

Skybox Capture

Skybox Capture

v1.1

Created by Evereal Contact <u>dev@evereal.com</u>

Table of Contents

1. Overview	3
2. Get Started	4
3. Projection Layout	6
3.1 Equirectangular	6
3.2 Cubemap (Compact layout 3x2)	6
3.3 Cubemap (Horizontal Cross)	7
3.4 Cubemap (Six Sided)	7
4. Feedback	8

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:

Evereal Evereal	NEW
🗸 🖿 SkyboxCapture	NEW
Readme.asset	NEW
V Resources	NEW
🔻 🖌 🖿 Prefabs	NEW
🗹 🍞 SkyboxCapture.prefab	NEW
Shaders	NEW
Textures	NEW
V V Escenes	NEW
Demo_01_Equirectangular.unity	NEW
Demo_02_Cubemap.unity	NEW
Materials	NEW
V V Escripts	NEW
V V Demo	NEW
# AutoRotate.cs	NEW
✓ # HintUI.cs	NEW
V V Editor	NEW
# MenuEditor.cs	NEW
# ReadmeEditor.cs	NEW
# SkyboxCaptureEditor.cs	NEW
V V Internal	NEW
✓ # Enums.cs	NEW
✓ # Utils.cs	NEW
# Readme.cs	NEW
# SkyboxCapture.cs	NEW
	 SkyboxCapture Readme.asset Resources Prefabs SkyboxCapture.prefab Shaders Textures Textures Comeo_01_Equirectangular.unity Como_02_Cubemap.unity Como_02_Cubemap.unity Materials Materials Scripts Demo # AutoRotate.cs # HintUI.cs Editor # ReadmeEditor.cs # ReadmeEditor.cs # SkyboxCaptureEditor.cs # Commendation # ReadmeEditor.cs

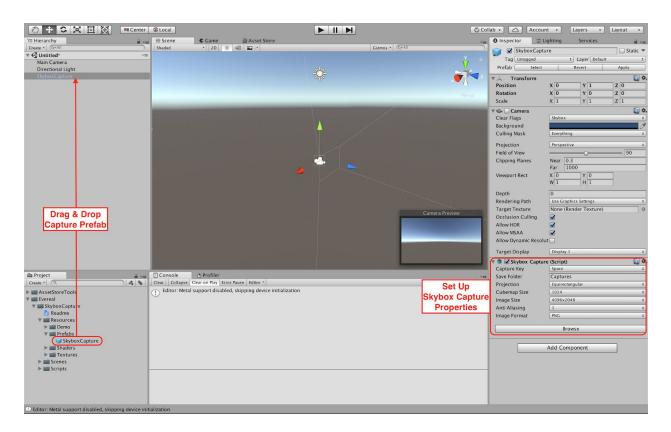
All demo scenes located in Assets/Evereal/SkyboxCapture/Scenes/ folder:

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:

🔻 🇊 🗹 Skybox Capture (Script)	🛐 * ,
Capture Key	Space 🗘
Save Folder	Captures
Projection	Equirectangular 🗘
Cubemap Size	1024 🗘
Image Size	(4096x2048 \$
Anti Aliasing	1 *
Image Format	PNG 🗘

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@evereal.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.