



Screenshot Creator for Unity

Full support for Unity as well as Unity Pro on all platforms.

You can find Screenshot Creator in the Unity Asset Store [here](#).

There is also a [channel on YouTube](#).

The development roadmap for Screenshot Creator is publicly available here:

[Screenshot Creator Development Roadmap](#)

Please feel free to vote on your favourite features you'd like to see.

For any queries you can [Contact Support](#) by email at:

screenshot-creator@darkarts.co.za

Be sure to include your invoice number as proof of purchase.



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Introduction

Screenshot Creator by DarkArts Studios is a tool for creating screenshots at any resolution, even super HD, within the Unity Editor.

Multiple image overlays allow you to brand or commend screenshots for promotional material or wall-papers.

You can find video tutorials, examples and feature show cases for Screenshot Creator on our YouTube channel:

<https://www.youtube.com/channel/UC2v5BcUJyWK3qW9YTbuD3mg>

Features

All versions of Unity

- Quickly create good high quality screenshots or wallpapers.
- Multiple image overlays
- Take screenshots using any camera at all, even the Scene View (great for development collaboration & information sharing).
- Scaling of screenshot resolution (for external resizing) allowing for more detail in the render process.
- Real-time preview and following of the scene camera allowing you to perfectly & precisely place your cameras for screenshots.

Unity 4.2 or above

- Anti-Aliasing via Quality Settings.

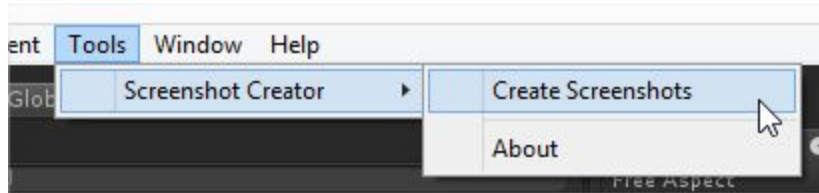
Unity Pro Only (if using Unity 4)

- Image Effects & Post Effects
- Runtime (in game) screenshots via scriptable methods
 - Screenshot Manager Component/GameObject to follow (expect in v1.3)

Quick Start

Opening the Screenshot Creator window

Before being able to take screenshots you will first need to open the Screenshot Creator window. To do this you'll need to select **Tools** from the Unity main menu bar, followed by selecting **Screenshot Creator** and then **Create Screenshots** as follows:

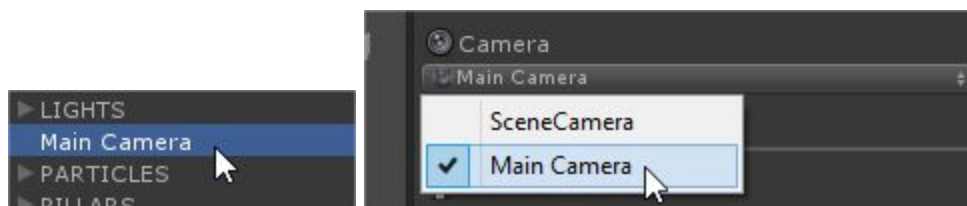


Select the camera to be used

There are two ways you can do this. Either select “Camera Automatic” in which case no cameras need be selected by yourself.

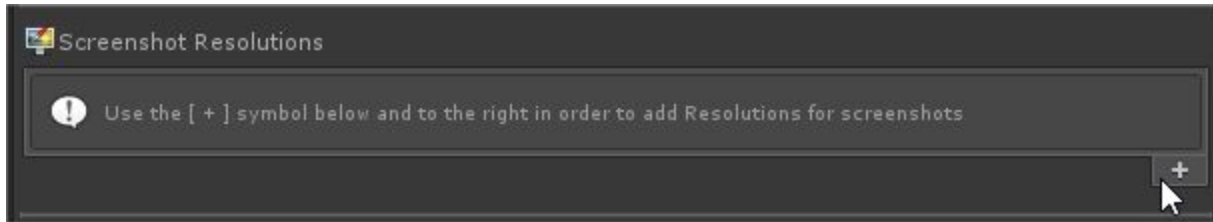


If you've chosen “Camera Manual” then from within the Screenshot Creator window's Camera selection tool:

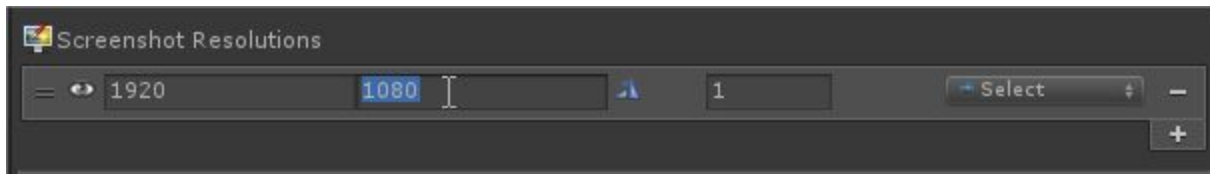


Select the resolution(s) you would like

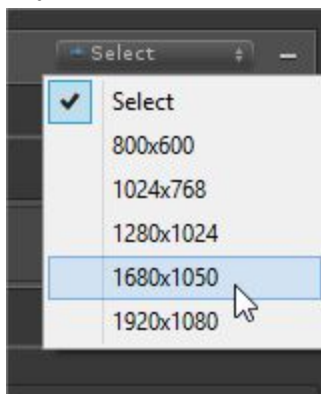
As of Screenshot Creator v1.1 multiple resolutions of screenshots can be taken with a single click. First you need to add a resolution by clicking on the “+”:



Now you can either manually enter resolution values:



or you can select one of the pre-defined resolutions:




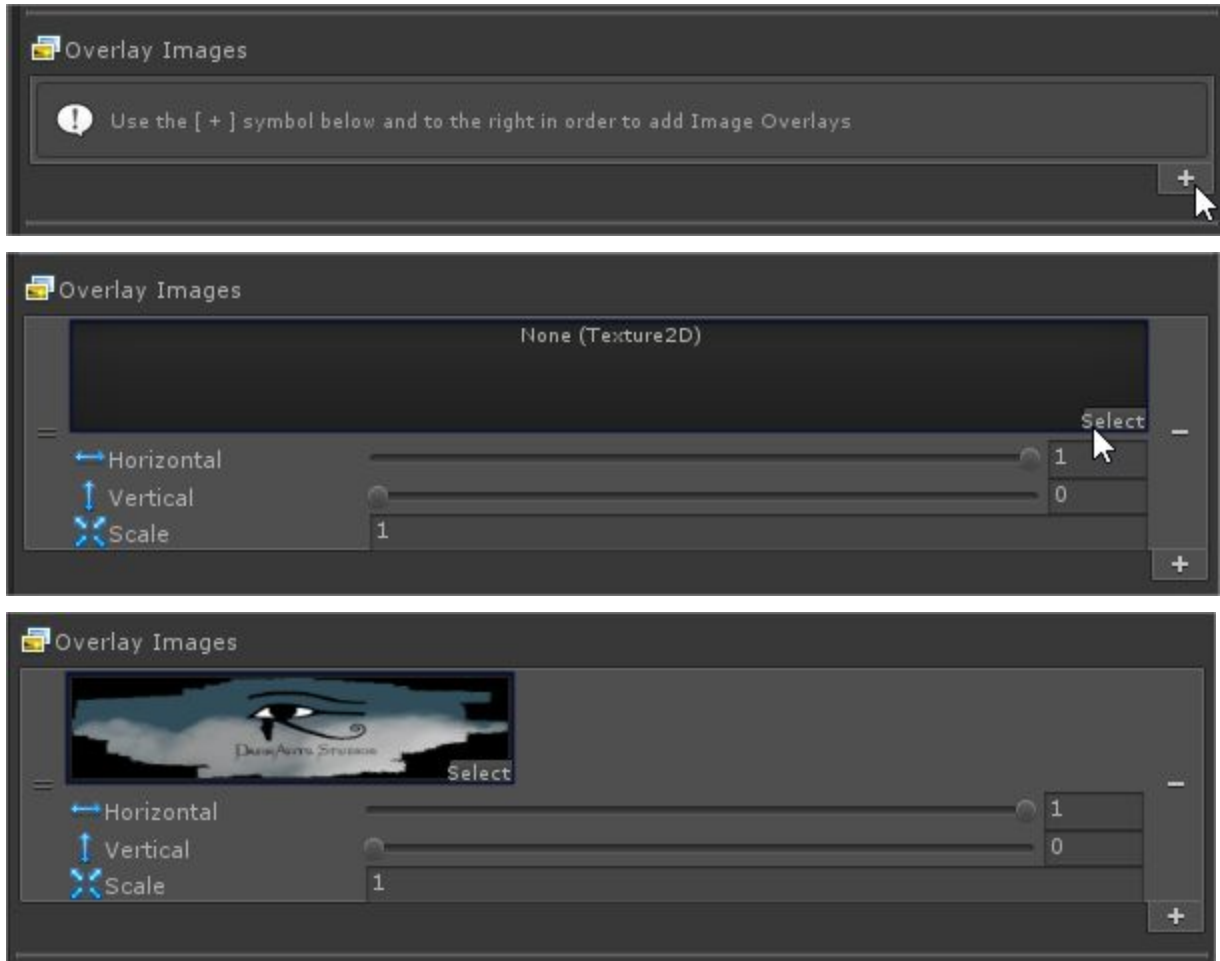
The **Scale** value (defaults to “1”) is a multiplier.

For example, if you select a Scale value of 4, then once created you should open the image in the photo editor software of your choice (Photoshop, GIMP etc) and resize the image divided by 4 (or whichever scale value you chose). This setting allows you to get much more detail within a scene and letting you use external image software to downscale the final result making for a much smoother overall looking screenshot.

Optionally add an image overlay

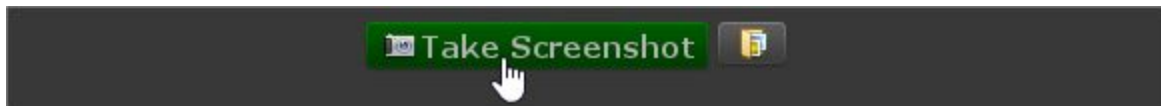
If you do not wish to add any overlay images you can skip this section.

To add one or more image overlays the process is the same. First add an image overlay using the “” button in the Image Overlay list:



Take your screenshot

You will now be able to take as many screenshots as you'd like simply by pressing the **Take Screenshot** button.



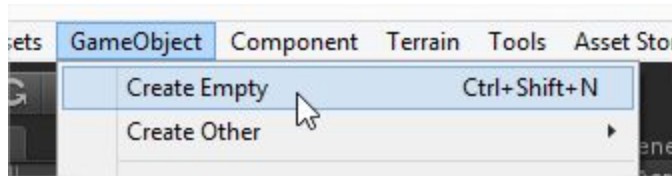
Feel free to move your cameras around in play mode¹ while taking shots.

¹ Play mode is recommended for taking screenshots since without it your screenshot will lack particle & other effects only visible within play mode.

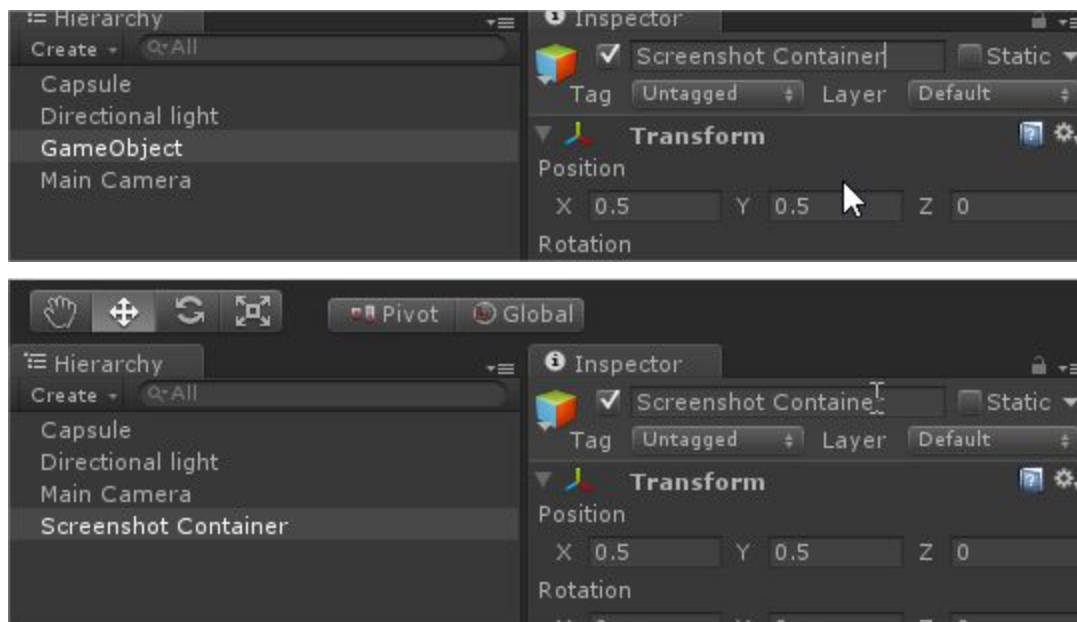
How do I ...

Overlay text in my screenshots

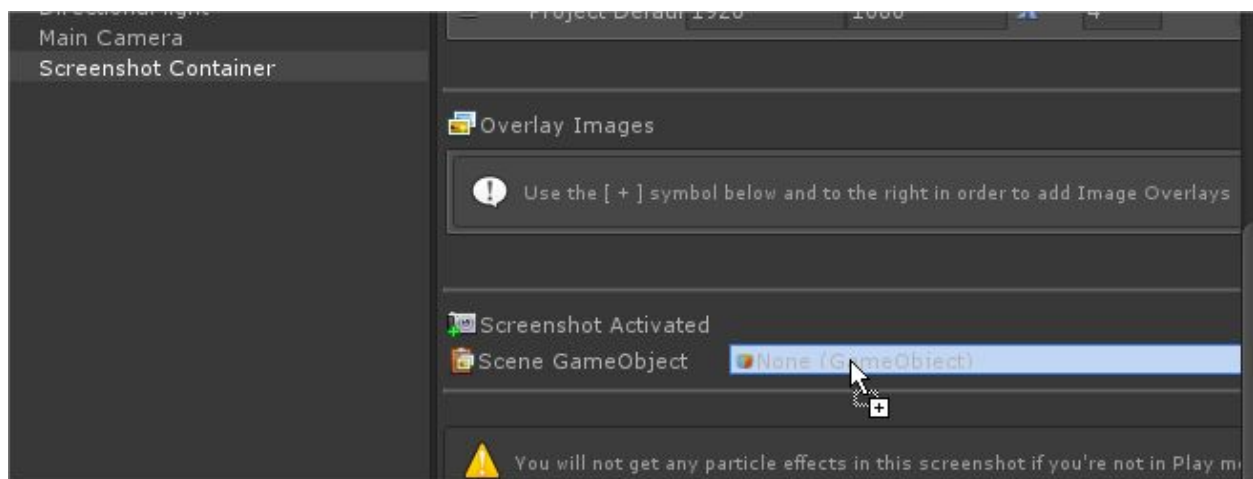
First create and add an empty GameObject to your scene:

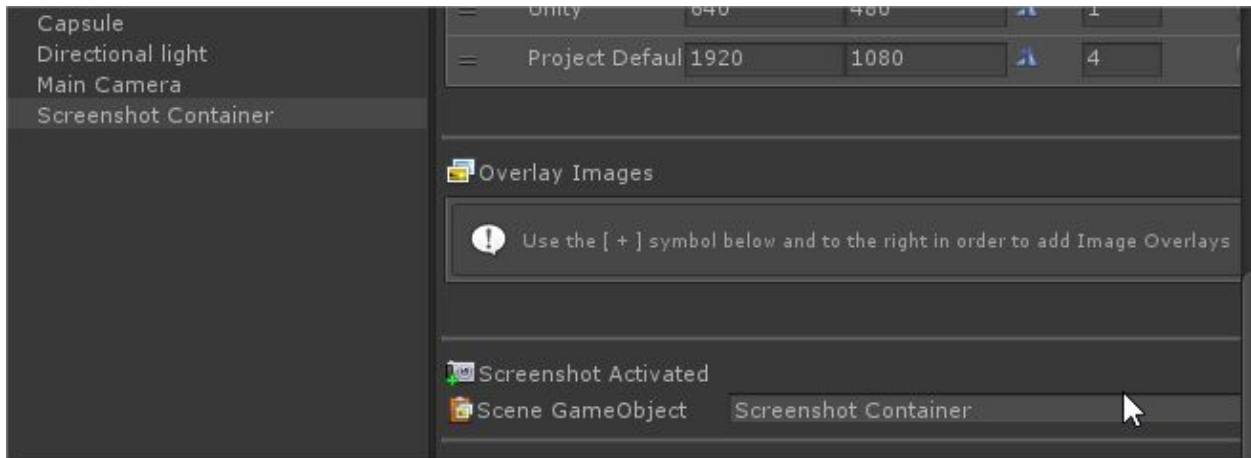


Now rename this GameObject to anything you like, in my case (for this example) I've named it "Screenshot Container":

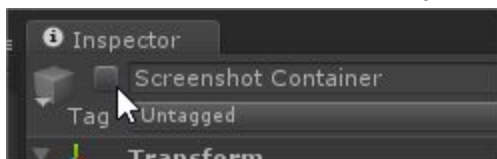


Now drag and drop this GameObject into the Screenshot Creator window under the section entitled "**Screenshot Activated**":

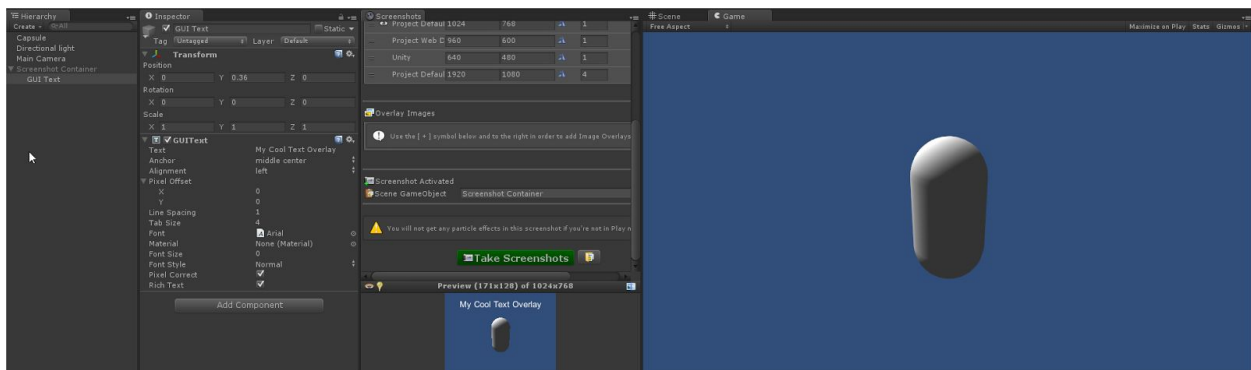




Be sure to set this new GameObject as “Inactive”.



At this point you can place anything within that container and whatever you place within it will only ever be included in screenshots, not within your game window, for example I added some GUI Text elements as follows:



Known Issues

- uGUI (Unity 4.6 GUI) does not capture screenshots unless your canvas is “World Space”. This is a known bug within Unity itself and we are monitoring it closely as well as working on alternate solutions for this ourselves.
- nGUI aspect ratio is always at the aspect determined by the game window skewing screenshot results. This should be corrected in one of the next Screenshot Creator updates.
- It has been reported that Screenshot Creator and the asset *UFPS* sometimes don’t play well together. Specifically with regard to editor window text field “grabiness”. Although Screenshot Creator functions fine, there will be some complaint within the Console Log window.
- If you are using `OnRenderImage` be sure to always blit to the destination texture during the course of taking a screenshot. You can check if a screenshot is currently being taken by using `DarkArtsStudios.ScreenshotCreator.ScreenshotUtility.busyTakingScreenshot`.

Change History

v1.4.4

- Fix warnings for Unity versions 5.4 and newer.
- Add custom builds for the entire Unity 4 series.

v1.4.3

- Update Screenshot Creator infrastructure to build DLLs individually for each Unity version to make it much more compatible across Unity API changes.
- Update source code for API alterations through each version change up to Unity 5.4.x.

v1.4.2

- Update Screenshot Creator infrastructure to build DLLs individually for each Unity version to make it much more compatible across Unity API changes.
- Update source code for API alterations through each version change up to Unity 5.4.x.

v1.4.2

- Patch release for Unity 5.3.0 fixing deprecated Unity API calls

v1.4.1

- Fixed error when adding first resolution to resolutions list
- Added display of aspect ratio within resolutions list & preview title bar

Mac on Unity 5 Only

- Fixed a crash on screenshot window opening [upstream ReorderableList update]

v1.4

- Automatic Camera detection and setup in addition to Manual Camera arrangement
- Individual screenshot resolutions can be activated/deactivated
- [BUG] Camera selection no longer alters actual camera active/inactive state within a scene
- Screenshot Manager (Runtime Class) allows for scale setting and uses new automatic camera detection

v1.3

- Basic runtime screenshot manager (to be extended)
- Simple example scene using screenshot manager and keypress screenshots
- [BUG] Applied same fix for anti-aliasing for all screenshot types
- Added a bool to ScreenshotUtility indicating if screenshot is in progress
- Added optional GameObject container to Editor for objects only to be displayed in screenshots (eg text)

1.2.3

- Added support for anti-aliasing as set within Quality Settings
- Added the ability to load PlayerPrefs screen resolutions into resolutions list
- Added icon to Screenshot Creator window.

1.2.2

- Fix a (possible) memory leak during preview rendering
- Preview area is now drag-resizable

1.2.1

- Fixed camera sound issue when target build environment did not support Ogg Vorbis
- Correct size of overlay images in preview window to correctly represent final screenshot
- Fix an issue with Screenshot Creator window flickering in the linear colourspace

1.2

- Multi-Camera support. This is experimental.
 - Please if you find any issues email me and screenshot-creator@darkarts.co.za
- The beginnings of the scriptable API (documentation to follow)

- Fixed a bug where screenshots didn't save when odd characters (eg semi-colon) existed in Game, Scene or Camera names
- Lighting mode toggleable now within preview window and screenshots. This behaves in the same manner as the scene view's lighting toggle.

Unity Pro Only

- Realtime (in-game) Screenshots, with API to go with it
 - In the next release a Screenshot Management component/gameobject will join to help manage this.

1.1

- User Interface Improvements (mostly cleaned up wasted space)
- Snapshot sound when taking a screenshot
- Multiple simultaneous screenshots at different resolutions
- Fixed several bugs and optimized performance
 - Part of this change means realtime preview is limited to 10 FPS
- Fixed a crash where it attempted to index selected camera when no camera was selected

1.0

First public release of Screenshot Creator.