Screenshot Tool v2.0

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This tool is designed to allow synchronous and asynchronous screenshots at almost any resolution. As a pass-through, you can use post processing, and image based antialiasing.

For simplicity the screenshots will be stored in your asset directory. If project mode is enabled, the screenshots will be properly named and stored in their respective folders.

1   HOTKEYS (WHEN IN GAME MODE)

- **F1** – Return to the player camera (You must place the player camera in the Player Camera field on the tool)
- **F2** – Cycle backwards through the cameras
- **F3** – Cycle forwards through the cameras
- **Print Screen** – Take screenshots from all enabled cameras in the camera composition list. Speed depends on your hardware. Generally, this should take less than a couple of seconds. The console will notify you when each camera has finished rendering.

2   GENERAL OPTIONS

The tool is interactive. Hovering over the labels for each field will supply you with information on the controls. As an overview:

PLAYER CAMERA

This field is where the user should place a reference to their default camera. Often, this is the player controller camera. If you are working on your own camera system for use with an interactive experience, this is a public variable which can be defined by any other script.

PROJECT SETTINGS

This should be enabled in the default prefab. It is designed to help users keep their files organized and make it easy to prepare and turn in your screenshots each week. When enabled, filenames will be formatted as:

LastNameFirstName_Filename_P##_W##-Timestamp.png

P## = Project Number
W## = Week Number

This keeps the files in an order that will sort appropriately based on your progress. If sorted by filename, you can slideshow through your progress from each composition shot, essentially watching your scene being created.

CAMERA COMPOSITIONS

This is the core of the tool. Here you have the ability to add an unlimited amount of camera compositions. When a new composition is added, supply the tool with the desired camera. You can then set a unique filename, toggle timestamps, set your resolution (it can accept any aspect ratio), and set antialiasing.

3   FIRST TIME INSTRUCTIONS

1. Drag the prefab, "PF_ScreenshotTool" from the Assets/Screenshots/Tool folder into your scene.
2. Be default, the tool has a basic setup with 3 cameras. You should move them cameras anywhere you would like in your scene.
3. In the scene view or hierarchy, select the newly added "PF_ScreenshotsTool" prefab.
4. The inspector should now show the options available for the tool.
     a. If you are a student required to use the project settings:
     b. Make sure the project settings are enabled
     c. Enter your first name and last name
     d. Set the project number
     e. Set the week number (As a first time setup… you should be on week 1).
          i. Remember to change the week number each week!
     f. Your files will be saved to the appropriate Week folder in the Screenshots directory.
5. You can now play the game and use the hotkeys listed above.
6. If you are not using project mode, your screenshots will be placed in the root Screenshots folder.