

GameObjects and Scene Bookmarks

GameObjects and Scene Bookmarks is a powerful Unity editor extension designed to streamline your workflow. This tool allows you to bookmark specific object locations AND scene view positions in your scene, providing quick access to both object positions and camera viewpoints whenever needed.

Features

GameObject Bookmarking

- **Object Location Bookmarking:** Save the position, rotation, and scale of any object in your scene with a single click
- **Automatic Naming:** Bookmarks automatically adopt the name of the selected object (can be modified)
- **Smart Name Updates:** Manual name changes are preserved until you create a new bookmark
- **Object Positioning:** Move selected objects to bookmarked locations with one click

Scene View Bookmarking

- **Camera View Bookmarking:** Save your current scene view camera position, angle, and settings
- **Perfect View Restoration:** Focus returns you to the exact camera position and angle you bookmarked
- **Perspective & Orthographic Support:** Works with both perspective and orthographic scene views
- **View Size Preservation:** Maintains zoom level and view distance for consistent restoration
- **Object to View Positioning:** Move selected objects to the camera position of any view bookmark

Visual Organization

- **Visual References:** Each bookmark displays a customizable gizmo in the scene view for easy identification
- **Color-Coded Icons:** GameObject bookmarks use cube icons, Scene View bookmarks use camera icons
- **Custom Colors:** Assign unique colors to each bookmark for better organization
- **Individual Gizmo Control:** Show/hide gizmos for each bookmark independently

- **Global Transparency:** Control the visibility of all gizmos with a master transparency slider
- **Gizmo Style Options:** Choose between solid disc or wire circle display styles

User Interface

- **Organized Layout:** Separate sections for GameObject and Scene View bookmarks
- **Intuitive Interface:** Clean, icon-based UI with comprehensive tooltips
- **Settings Panel:** Dedicated settings section for all gizmo appearance controls
- **Quick Actions:** All bookmark operations accessible via clearly labeled buttons with icons
- **Minimal Footprint:** Compact design that doesn't clutter your workspace

Technical Features

- **Persistent Storage:** Bookmarks are saved between editor sessions in JSON format
- **Undo Support:** All object movements support Unity's undo system
- **Scene-Specific:** Bookmarks are saved per scene for better organization
- **Console Logging:** Helpful debug information for troubleshooting

Perfect for

- **Level Designers** who need to quickly navigate between areas and specific viewpoints
- **Artists** working on detailed scenes with specific camera angles and object placement
- **Game Directors** who need to review scenes from consistent camera positions
- **Teams** that need shared reference points for objects and viewpoints across multiple sessions
- **Anyone** who struggles with Unity's default navigation when working on complex scenes
- **Cinematographers** setting up camera shots and scene compositions
- **Environmental Artists** managing large, detailed environments

How to Use

GameObject Bookmarks

1. Select any object in your scene
2. Enter a custom name or use the auto-generated name
3. Click "Bookmark Selected Object"
4. Use the focus button (camera icon) to center the scene view on the bookmark
5. Use the move button (move tool icon) to relocate selected objects to the bookmark

Scene View Bookmarks

1. Position your scene view camera to the desired angle and location
2. Enter a descriptive name for the view
3. Click "Bookmark Current View"
4. Use the focus button to return to that exact camera position and angle
5. Use the move button to place selected objects at the camera's position

Gizmo Management

- **Color Picker:** Click the color square to change each bookmark's gizmo color
- **Visibility Toggle:** Use the checkbox to show/hide individual bookmark gizmos
- **Global Settings:** Adjust gizmo type, size, transparency, and master visibility in the Settings panel

Technical Information

- **Compatibility:** Unity 2020.3 and newer versions
- **Editor-Only:** Extension doesn't affect build size or runtime performance
- **No Runtime Components:** Zero performance impact on your game
- **Data Storage:** Simple JSON file format for easy backup and sharing
- **Scene Integration:** Seamlessly integrates with Unity's scene view and selection system
- **Memory Efficient:** Minimal memory footprint with optimized data structures

Installation

1. Place the script in your **Assets/Editor** folder or any subfolder within Editor
2. The tool will appear in **Tools > Fables Alive Games > GameObjects and Scene Bookmarks**
3. No additional setup required - start bookmarking immediately!

Transform your Unity workflow with precise object positioning and consistent scene view management. Never lose track of important locations or perfect camera angles again!