How to take screenshots that won't physically hurt other people's eyes

The point is to reduce the number of garbage screenshots. Not complicated but try to be somewhat idiot-proof. It covers basic shit.

Let's look at an example of a shit screenshot first.

So. What's wrong with it.

1. Really dull composition; I'll be talking more about this later.

2. Overused Bokeh, you may call it aesthetic, but it's actually just bad.

3. Game looks weird, in general.

4. No motion blur at all but car is moving.

5. You can see that there's no AO(Ambient Occlusion) on the radiator.

Let's look at more

I think we can agree that shots like these are not the most attractive looking thing. Fuck it, "shit" is the word I'm looking for.

So, how do we start making passable screenshots?

The basics:

1. Download CM(Content Manager). Please do not skip it as this launcher is about 10 quadrillion times better than the original Kunos launcher. Use this. Chances are if you play this game, you already have it.
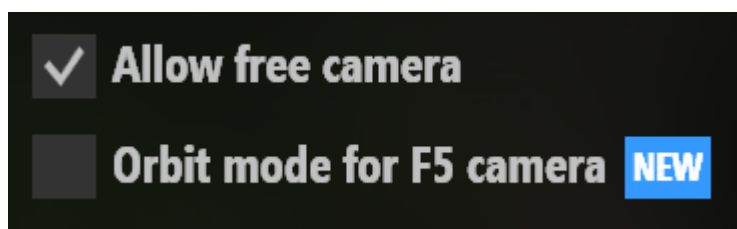
Download it from here: https://acstuff.ru/app/
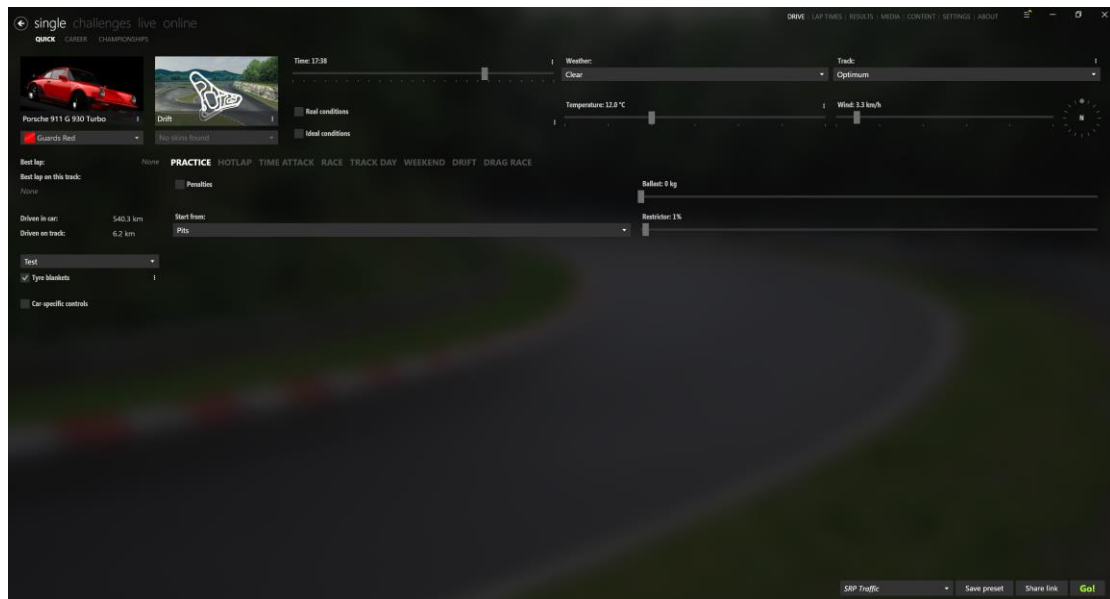
This is what the interface looks like, and you should now go and change some settings.

2. Some stock game settings need to be changed. Press the "Settings" button on the top right corner.
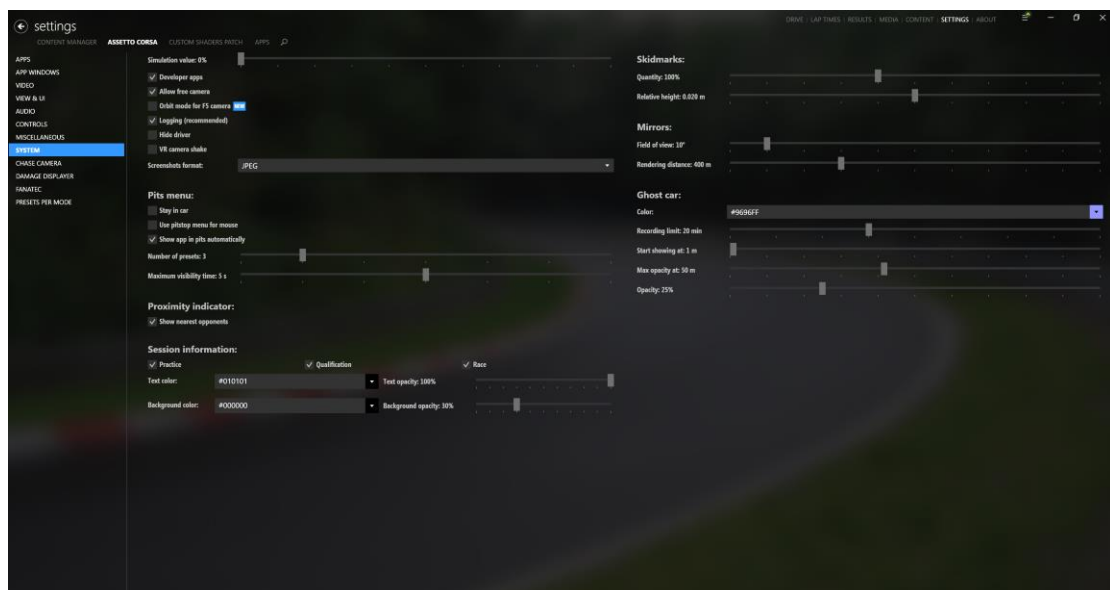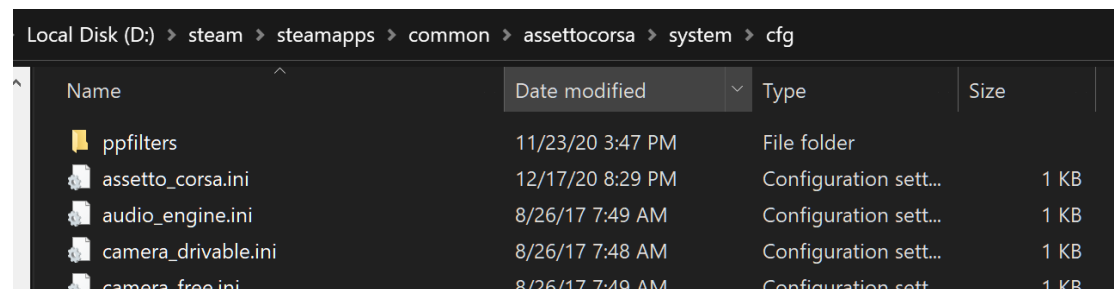

Then press "Assetto Corsa" and "System" Tab. In here, you should enable "Allow Free Camera" and disable "Orbit mode for F5 camera"

3. If you want to share your pictures on Discord, better change them to PNG format as Discord will crunch up your JPG.

Screenshots format: PNG (requires Custom Shaders Patch)

If you have this in your CM you can just set it to PNG and skip straight to CSP part. If not, you need to locate assetto_corsa.ini

Local Disk (D:) > steam > steamapps > common > assettocorsa > system > cfg

Name	Date modified	Type	Size
ppfilters	11/23/20 3:47 PM	File folder	
assetto_corsa.ini	12/17/20 8:29 PM	Configuration sett...	1 KB
audio_engine.ini	8/26/17 7:49 AM	Configuration sett...	1 KB
camera_drivable.ini	8/26/17 7:48 AM	Configuration sett...	1 KB
camera_free.ini	8/26/17 7:49 AM	Configuration sett...	1 KB

This can be found at the address shown above. After you open it, scroll down to screenshot] and change the format to PNG.
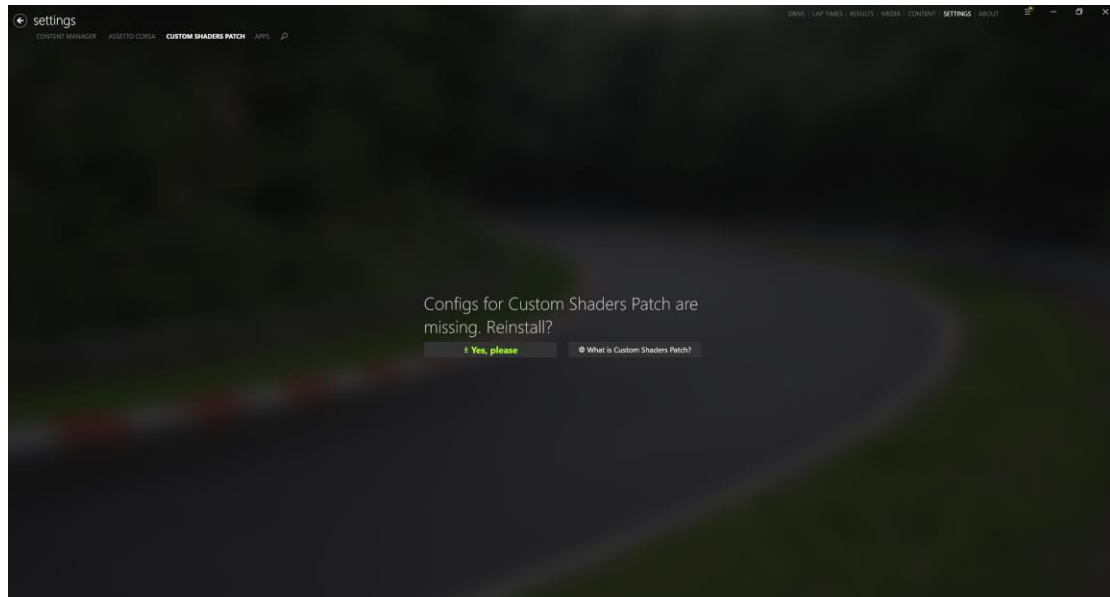
Every time you go and change settings CM will reset it to JPG. A solution for this problem is to make file Read-Only. To do this right click on the file and press "properties."
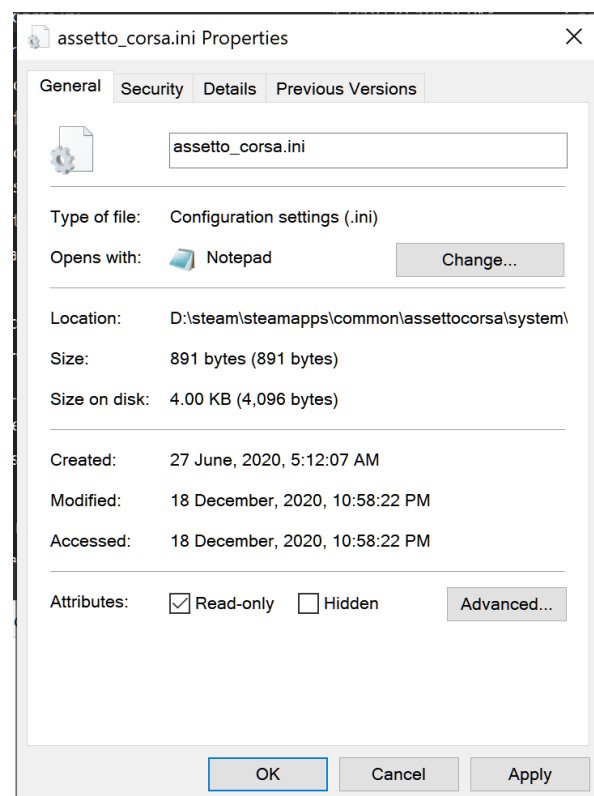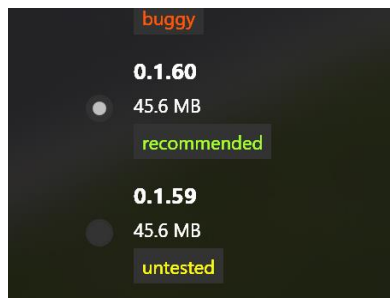
This is the window you should get; check the "Read-only" box under attributes and hit apply.
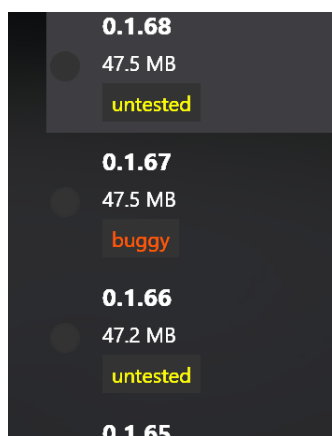
CSP installation and settings.

1. Download CSP from CM, try the newest first. Do not skip this as you will need it.

Go to "Settings", and this time press on the "Custom Shaders Patch" tab. CM will prompt you to install it, just press yes.


However, CM will automatically download the recommended version. Try the newest versions first.

At the moment, 0.1.68 is the newest.

Now there are many settings for CSP, not gonna show them one by one. I suggest you just get a preset that takes care of everything. I'll be talking more about this in a bit.

**2**. After you have CSP installed, you should match the settings here. Or you can just download presets.
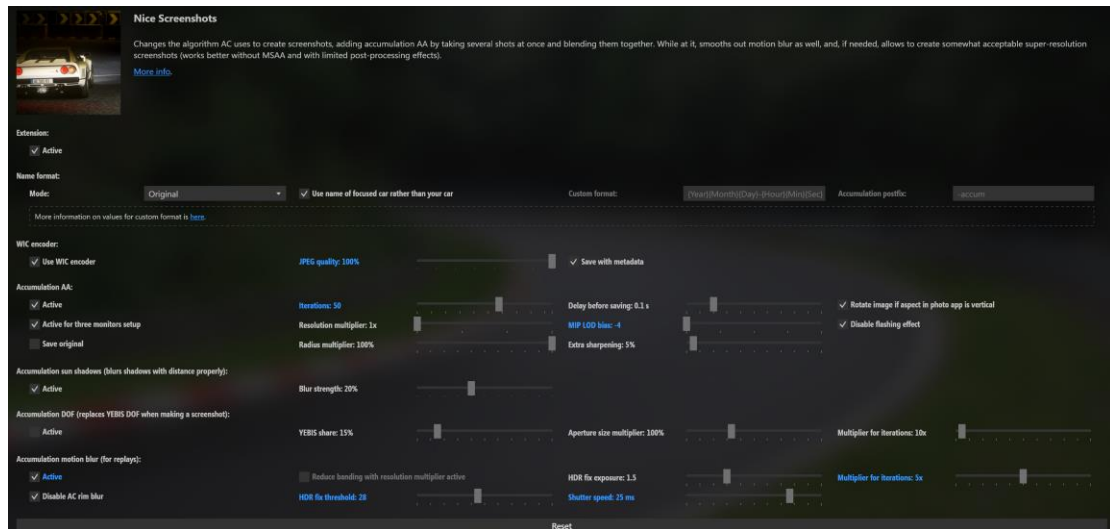
Sol installation.

Sol is an excellent thing, and you'll need this too. Custom weather. Download it here: https://www.racedepartment.com/downloads/sol.24914/ Follow the instruction and download there. Pretty straightforward shit.

Now you have the game setting done, CSP installed, and Sol installed. Get PP Filters.

What're PP Filters? Well, Post-Processing Filters. It's a photo filter if you will, but it runs in real-time and drastically alters your game's look, even something like this.
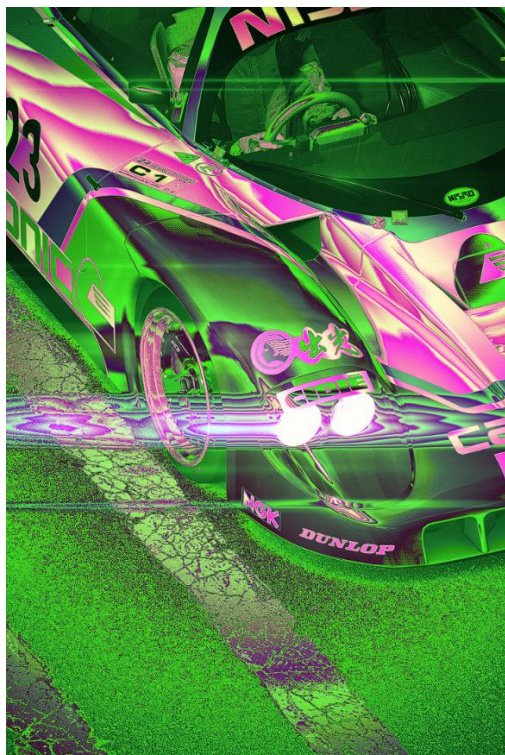
Stock Kunos PP Filters are old and won't cut it - Download PP Filters from PP Filters Central Discord.

https://discord.gg/NdsbskqxZJ this is an invite link to the Discord. Don't shit it up with garbage photos, please. This guide was written so I can stop seeing them.

I recommend trying out all the filters there; some come with presets. I'm using Trawa filter and Presets.

Installation is easy; the folder containing all the filters is right above assetto_corsa.ini.
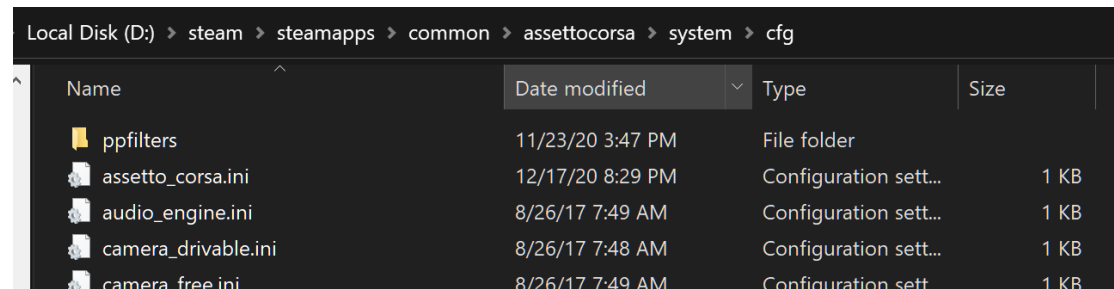
You can view filters in CM too.
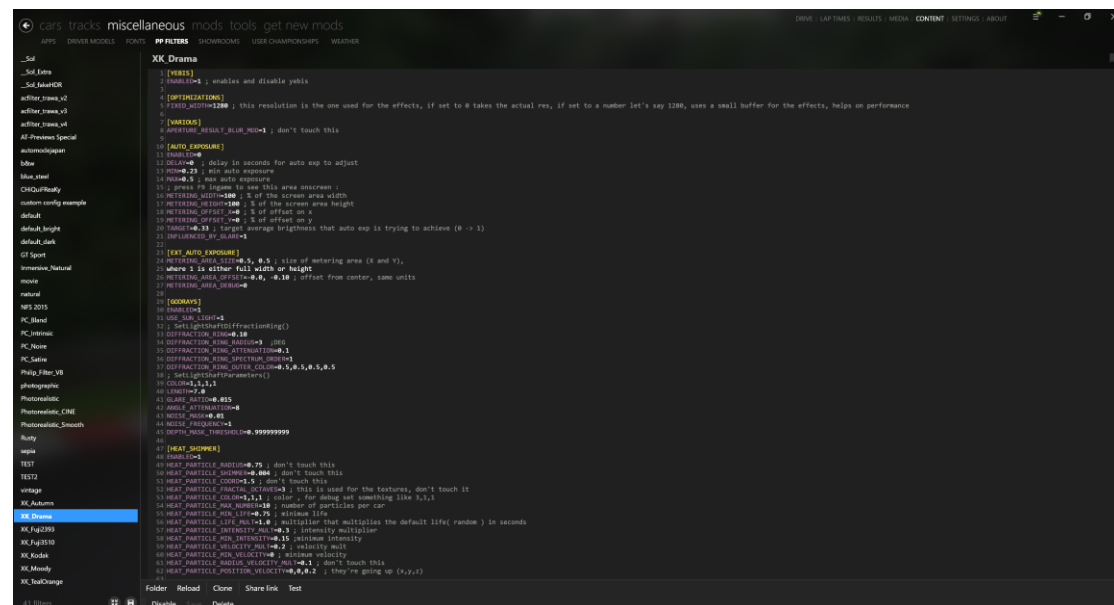
Can be found under Content>Miscellaneous>PP Filters.

Ok it's done. Now start the game. Use a car that doesn't fall apart upon even the slightest amount of scrutiny. I usually use Axis Porsche 930; it's a pretty good car with excellent details. (Can be found in PPC mod release section).

Here's an example of a passable screenshot and what one should at least try to match.
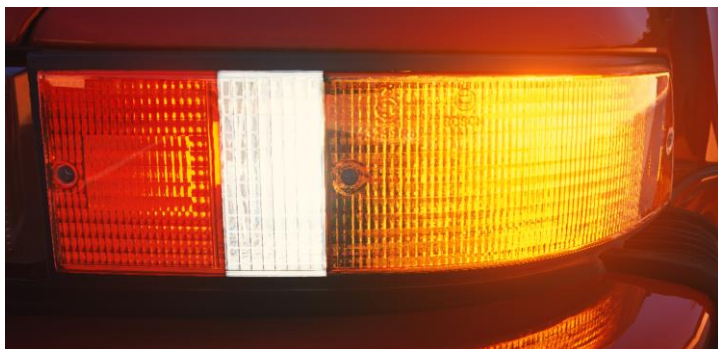

Don't think I need to tell you how to start the game?

BTW **DO NOT** use showroom for your screenshot. This is because showroom does not have CSP implementation and everything is wrong. For example, refraction. Just take your pictures in game.

 Showroom

 In Game

What you do in game

Drive; while you can take a screenshot any time, I recommended you take pictures in replay so you have better control of the scene. As a test, drive a bit and pause the game, and hit the replay button.

Do not use Kuno's stock photo mode.

DO NOT USE THIS. Instead, use the Photo Mode app from CSP. Move your mouse cursor to the right side of the screen and open the Taskbar(A list of apps, some people call it the app drawer).
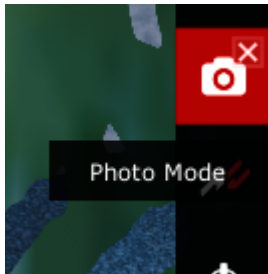
Find "Photo Mode" and open it. You can just keep it on if you're as lazy as me.

Cameras

There are two camera modes that you should use, F5 cam and F7 cam. F5 cam tracks the car, so it's used for rolling shots.


This is what you want to achieve with F5 cam.
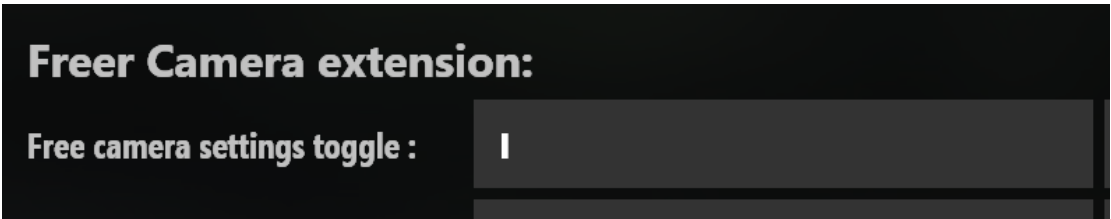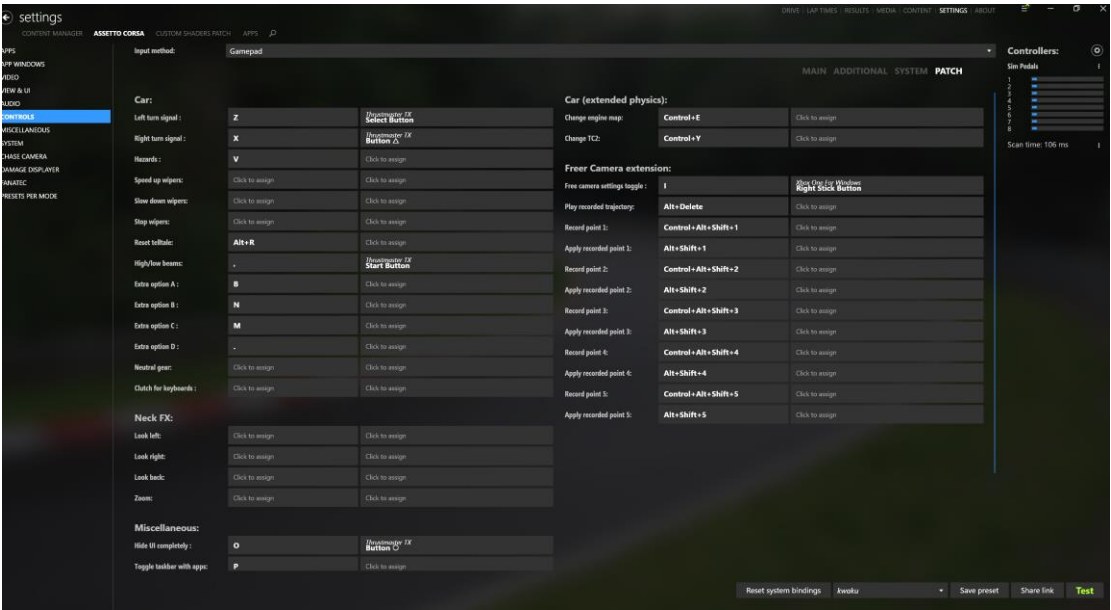
WASD to move the camera location

Mouse and left click to change the camera direction

F and G to roll, do not use the slider in the photo mode app(you'll see what I mean later). Use the FOV slider to "zoom" in and out.

F7 cam does not track the car, so you cannot use it for rolling shots, but you have better control of the camera, including zoom, use this for stationary shots. You can adjust it here.
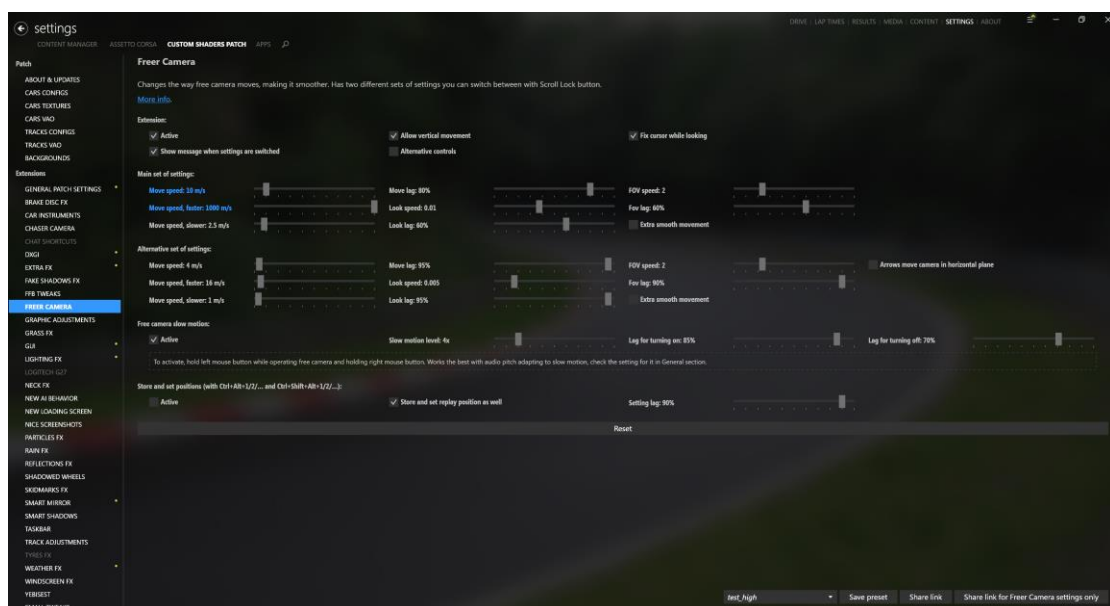
There are two modes in F7 cam, main and alternative. You can switch between them with a key, and you need to bind this key in the "patch" control in settings.

This is what happens if you want to do rolling shots in F7 cam.

This is the type of shot you want to do with F7 cam.

Arrow keys to move the camera location

Mouse and right button to change the camera direction.
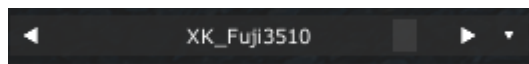
Scroll wheel on your mouse to zoom.

Use the slider in photo app to change roll
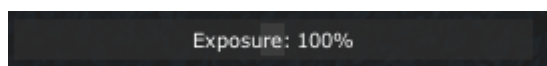
The Photo Mode Interface

Depending on what version you have, it may look different, but it should generally look something like this.

On the top, you can change pp filters:

Then you can change exposure:

Now this may or may not work for you depending on which PP Filter you're using. If it does not work, Sol overrode it.

FOV(Field of view), you can combine this with distance from car to simulate zoom(F5)

I will show you what I mean here.

Since you cannot use the mouse scroll wheel to zoom with F5 camera, this is how you zoom in.

`FOV: 45.00°` The default FOV is 45. The general advice is that you should reduce the FOV for easier composition as most people do not know what to do with the "wide" frame. Shot below is what you want to avoid; as you can see, the main subject is small, and most of the photo is filled with blank uninteresting road. Very ugly.
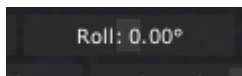

No empty void in this shot even some texts on the road.

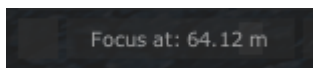However, you should keep in mind that high FOV ≠ Bad Screenshot.

This screenshot is taken with a relatively high FOV, higher than the default. It does not look like shit, in my humble opinion.

Roll is roll

Only use this slider in F7 Cam; use keyboard F and G to roll in F5 Cam.

Focus slider

Use this when you want to apply a depth of field effect. You don't need to click on the checkmark and manually adjust the focus distance slider(but you can). To focus automatically, press Ctrl and mouse left click on the point you want to focus on.

Without DOF   With DOF

F-number is a photography thing.

f-number: f/11

f/1.4   f/2.0   f/2.8

f/4.0   f/5.6   f/8.0

Irl f-number controls the opening of the aperture in your lens. A small aperture number means a large aperture opening, creating a shallow depth of field—vice versa. I'll show it as it's slightly confusing if you're new to photography.

f/11   f/32

I believe you can see the difference here.

Shutter speed slider

Shutter speed: 1/0

The shutter speed is on by default if you don't do anything. If you want to adjust the shutter speed, you can use the slider. In laymen's terms, shutter speed controls how long a shot lasts. I'll just show you how it works as I cba to explain.
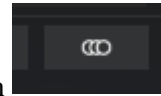
1/1000 of a second

1/45 of a second. 1/60 to 1/30 is the ideal range for a natural looking photo.

1/2 of a second.

Use F8 key to take a picture, or you can just press the button.

Next to the "Make shot" button, you should also see this button

You won't get this if you're on an older version of CSP. This is the new "motion shot" thingy, a bit of a hybrid of the F5 and F7 cam. You can use this for various things, for example, long exposure. Like normal cam F5 moves with the car, F7 does not.

when you hit the motion shot button, an outline will show up on your screen. This is the beginning of the shot, the scene on the screen when you pressed the button.
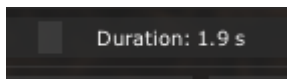
 The duration is the exposure time, move the slider around, and you can see the scene change. This is what this particular scene looks like 1.9 seconds later.

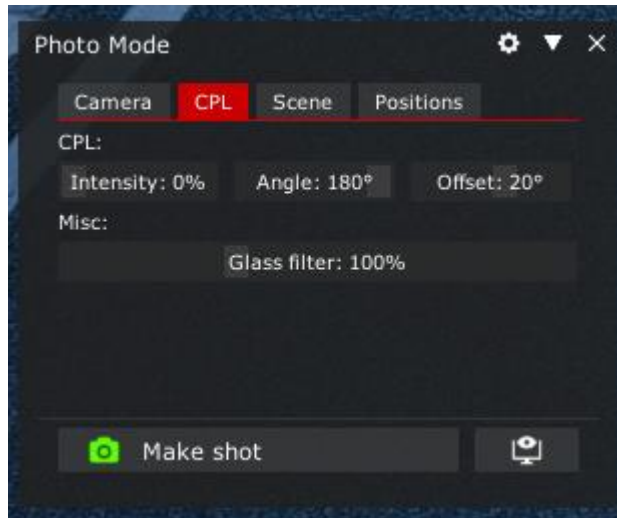The problem is that currently, it doesn't work that well.

But wait, you can do more. Adjust the camera to how you want the shot to end, and you can achieve some weird shit with this. Basically, the picture will morph from the beginning one to the end one.

Of course, you can do anything you want. I'm just trying to show a reasonable thing that illustrates my point.
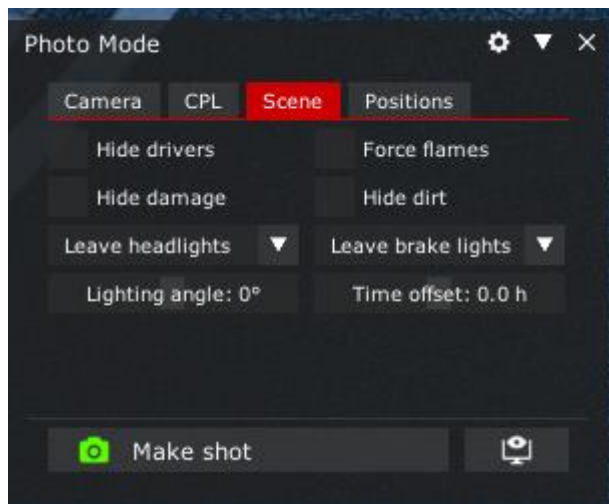
CPL settings

CPL is a "Circular Polarizing Filter." Irl it's a filter that you mount to your lens that you can turn to achieve different results. Just try it out; you can use it to remove ugly reflections, for example.
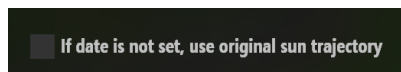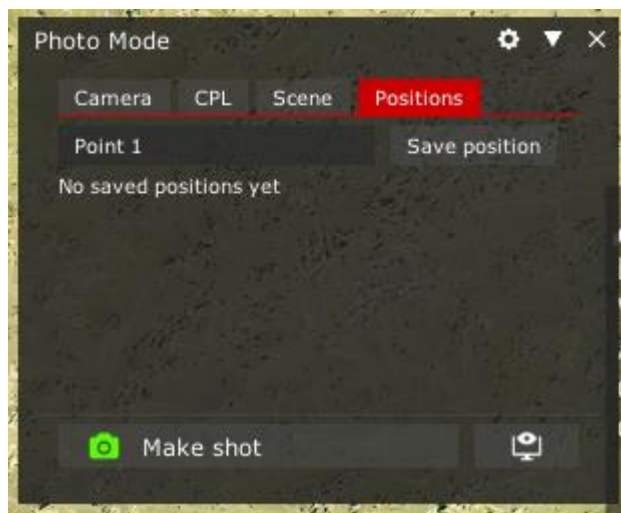
Scene

The Scene tab is where you can alter the scene of your screenshots before taking them. All of the toggles pictured above are fairly self-explanatory.

If your lighting angle slider does not work, go into "Settings">"Custom Shaders Patch">"Weather FX" and disable this

Time offset changes time.

I also won't be explaining the position function. You don't need it.

Some general tips on photo making tips

Can't tell you exactly how to compose your shots; you can read articles online but don't expect to read them and became a photo master in an hour. You'll need plenty of practice to get good. I will give you some tips tho.

1. You need to fill the frame with something. A common mistake is that people have a car and absolutely nothing else in their shots. This is a no-no. However, don't put so much shit in your picture that it's a chaotic mess. You should make it balanced, as all things should be.

The car is very small in this photo, but there are plenty of things to fill the frame.

2. No matter where you position the car, you should think about its surroundings. People usually put their car in the center of the frame, which is fine if you plan your shot around it. Ideally, you should at least try to come up with some interesting car placement. If you want to do a low effort shot that's passable, just position your car slightly left or right from the center, don't overdo it tho

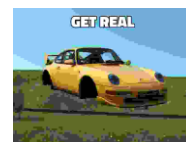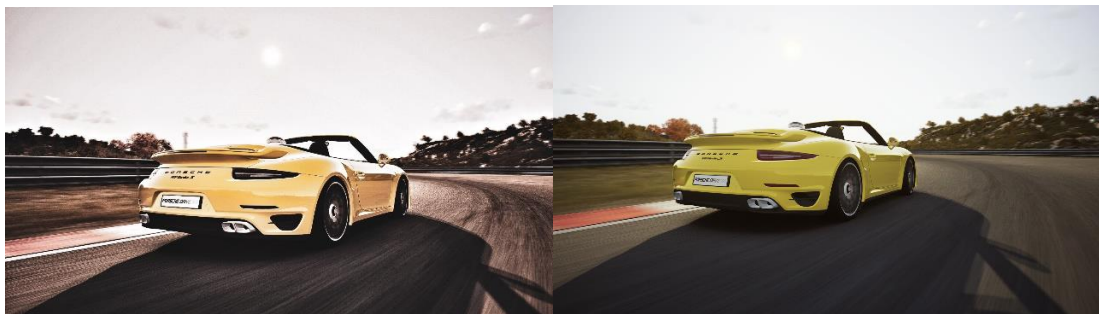A standard low effort car to right shot. It works tho.

3. Consider foreground, adds layers to your photo.

A shot with foreground also highlights the speed of the car.

4. Avoid excessive roll. It's not nice, not cool, don't do it.

5. There's no need to edit the photo; of course, you can, just don't overdo it and ruin the shot. What do I mean by this? Check this:

So badly edited to the point where it looks like a deep-fried meme.

6. Don't use Resolution multiplier if you don't want ugly artifacts in your photo.

Keep it to 1x. You can find this in "Settings">"Custom Shaders Patch">"Nice Screenshots"

7. When people criticize your picture, don't come up with all kinds of excuses and try to bullshit your way out, just take the criticism.

8. Just try different things.

This should be all you need to know about how to make a passable photo in Assetto Corsa.