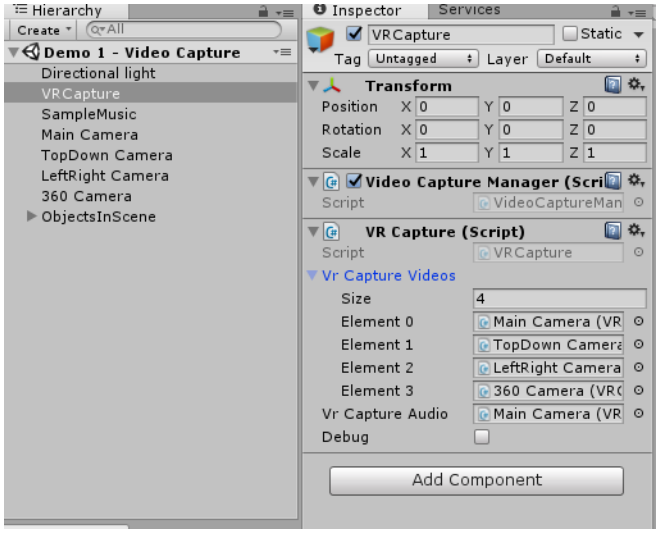
VideoCapture Unity Plugin README (EN)

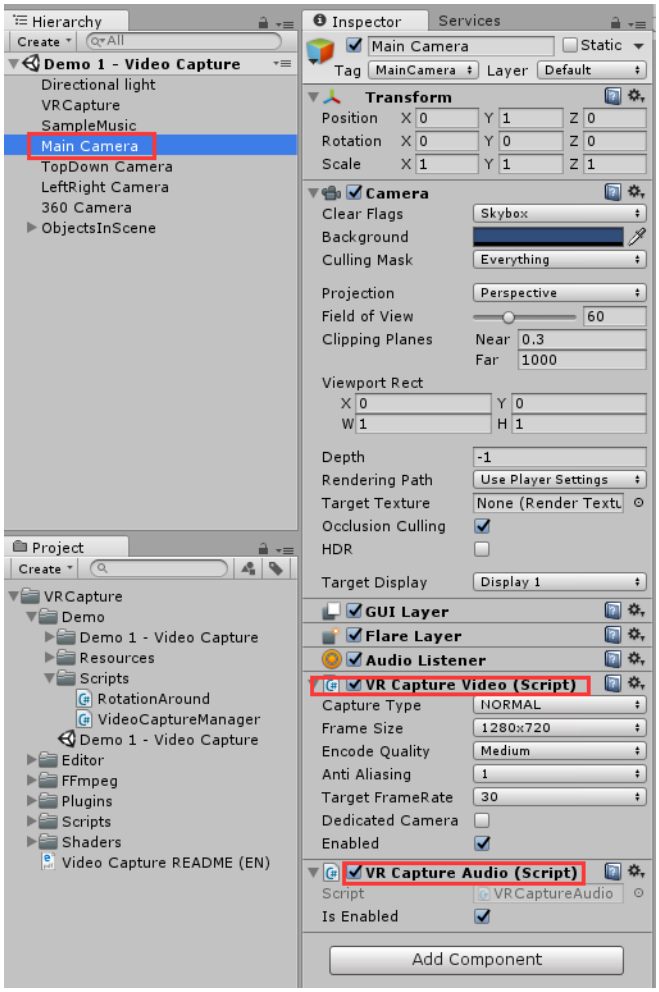
VideoCapture is a plugin that enables you, the Unity developer, to capture video and audio from your Unity desktop application.
It's great for recording video trailers, demos and in-app footage for your Unity-based game or app. It's fast, flexible and easy to use. It runs wholly on the windows/mac and does not require a network connection.
When the video is recorded you decide how it's handled. Give your users complete freedom to share it, restrict it to playback from within your app, or anything in between.

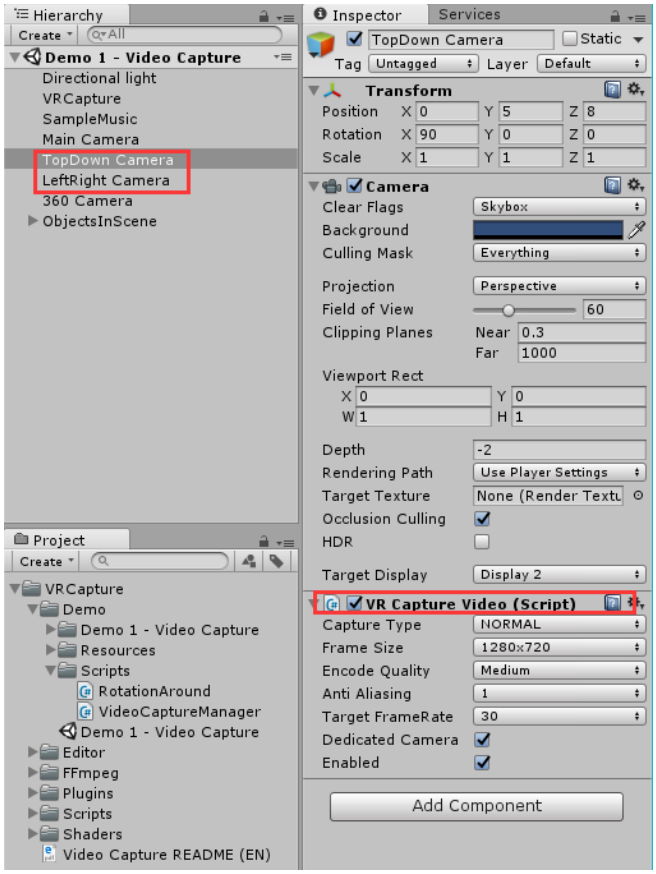
Usage:

- Create an empty object, attach **VRCapture** to it:

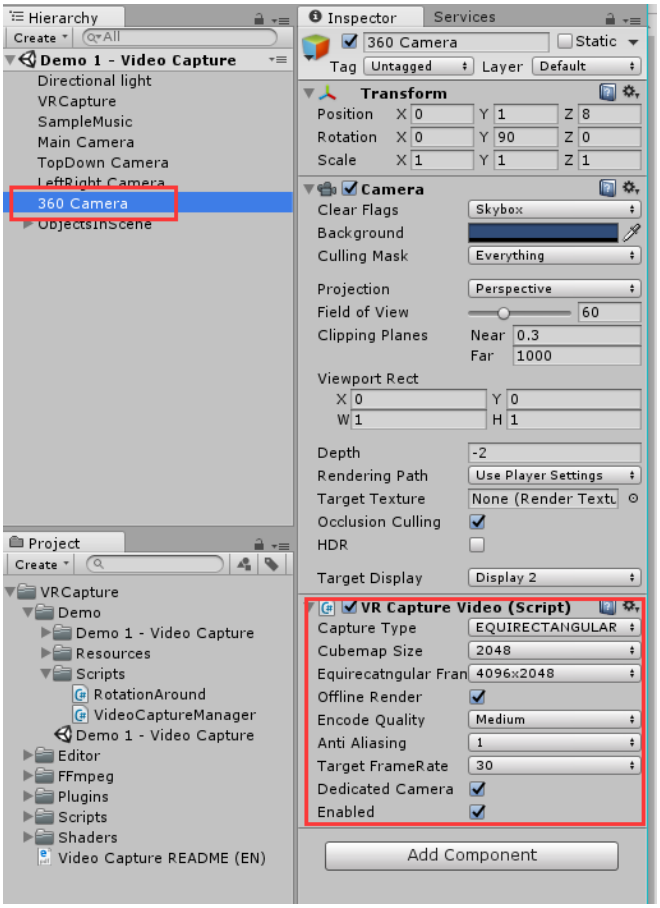


- Attach **VRCaptureVideo** to the **Camera** you want record. If you want record audio as well, attach **VRCaptureAudio** to the **AudioListener**.

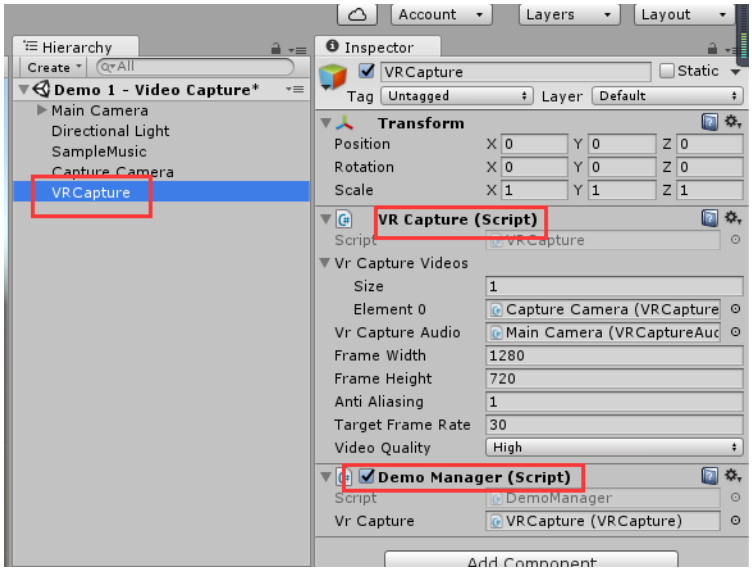

Hierarchy
Create
All
Demo 1 - Video Capture
Directional light
VRCapture
SampleMusic
Main Camera
TopDown Camera
LeftRight Camera
360 Camera
ObjectsInScene
Project
Create
VRCapture
Demo
Demo 1 - Video Capture
Resources
Scripts
RotationAround
VideoCaptureManager
Demo 1 - Video Capture
Editor
FFmpeg
Plugins
Scripts
Shaders
Video Capture README (EN)
Inspector
Services
Main Camera
Static
Tag
MainCamera
Layer
Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Skybox
Background
Culling Mask
Everything
Projection
Perspective
Field of View
60
Clipping Planes
Near
0.3
Far
1000
Viewport Rect
Depth
-1
Rendering Path
Use Player Settings
Target Texture
None (Render Textu
Occlusion Culling
HDR
Target Display
Display 1
GUI Layer
Flare Layer
Audio Listener
VR Capture Video (Script)
Capture Type
NORMAL
Frame Size
1280x720
Encode Quality
Medium
Anti Aliasing
Target FrameRate
30
Dedicated Camera
Enabled
VR Capture Audio (Script)
Script
VRCaptureAudio
Is Enabled
Add Component



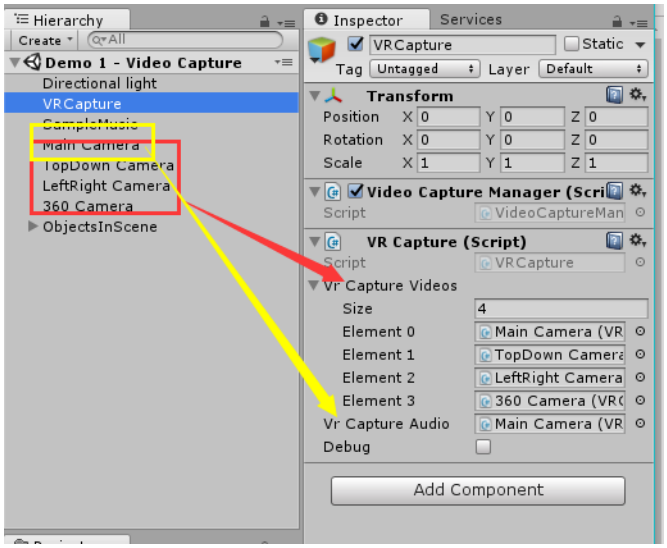
- Capture 360 video by select **Equirectangular** capture type.



- Create a **CaptureManager** (see **VideoCaptureManager** for example) to control the Begin/ EndCapture event.



- Attach the **VRCaptureVideo/Audio** component to **VRCapture** object.



- Then you are ready to go, enjoying!