

Skybox Capture

# Skybox Capture

v1.1

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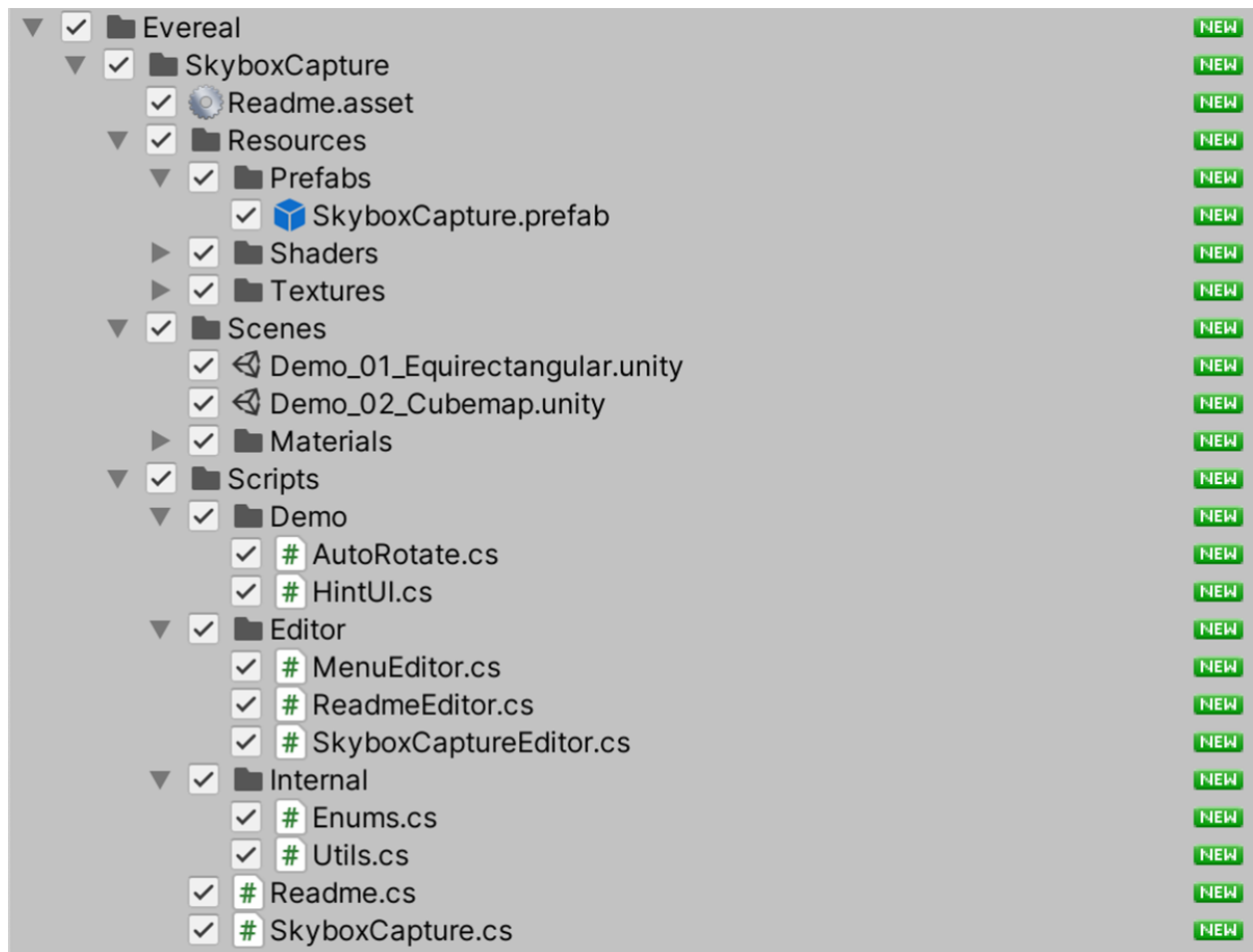
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# 1. Overview

**Skybox Capture** plugin will help you to capture your game scene to a skybox image with all kinds of formats.

When you import Skybox Capture plugin into your Unity project, the following assets will add:



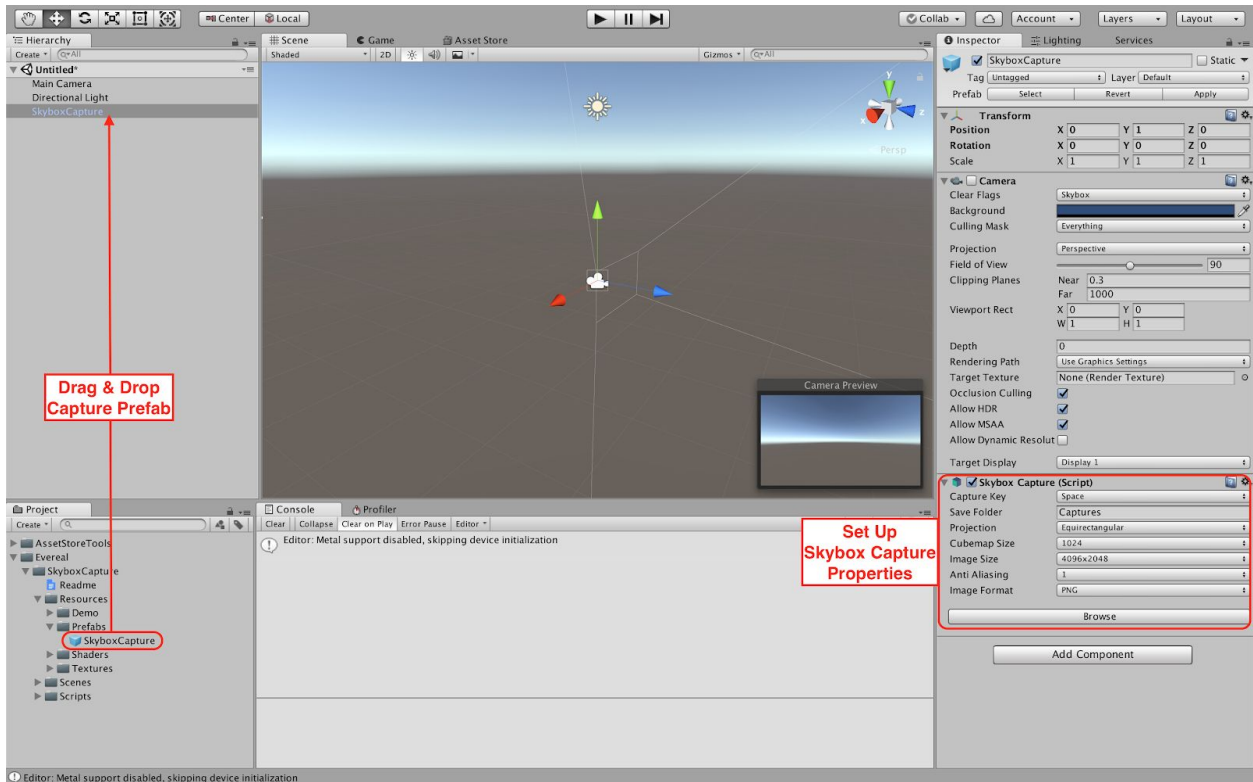
All demo scenes located in *Assets/Evereal/SkyboxCapture/Scenes/* folder:

*Demo\_01\_Equirectangular* capture skybox image with equirectangular projection.

*Demo\_02\_Cubemap* capture skybox image with cubemap project.

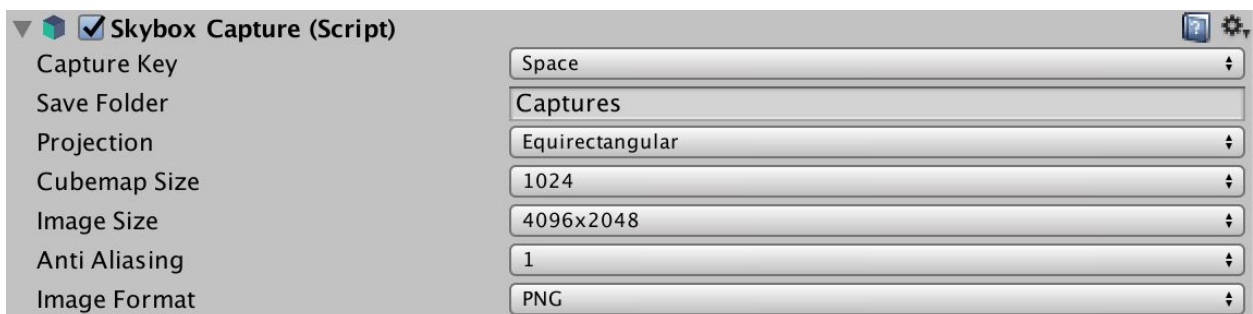
## 2. Get Started

Setup process will be super easy with a few steps.



**Step 1:** Drag & Drop the **SkyboxCapture** prefab  
(Assets/Evereal/SkyboxCapture/Resources/Prefabs/SkyboxCapture) prefab into your game scene.

**Step 2:** Setup **SkyboxCapture** properties:



*Capture Key* - The key to trigger capture, default is *Space*.

*Save Folder* - Set the folder which will be used to save the captured images, default will be the *Capture* folder in your unity project.

*Projection* - The panorama projection type supports equirectangular and cubemap.

*Cubemap Size* - The size of cubemap face, increase for better quality but will also cost more resources.

*Cubemap Layout* - If choose cubemap projection type, can have different layout. Supports *Compact (3x2)*, *Six Sided* and *Horizontal Cross*.

*Image Size* - Set image size for equirectangular projection type (image size for cubemap projection will be decided by cubemap size).

*Anti-Aliasing* - Set anti-aliasing for captured images.

Run your scene and trigger the skybox capture key, then the captured image should be saved in your project folder.

## 3. Projection Layout

### 3.1 Equirectangular



### 3.2 Cubemap (Compact layout 3x2)



### 3.3 Cubemap (Horizontal Cross)

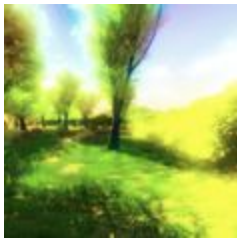


### 3.4 Cubemap (Six Sided)

Front side:



Back side:



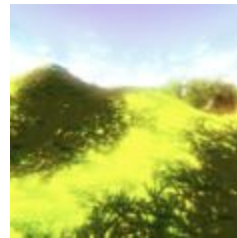
Top side:



Bottom side:



Left side:



Right side:



## 4. Feedback

If you have any feedback on the *Skybox Capture* plugin, please email us through [dev@everreal.com](mailto:dev@everreal.com) directly, your advice will be very valuable to us.

You are also very welcome to rate our plugin and leave your comment on the Unity Asset Store.