

# Camera Composition - Grid Overlay Tool

## Manual

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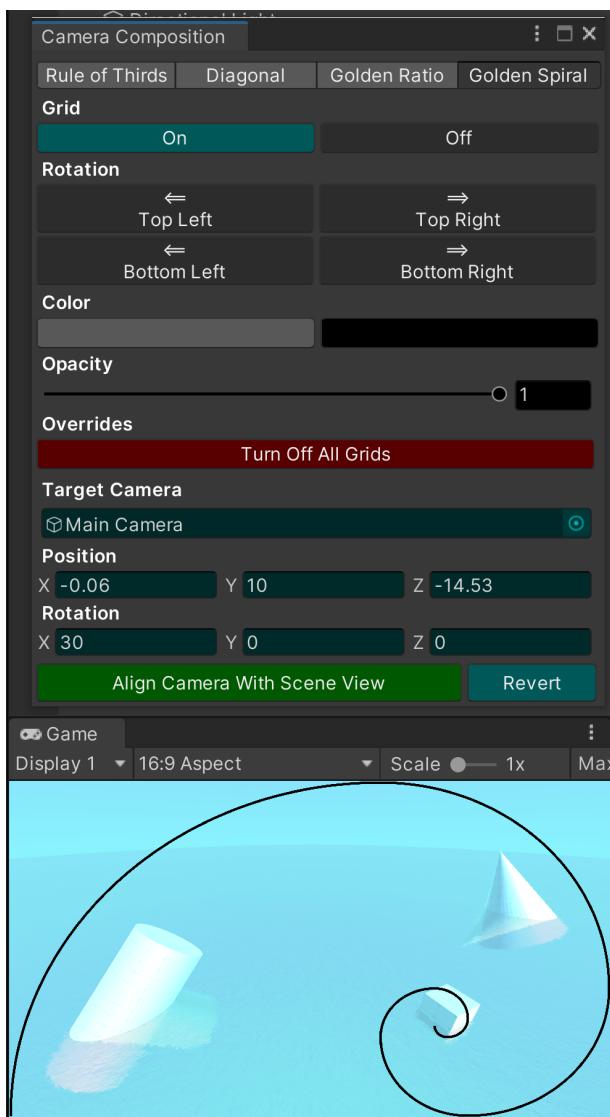
# Introduction

**Camera Composition** is the most complete **grid overlay tool** available on the Unity asset store, making it easy to compose Unity cameras relative to objects in a scene.

For developers, this tool is ideal for precisely arranging Unity cameras for screenshots, videos, cutscene sequences and more.

## Highlights

- Easy integration with existing projects and workflows
- 4 grid overlays - **Rule of Thirds, Diagonal, Golden Ratio, Golden Spiral**
- Color and opacity adjustments to optimize grid visibility
- Target camera - precisely adjust position/rotation of game camera
- Align With Scene View shortcut button
- Includes demo scenes for all grid overlays
- 2D and 3D modes supported



## Features

### Easy 3 Step Workflow

1. Turn on grid overlay.
2. Adjust position of target camera and scene objects.
3. Get the shot!

### Multi-Grid Overlays

Enable any number of grids individually or simultaneously.

### Grid Color Selection

Choose between black or white grid overlays for better visibility, depending on the scene.

### Grid Opacity Slider

Adjust grid transparency to improve visibility of scene objects while composing the camera.

### Grid Overrides

Turn off all enabled grids at once with the click of a button.

### Rotation Buttons

Rotate the Golden Spiral grid overlay for additional composition possibilities.

### Professional Quality

- Well documented with PDF manual
- Full source code
- Extensive and detailed code comments

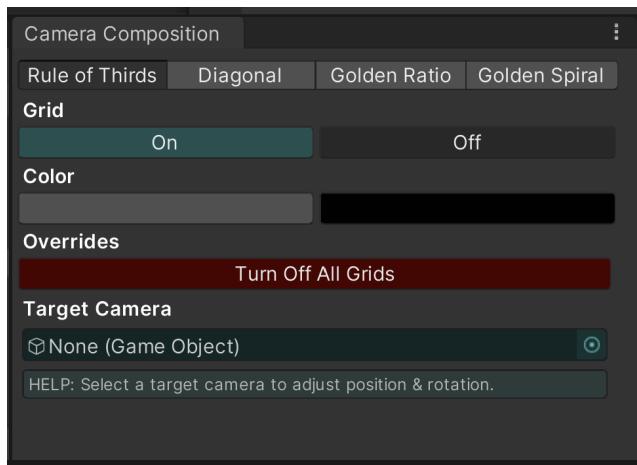
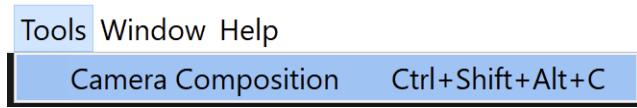
### Support

Reactive email customer support - directly contact the developer.

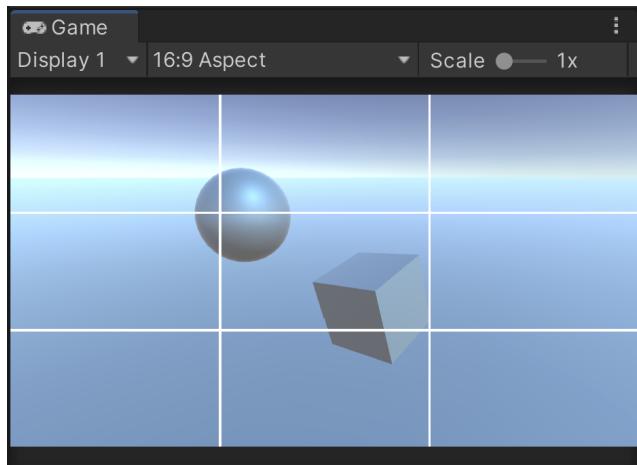
## Quick Start

Start by navigating to the **Tools** menu, and click on the **Camera Composition** menu item. Alternatively use the keyboard shortcut **Ctrl + Shift + Alt + C** on PC, or **Cmd + Shift + Alt + C** on Mac.

The **Camera Composition** window can be positioned anywhere inside the Unity editor, or docked into an existing editor layout.

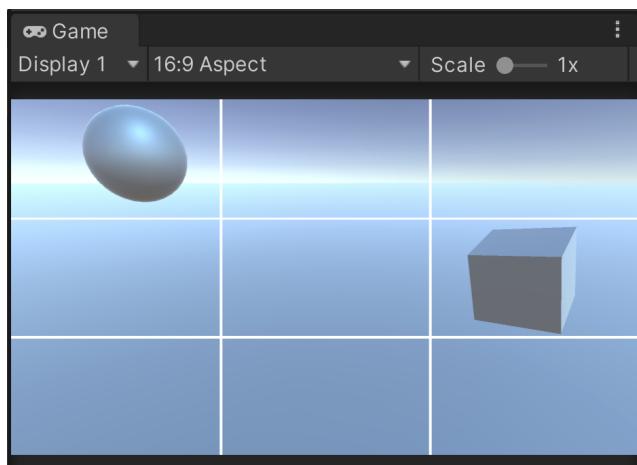


Open the **Game view**, and turn on a grid overlay, such as **Rule of Thirds**.



Arrange scene objects and adjust the camera position in relation to the grid overlay.

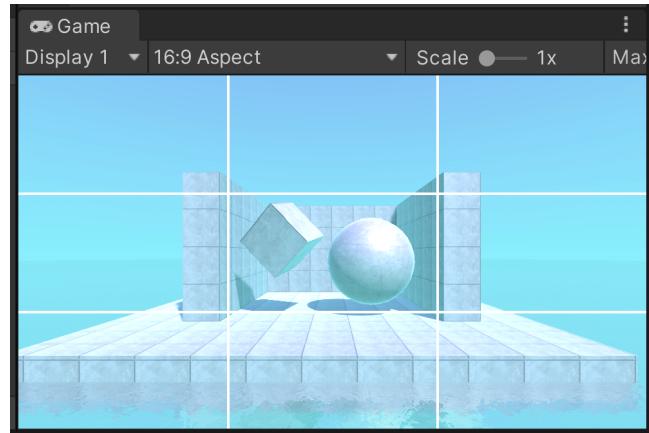
Get the shot!



# Grid Overlays

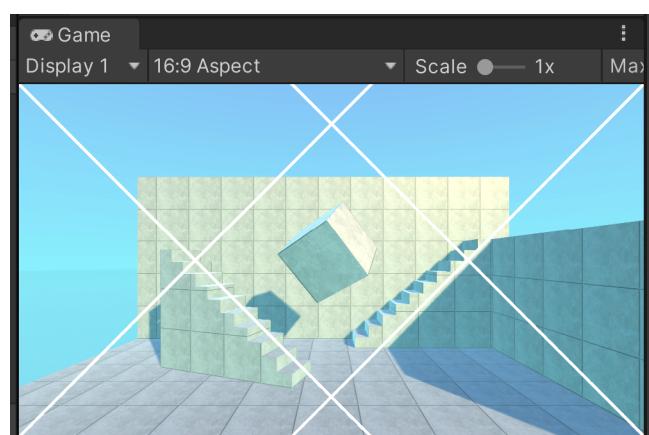
## Rule of Thirds

The **Rule of Thirds** grid divides the Game view into 9 equal segments divided by two horizontal and two vertical lines.



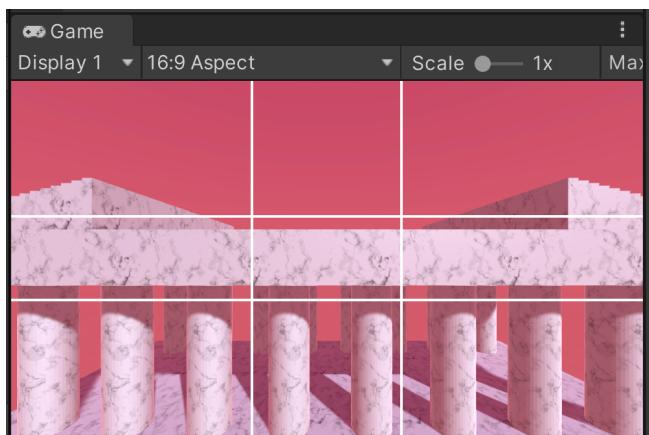
## Diagonal

The **Diagonal** grid divides the Game view into 9 slanted grid segments. Each line originates in the display's corner, then terminates slightly right or left of center.



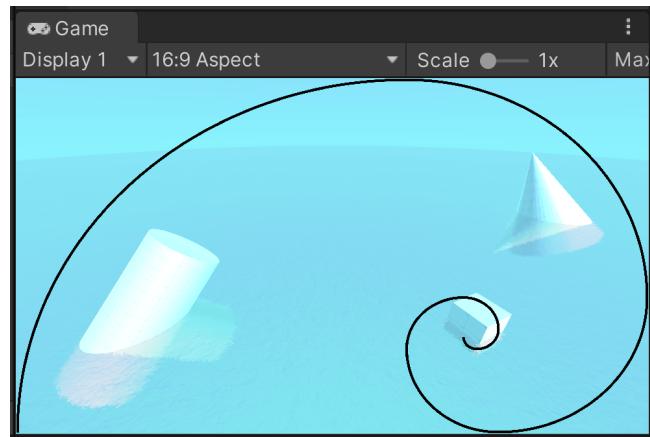
## Golden Ratio

The **Golden Ratio** (or Phi grid) divides the Game view into 9 segments, 4 of which are based on the 1:1.618 ratio.

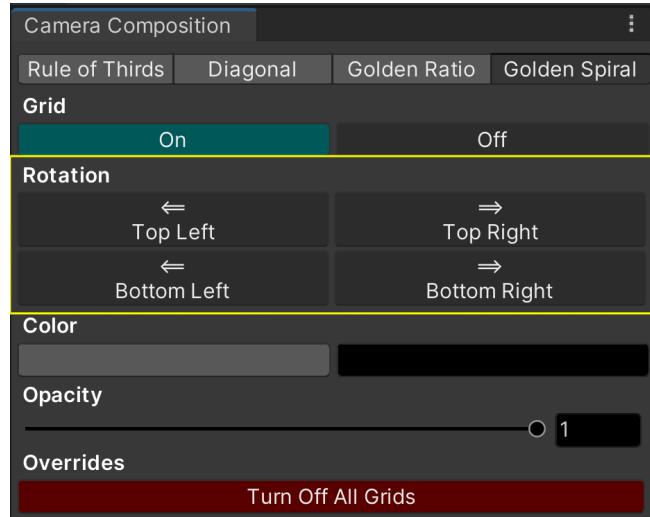


## Golden Spiral

The **Golden Spiral** (or Fibonacci spiral) is a logarithmic curve that gets wider by the 1:1.618 golden ratio for every quarter turn it makes from the spiral's origin point.

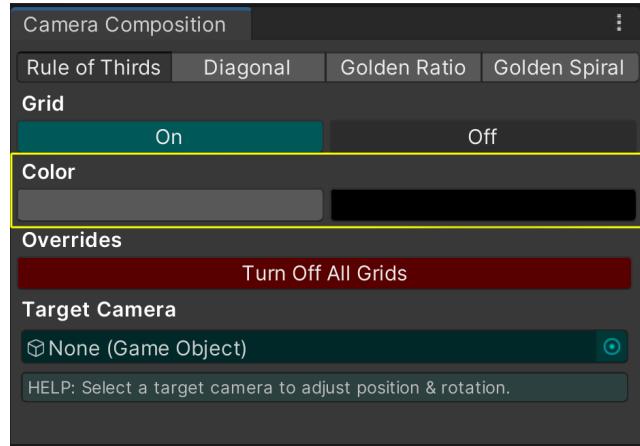


The Golden Spiral tab contains **Rotation** buttons, which allow the spiral overlay to rotate to the **Top Left**, **Top Right**, **Bottom Left** and **Bottom Right** corners of the Game view.

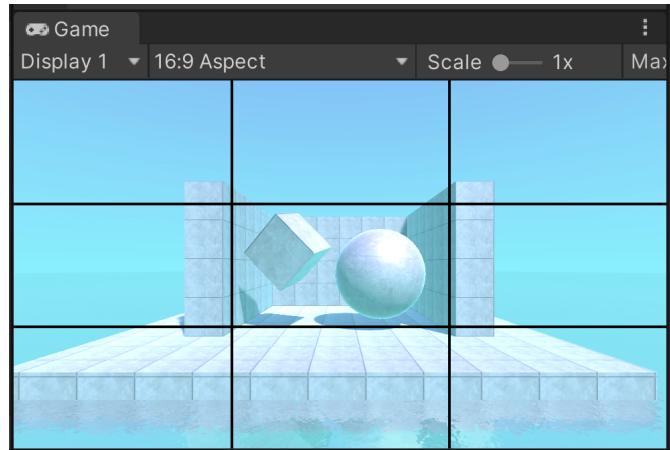


## Color

Change the grid overlay **Color** by selecting either **White** or **Black**.

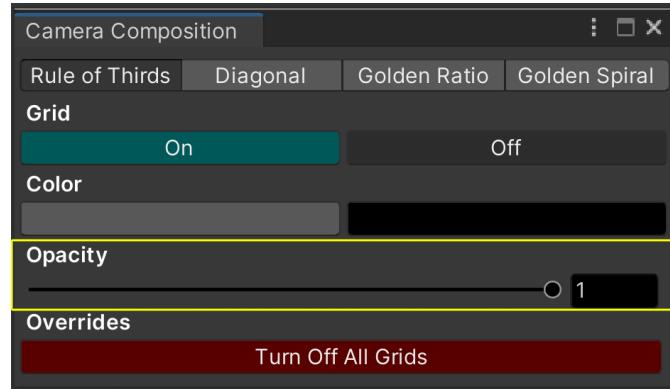


Once selected, the grid overlay will be updated to reflect the new color choice.

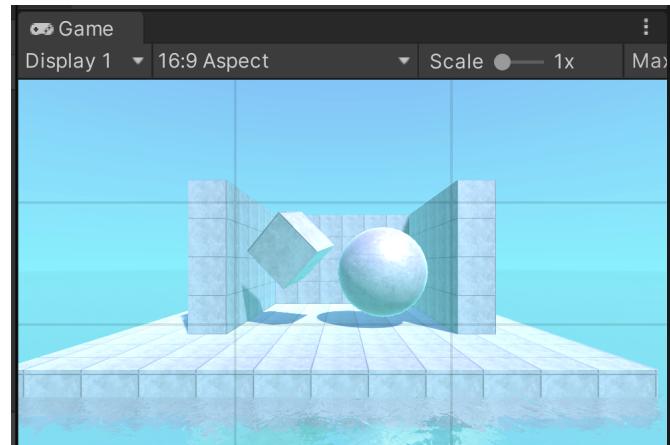


# Opacity

The **grid opacity** is adjustable from 0-1, with 0 displaying an invisible grid and 1 displaying a completely visible grid.



When the opacity has been reduced, the grid overlay will appear semi-transparent.

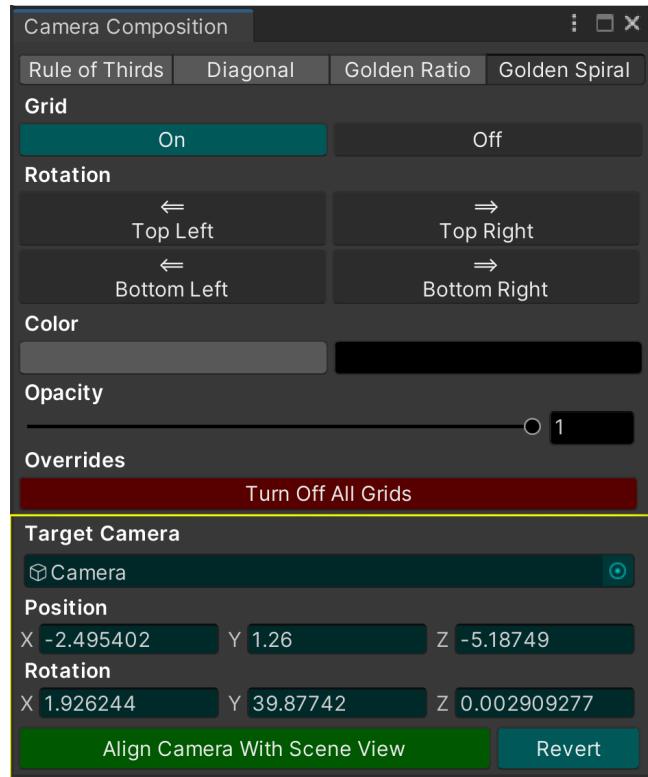


## Target Camera

The **Target Camera** field is used to select any in scene camera. Once selected, the camera's **Position** and **Rotation** (Vector3 values) can be adjusted directly from the editor window to achieve precise camera alignment without leaving the **Camera Composition** tool.

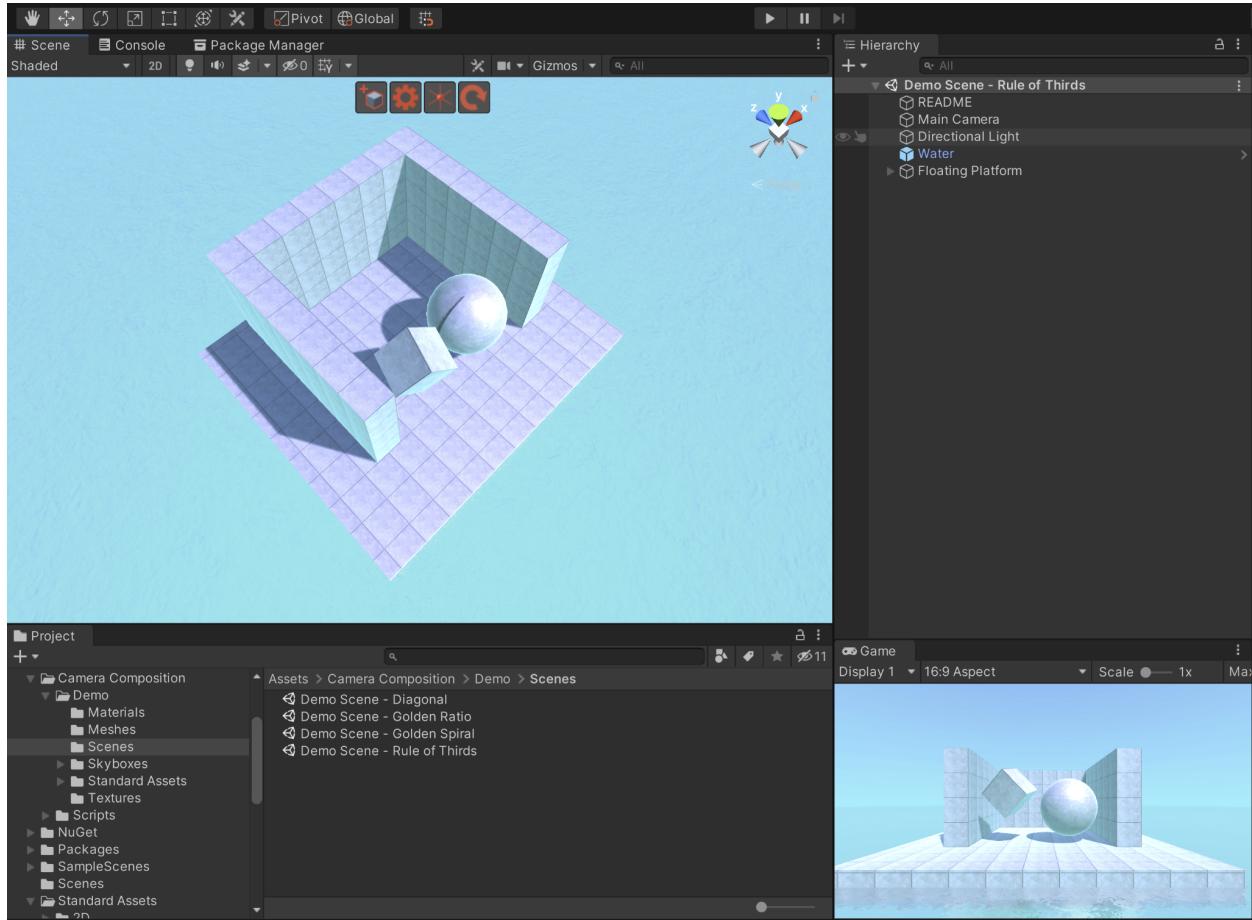
For increased precision, try dragging the mouse inside the position/rotation input boxes labelled X, Y, Z.

The **Align Camera With Scene View** button mirrors the Scene view with the **Target Camera** as seen in the Game view. The **Revert** button undo's the action of the Align Camera With Scene View button.



## Demo Scenes

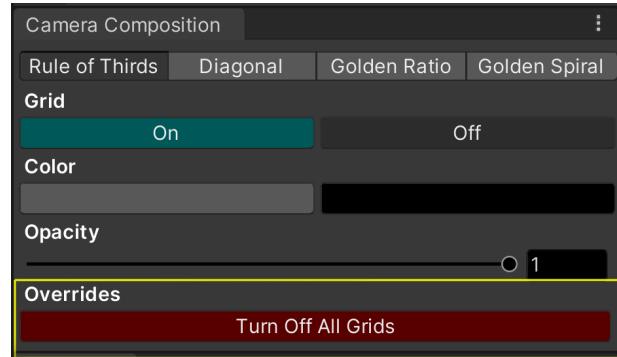
**Demo scenes** are located in the project files under **Assets > Camera Composition > Demo > Scenes**. These scenes can be used to experiment with the Camera Composition tool after installation.



Inspect the **README** object in the demo scene for quick instructions on how to add the Camera Composition editor window.

# Overrides

The **Overrides section** under each grid overlay contains a **Turn Off All Grids** button to quickly disable all active grids with a single click.

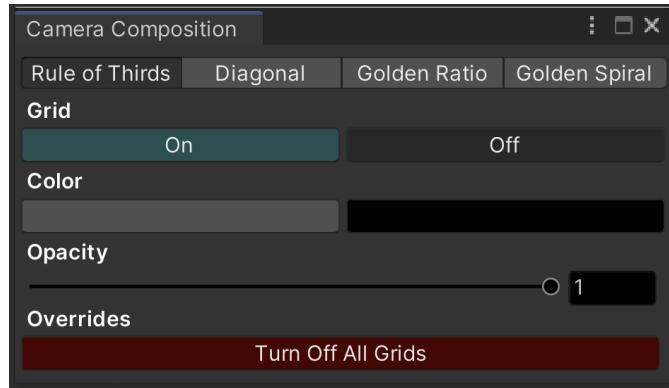


# Tips and Tricks

## Adjustable Editor Window Size

The Camera Composition editor window can be resized by dragging one of the bottom edges upwards or downwards.

**Reducing the editor window size** is useful when arranging a minimal Unity editor layout.

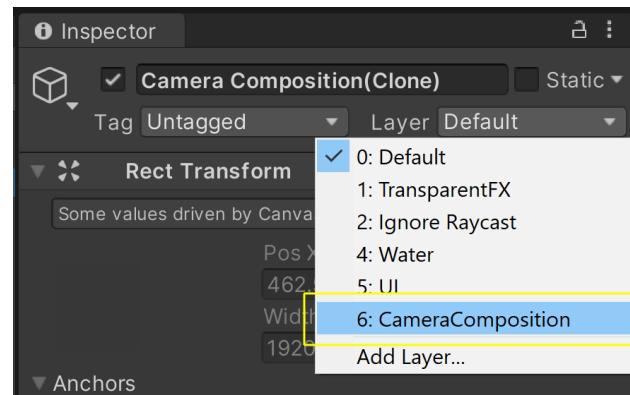


**Increasing the editor window size** is useful when using a feature with additional controls, like the Golden Spiral's rotation button or a target camera.

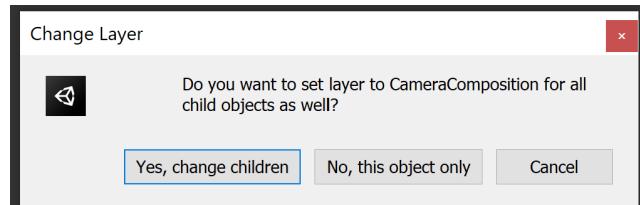


## Hide Grid Overlays in Scene View

To hide grid overlays from appearing in the Scene view, add a new Layer named **CameraComposition**. Next locate the **Camera Composition(Clone)** object in the scene hierarchy and apply the newly created layer called **CameraComposition**.



Select the **Yes, Change Children** option when prompted.



## Support

Full source code is provided in the **Assets > Camera Composition > Scripts** folder and is well documented with comments detailing the major components of this asset.

If you have questions, comments or suggestions please feel free to contact me via email at [jordan@cassady.me](mailto:jordan@cassady.me).

If you would like to support me on the Unity Asset Store, please write a short review to help other developers find “**Camera Composition - Grid Overlay Tool**” for their own Unity projects.