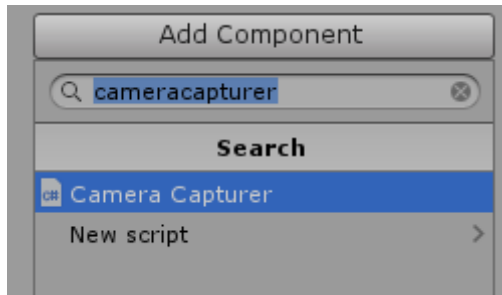


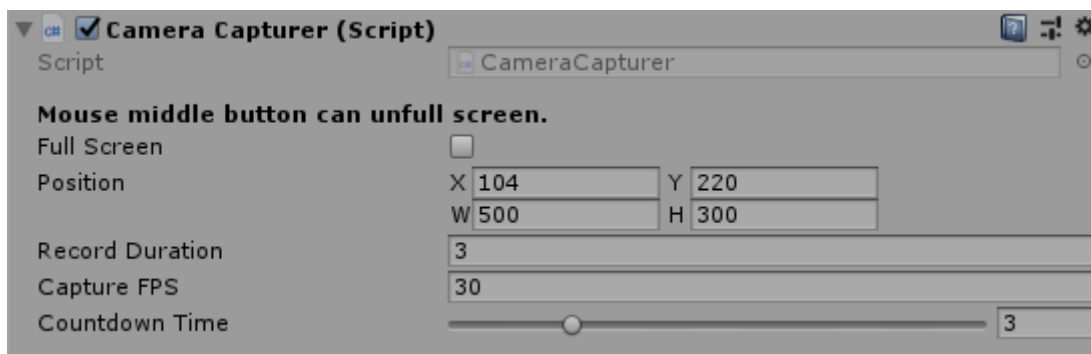
## Camera Capturer

### How to Use:

1. Start Play Mode.
2. Add CameraCapturer to the camera you wish to capture.



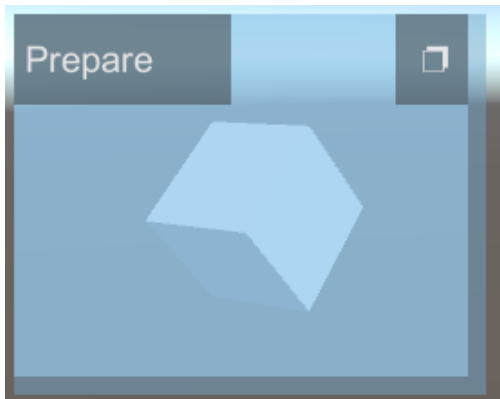
3. Set record duration, FPS and position. (You can also drag the blue rectangle for moving/resizing.)



(Settings)



(Left Top: Prepare Button, Right Top: Full Screen Button)



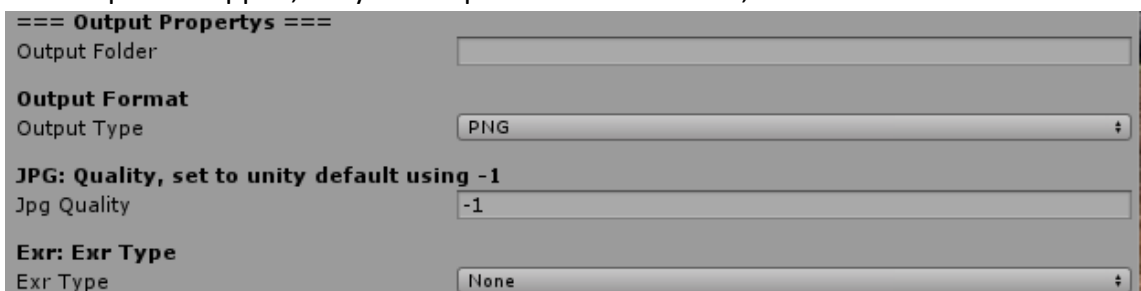
(Resize window: by drag at right bottom.)

4. Click "Prepare" to generate buffer for capture.
5. Click "Start" to start capture.

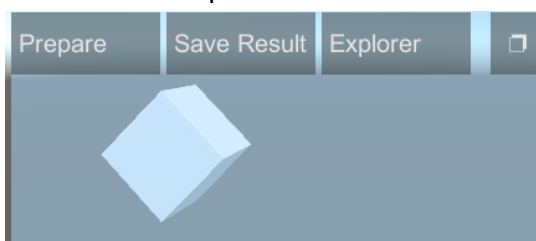


(Start button)

6. After capture stopped, set your output format and folder, then click Save Result.



7. You can use "Explorer" button to find the output folder.



(Save Result button, and Explorer button)

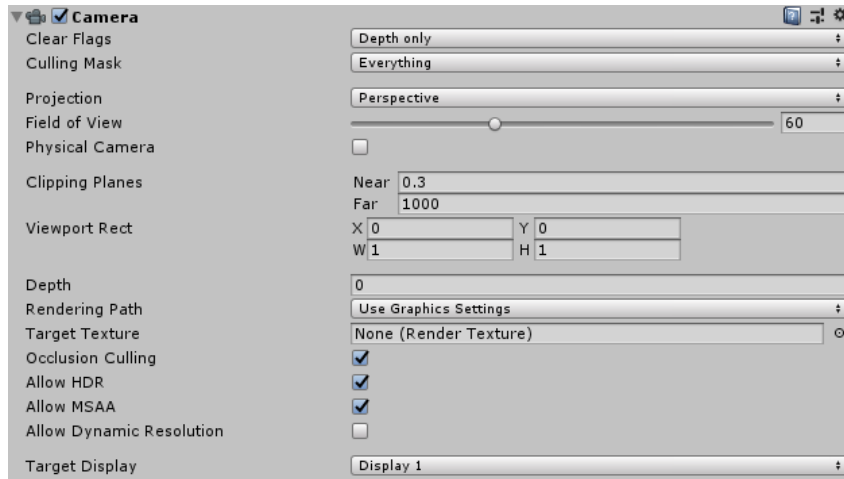
## Transparent the Output Texture:

### 1. Create 2 Camera.

First Camera (main camera for capture)

(1) Add CameraCapturer component. And fill all settings.

(2) Set “Clear Flags” to “Depth only”.



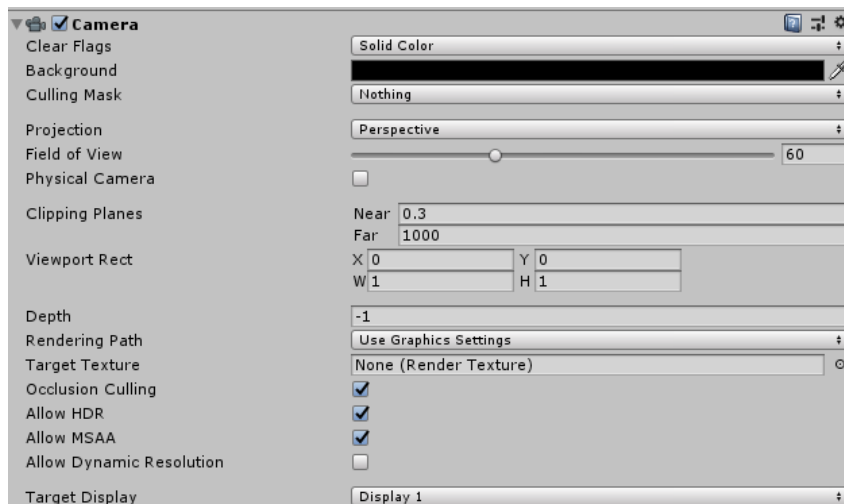
(First Camera)

Second Camera (for cull background)

(1) Set “Clear Flags” to “Solid Color” and set “Background” color to black.

(2) Set Depth to a value that is smaller than First Camera.

(3) (Optional) Set Culling Mask to “Nothing”.



(Second Camera)

### 2. Then capture as before.

For more detail please see example scene. (CameraCapturer/Examples/Scenes)