BY TORN GAMES

V1.2
For Unity 2018.4 LTS and up

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Overview

Introduction

Screenshot Builder is a tool designed for creating high quality screenshots and thumbnails for your game, at any resolution, at the click of a button. It is the perfect tool for creating your PR and marketing images as well as storefront screenshots.

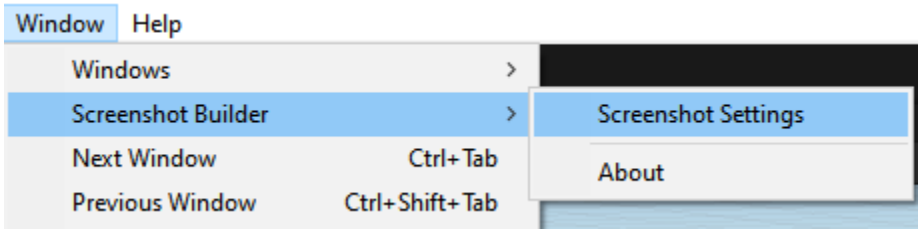
Features

- Works on Unity 2018.4 LTS and up.
- Capture multiple resolutions and see the output in a live preview
- Parameterised filenames and subfolders make organising your screenshots easy
- Use the Main camera or assign a custom one for the ideal shot
- Works in all pipelines
- Save and load your settings between projects so you don’t have to re-create your requirements every time
- Capture post-process effects with alpha enabled

Quick Start

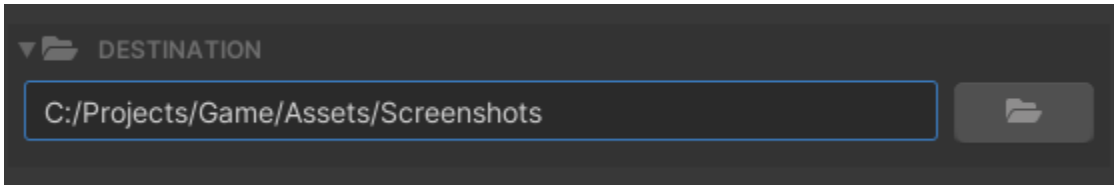
Opening the Screenshot Builder Window

Before taking screenshots you will have to open the Screenshot Builder window by navigating to **Window > Screenshot Builder > Screenshot Settings**



Destination

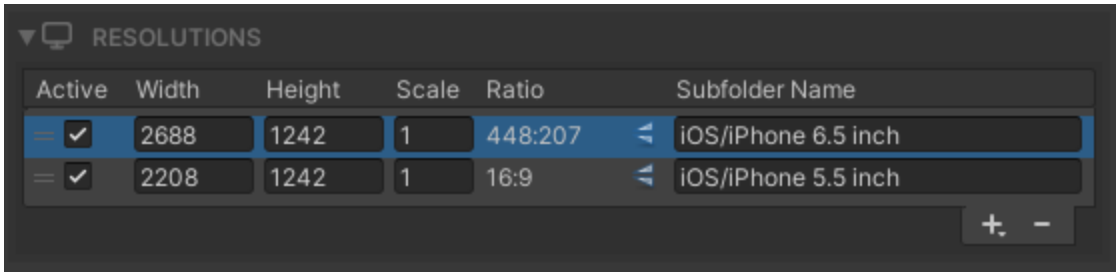
Screenshot Builder will export screenshots and create subfolders in the root of the given destination. By default Screenshot Builder will create a folder in your current unity projects Assets folder called Screenshots.



To pick an alternate destination simply click the folder button next to the destination path and choose your desired destination. Alternatively, you can simply type the destination path into the Destination input field.

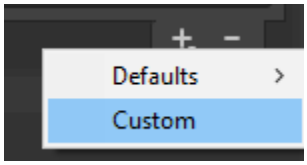
Resolutions

Screenshot Builder allows you to take multiple resolution screenshots in one click. First you must set up the resolutions you require.

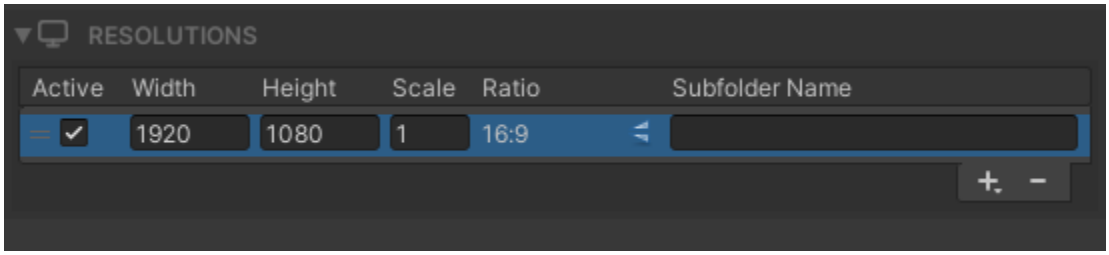


First click the + button located at the bottom of the Resolutions list.

You will then be presented with a couple of options. If you select **Custom**



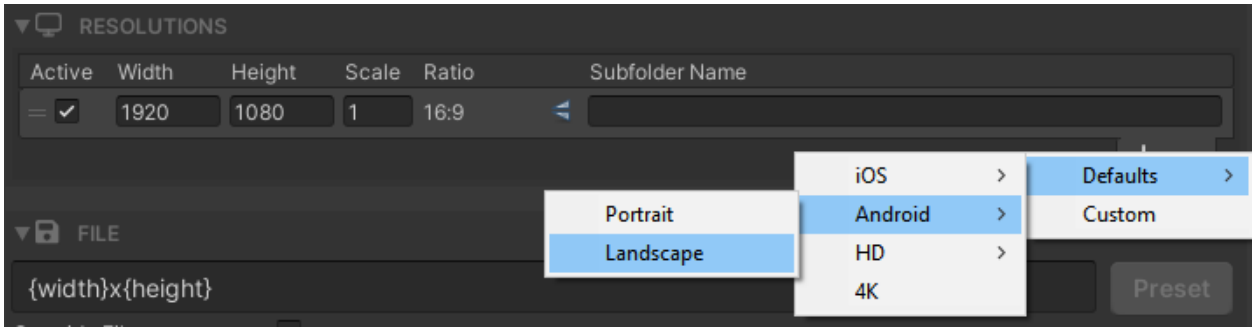
This will add a new resolution to the resolution list.



You can now set the following options:

Active - if this resolution is included when you press the Screenshot button
Width - the width of the Resolution
Height - the height of the Resolution
Scale - the scale of the resulting screenshot. E.g. if you enter 4, the output image will be 4x the original size. This is really useful for getting more detail in your screenshots.
Subfolder Name - You can create a subfolder structure that will be created and the resulting screenshot will be saved to. For example entering “Android/Phone” will create the folder structure in your Destination folder: Destination/Android/Phone.

Screenshot Builder also contains Default resolutions you can find by clicking the + button and selecting Defaults.

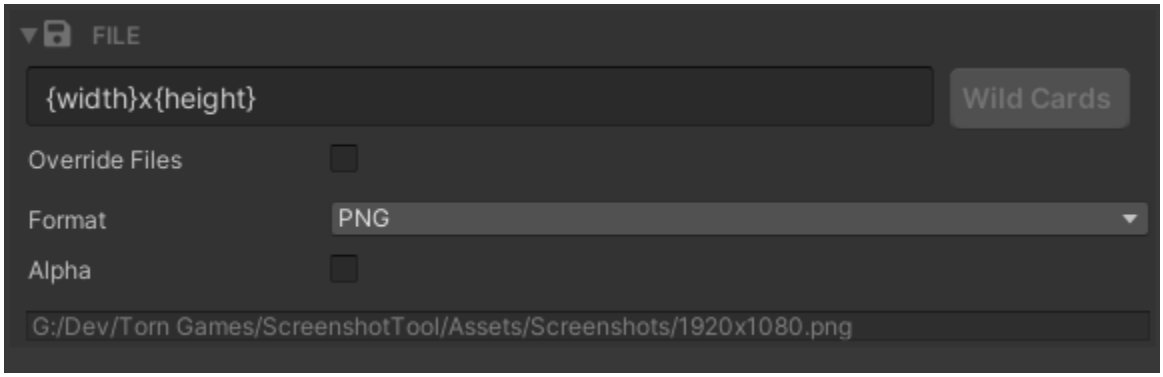


Choosing these will pre fill your Resolutions list with the latest resolutions for your selected platform and landscape

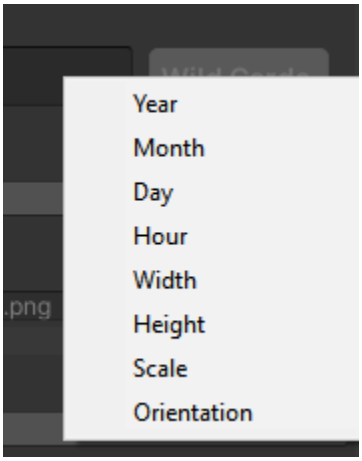
You can remove any resolution form the list by highlighting it and pressing the - button

File

Screenshot Builder allows you to customise certain aspects of the output file.



Firstly, you can create parameterised file names to make it easy to find your screenshots. To add a preset, click the Wildcards button and select one of the items from the list. This can be combined with your own custom names to give unique filenames for each of your screenshots.

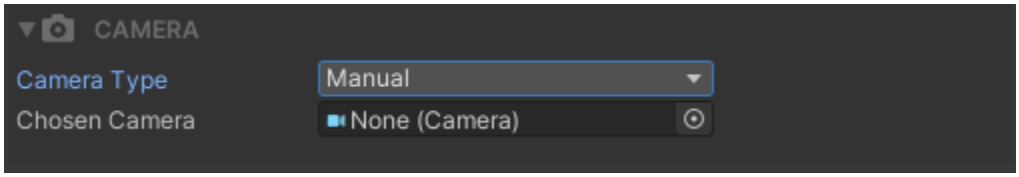


By default, Screenshot Builder will automatically increment your filename if it already exists. Set *Override Files* to true if you want to override any existing files.

There are four supported image formats, PNG, TGA, EXR and JPG. EXR has the option to change the compression format used for your screenshot. JPG allows you to adjust the quality of the output image. If you would like to capture your image with alpha, you should use PNG or TGA.

Camera

Screenshot Builder by default will look for Camera.main in your scene to use for your screenshots.



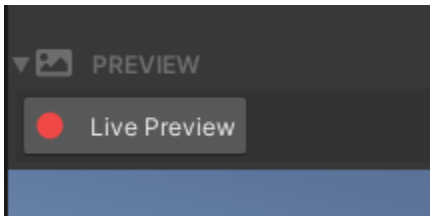
You can also change this to either capture from a specific camera using the Manual option, or use the SceneView Camera and capture from there. Note - when using Scene View, you

Save/Load Settings

The Save and Load buttons at the top of Screenshot Builder make it easy to transfer your settings between applications. All of your configurations, such as resolutions, file names/formats are all saved in a package that can be moved anywhere you need it.

Preview

The live preview will show you how your current screenshot will look, based on the first Active item in your Resolution list. This can also be goggled so that it will update periodically to improve performance.



You can also use a live preview, which will continuously update the preview window. This can have a performance impact on heavier scenes, so use sparingly.

Taking a Screenshot

If all of your setup above is correct, the *Take Screenshots* button will become active and you can take your screenshots at all of the active resolutions that are marked Active. You can do this in both Edit Mode or Play Mode. You can pause the action in the Editor and Screenshot Builder will still be able to capture your gameplay with the correct UI scaling.

Known Issues

- Camera Stacking - Screenshot Builder can not capture from an Overlay camera using Camera Stacking, only from the Base when using SRP.
- When using Post Processing effects, the effects will apply to the UI

Versioning

1.0

- First public release of Screenshot Builder

1.1

- Added support for EXR and TGA file formats
- Fixed bug when scenes change and using canvases
- Added improved Alpha capturing for post processing effects
- More presets
- Capture from Scene View camera
- Fix memory leaks with textures

1.2

- Added Live Preview
- Fixed bug when changing resolution values on the “active” item
- Ensure game paused correctly when using different resolutions
- Improved memory and resource usage

Support

Please do not hesitate to get in contact if you have a feature request or have any questions or issues. You can get in touch at support@torngames.com or at www.torngames.com.