

Smooth Pixel Perfect Camera Docs

official documentation of this asset

! If you have any problems or you don't understand something in the docs, you can write to me on my official discord server. It's a server for :

- bug reports
- feature suggestions
- update reports
- quick fixes

Invite Link : <https://discord.gg/GTBNdFg7hW>


Setting Up Smooth Pixel Perfect Camera :


- 1. Find or Create your Main Camera (and add MainCamera tag to it).
- 2. Add "Smooth Pixel Perfect Camera" Component to your Camera GameObject
- 3. Set the "pixels per unit" variable to your textures pixels per unit.


Done!

! Options Overview :


Smooth Camera: enables smooth camera movement with sprites moving in a pixel-perfect grid.

 Target Resolution: you can choose the target resolution to which pixel-perfect camera will choose the closest pixel-perfect resolution.

 Target Camera Size: you can choose the target camera scale to which the pixel-perfect camera will choose the closest pixel-perfect resolution.

 Crop: crops margins of the screen to render the exact pixel-perfect resolution you want on any target device screen.

 Crop shaders: cropped margins can have a custom look to match the game style and colors.

 Debug settings: you can see all render textures used in pixel perfect pipeline and additional camera + quad that renders the final texture.

 Demo scenes are included ! (first folder in asset)