

Scene Shot Manager

README

I first wanted to thank you for supporting me by purchasing Scene Shot Manager!

This README, in the following pages, contains a walk-through tutorial on how to Scene Shot Manager.

If you have any questions or comments you can always reach me by emailing: Alan@AlanOToole.com.

A copy of this README can also be found online at the following URL:

<http://www.AlanOToole.com/assets/SceneShotManager/README.pdf>

Thank you!

Alan

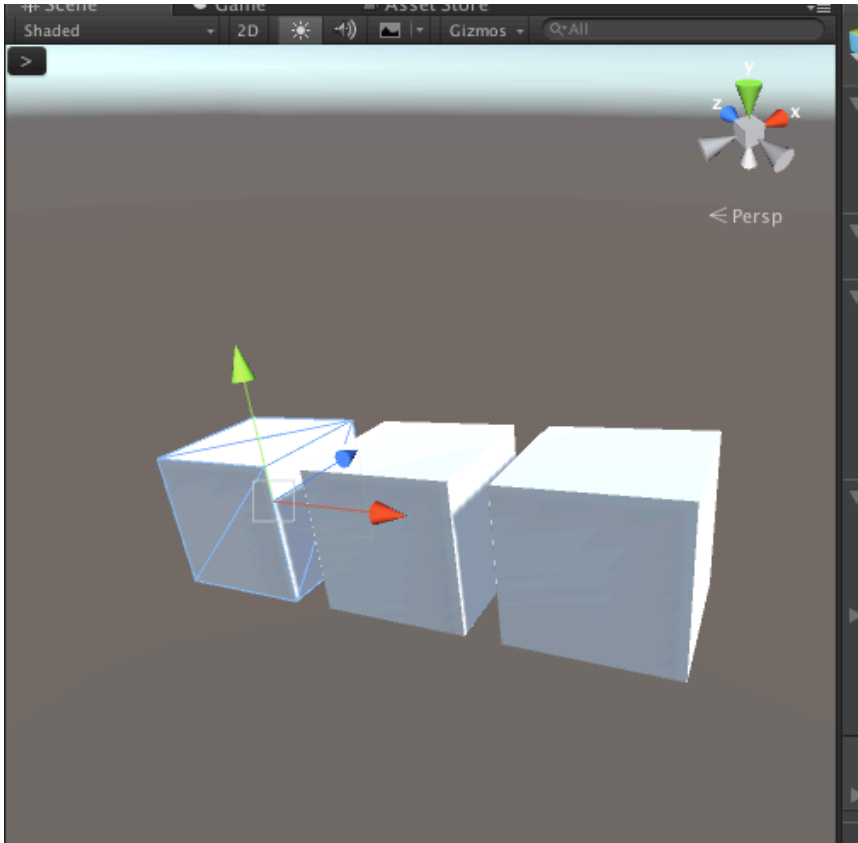
What is Scene Shot Manager?


Scene Shot Manager (SSM), allows you to capture a snapshot of your current Scene View by saving all of the details about that particular shot and “bookmarking” it for future access. Once you capture and add the shot to the Scene Shot Manager, you can label it, allowing you to quickly jump back to that exact shot at any time. As you add shots, you can organize, or group them accordingly.

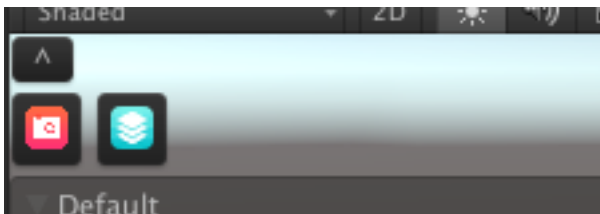
How do I use Scene Shot Manager?

Capturing a scene shot:

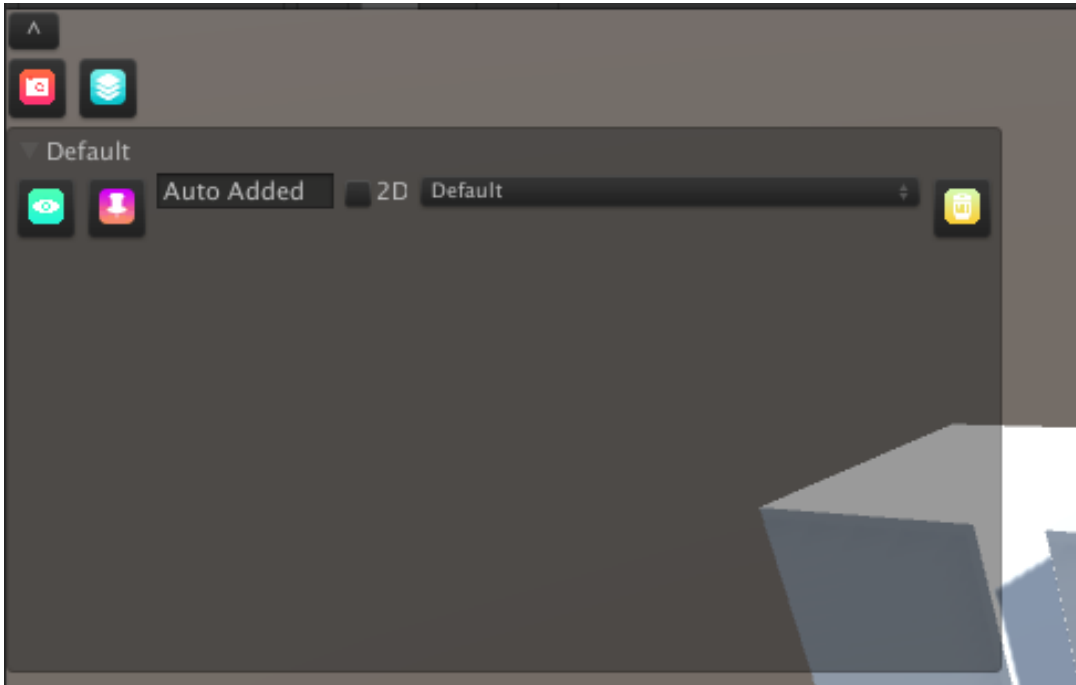
Say you are in the Scene View placing a series of treasure chests in a castle. Using the example screenshot below, our Unity Cubes will be our treasure chests.



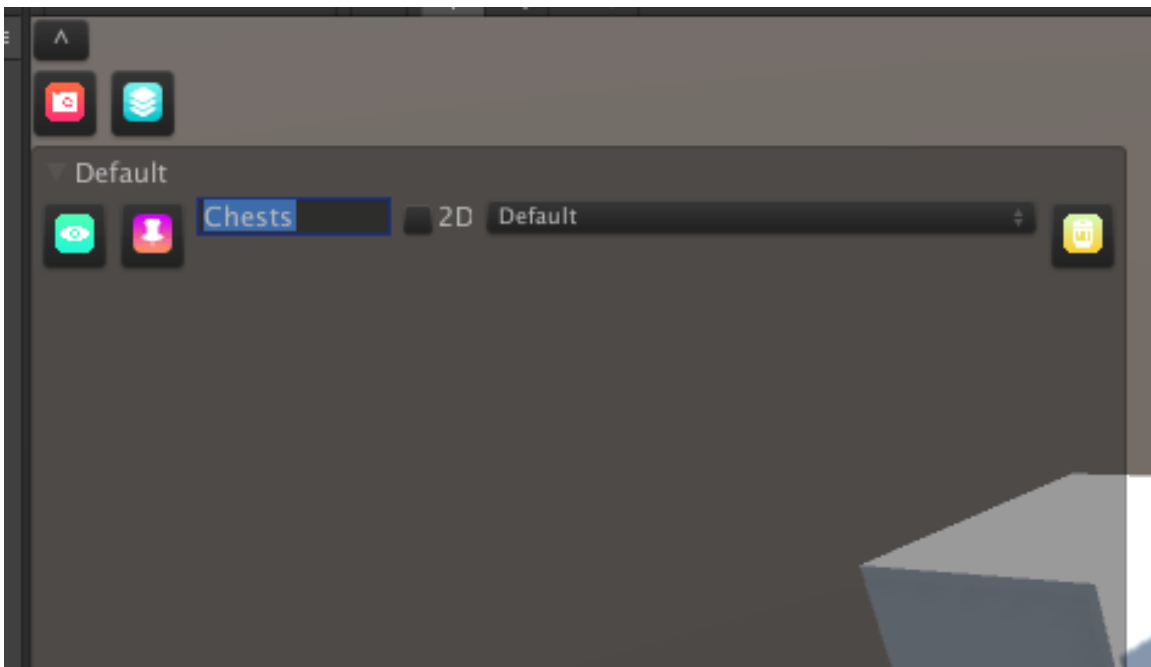
By clicking  (add shot) at the top of the Scene View (or **ALT+SHIFT+1**):




Scene Shot Manager captures this shot in the Unity Scene View and places it in the **Default** group:



Here, you can edit the name of the shot by changing the “auto added” text to your own custom label for this particular shot. In this example, I named the shot “**Chests**”.

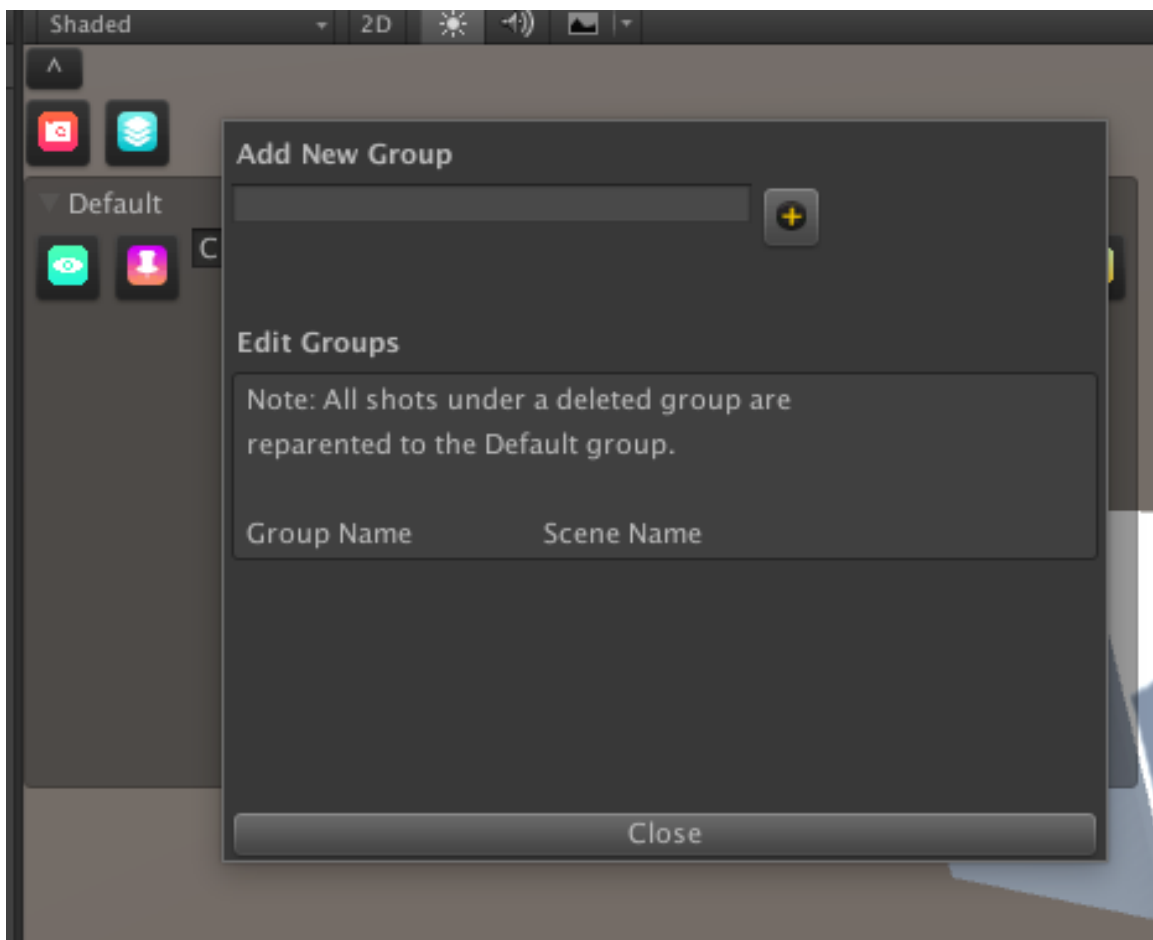


(You can either leave the shot in the default group, or assign it to a previously established group via the group dropdown menu. See the next section for more on grouping.)

Once you've established a shot by naming it, and if you prefer, grouping it, you can come back to this exact shot at any point in time by pressing the  (show shot) button.

Managing groups:

To add, delete and label groups, press  (edit groups) to open the grouping menu:

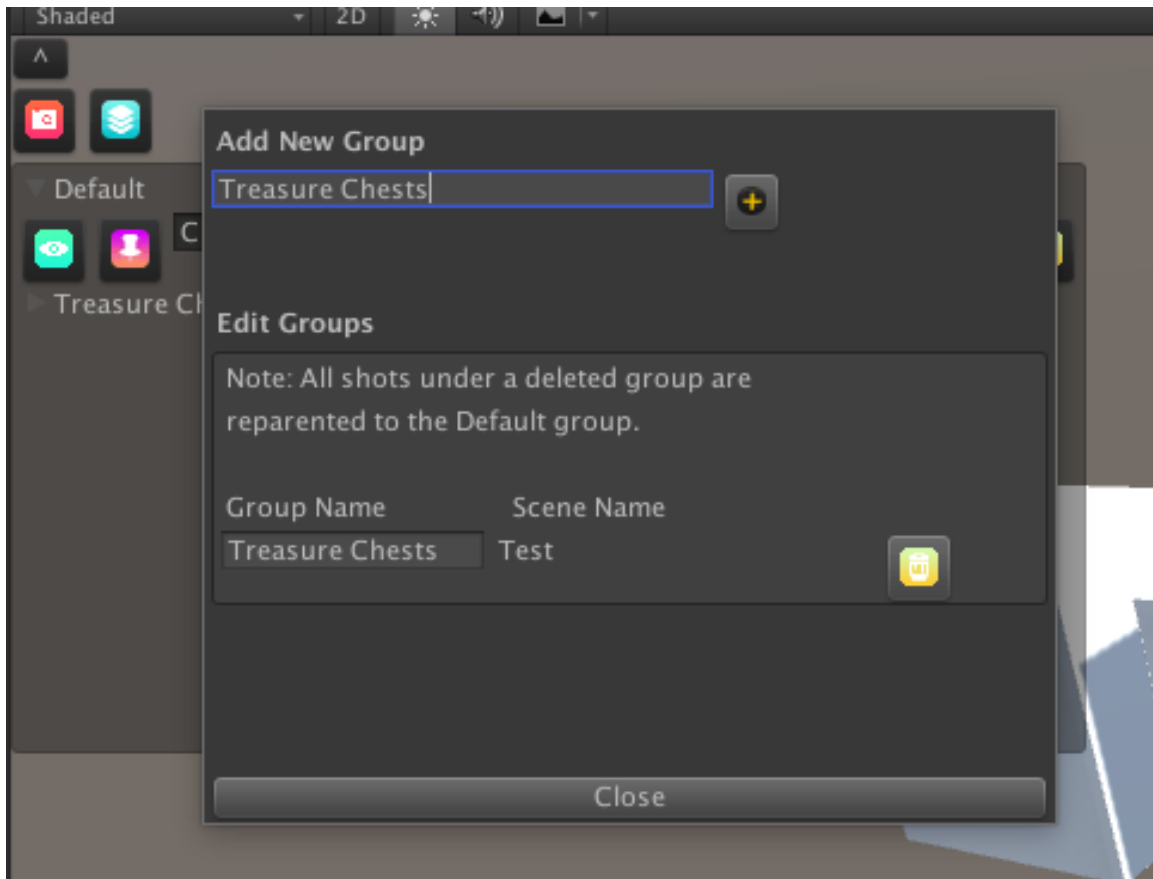


From this menu, you can add new groups as well as edit existing groups.

Adding a group:

Type a name for your group and press  to add it. For this example, I will call my group **“Treasure Chests.”**

Once you’ve added a new group, you will see it in the Edit Groups section:



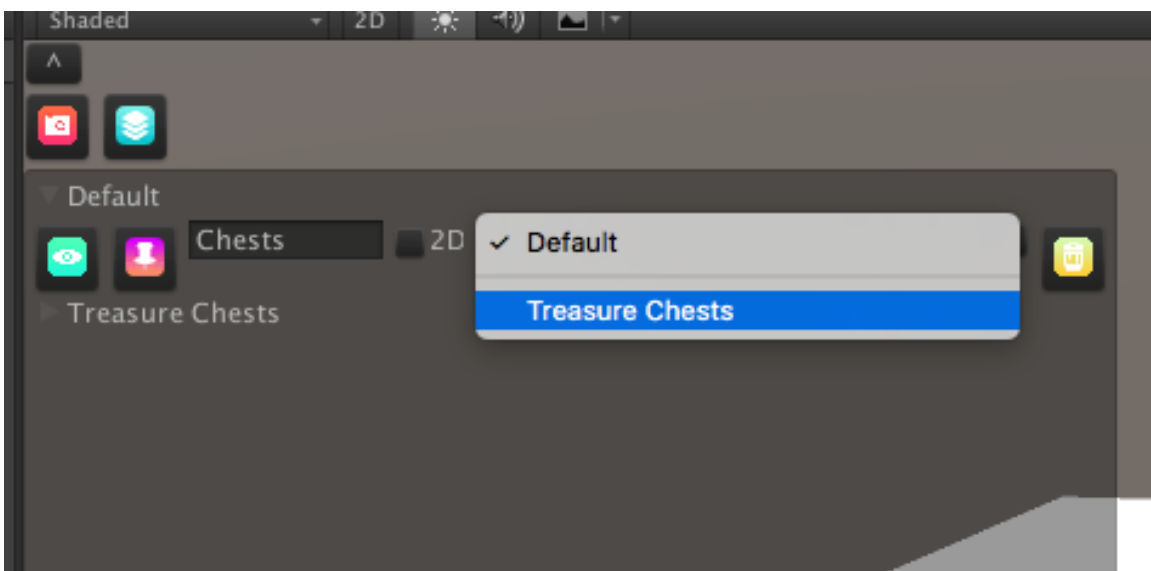
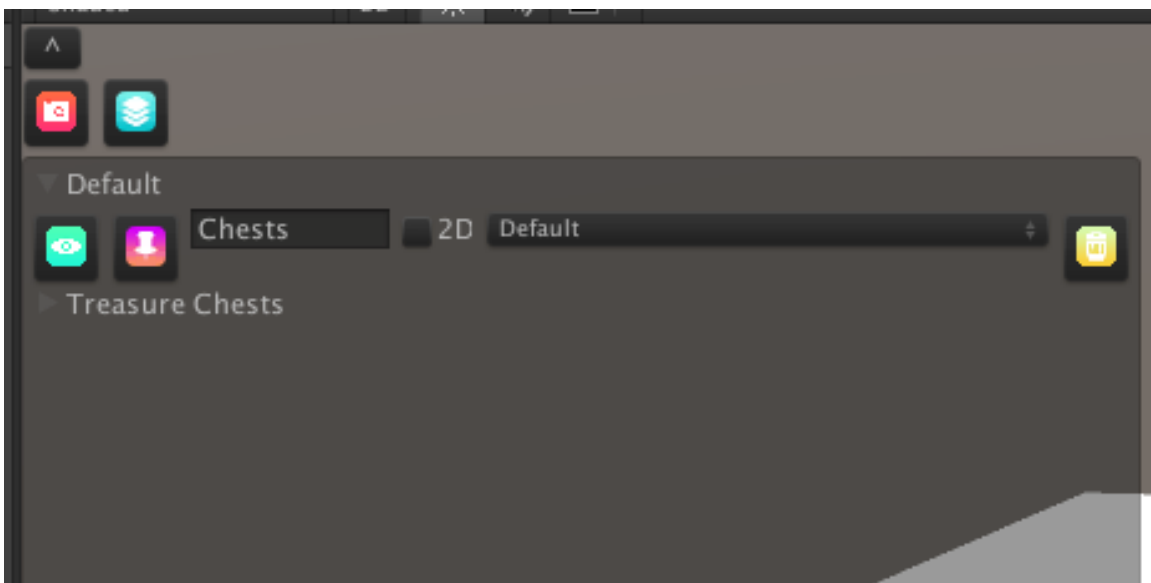
Editing Groups:

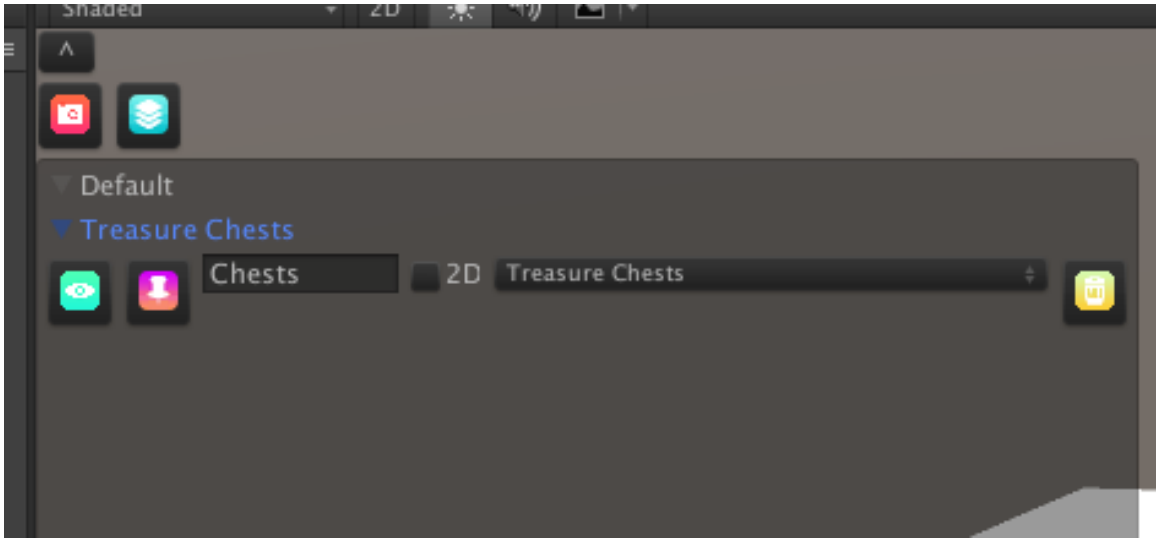
To edit previous groups, just click on the group name and edit the text to rename it.

Assigning/Reassigning existing shots to groups:

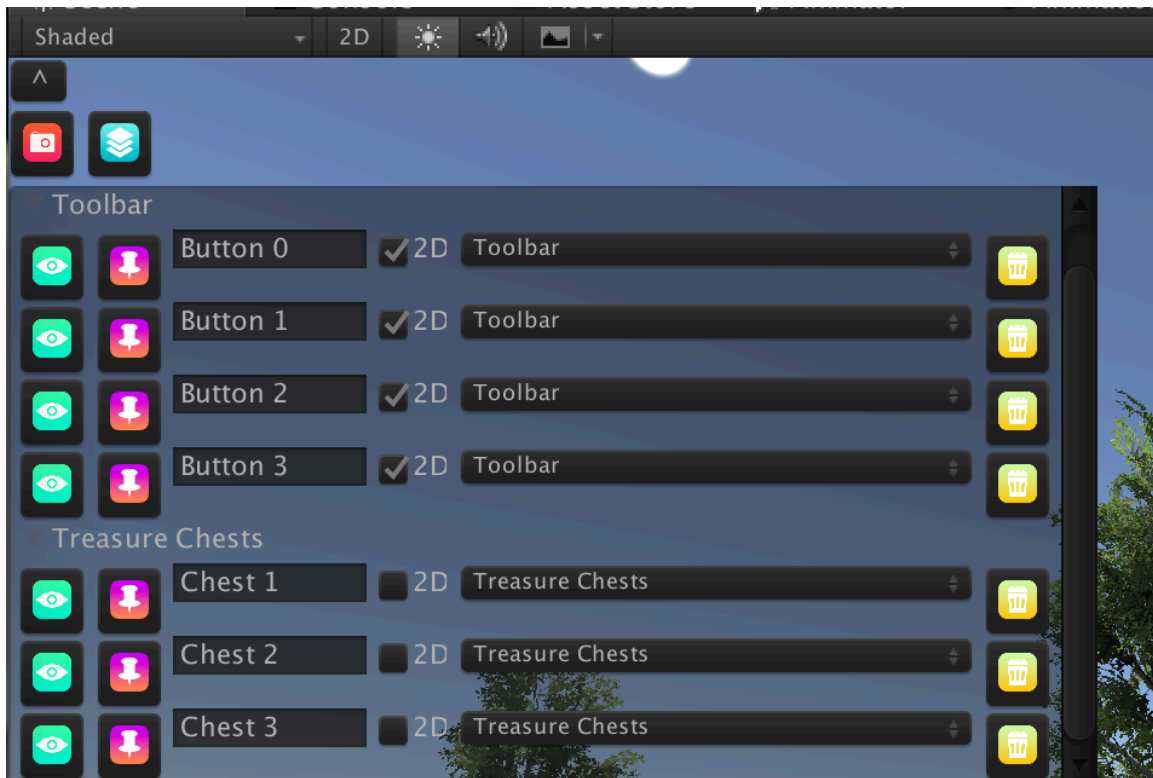
If you have shots in either the default group or a named group and would like to reassign them to a new group, once you have created the new group, click on the dropdown to change the group for that particular shot.

In this example, we're changing the group that the shot "**Chests**" belongs to from "**Default**" to "**Treasure Chests**".







Here is an example screenshot that demonstrates groups and shots in a 3D scene.



You can expand or collapse the groups to show or hide the shots within each group.

You can toggle between your shots by pressing the  button (view shot.)






 (Recapture shot) allows you to re-take an established shot, allowing you to save changes to a previously named/grouped shot without having to save it as a new shot.

Press the  icon to delete any group. Shots assigned to that group will be reparented to the default group.

Short Cut keys

ALT + SHIFT + O	Show / hide shot list
ALT + SHIFT + H	Show / hide Scene Shot Manager
ALT + SHIFT + 1	Capture Current Scene Shot
ALT + SHIFT +]	Show Next Shot
ALT + SHIFT + [Show Previous Shot

GUI Layout Description

	Capture shot. Pressing this button, or ALT + SHIFT + 1, will take a shot of the current view you have in the scene. Think of this like taking a picture.
	This button will recapture the shot in the Scene View.
	View the current shot. This will show you the shot that is listed.
	Add new group. This will allow you to add a new group. Groups are used to organize shots.
	Delete shot or delete group. This icon will delete either a shot or a group depending on which menu.

FAQ's

Q) Do you have any video tutorials?

A) Of course! All video tutorials can be found here:
http://AlanOToole.com/assets/SceneShotManager/SSM_Help.php

Q) Do you have a dockable window mode?

A) Yes we do! That can be found under: **Window -> Scene Shot Manager -> Show Dockable Scene Shots Window.** (This is useful when you do not want SSM integrated into the Scene View of Unity.)

Q) Does Scene Shot Manager work with ProBuilder?

A) Yes it does!

Q) Does Scene Shot Manager have any sort of API access?

A) We are considering adding this in the future if we have enough interest. If this is something you would like to see added, let us know by emailing me at: Alan@AlanOToole.com