
Camera Composition - Grid Overlay Tool Manual

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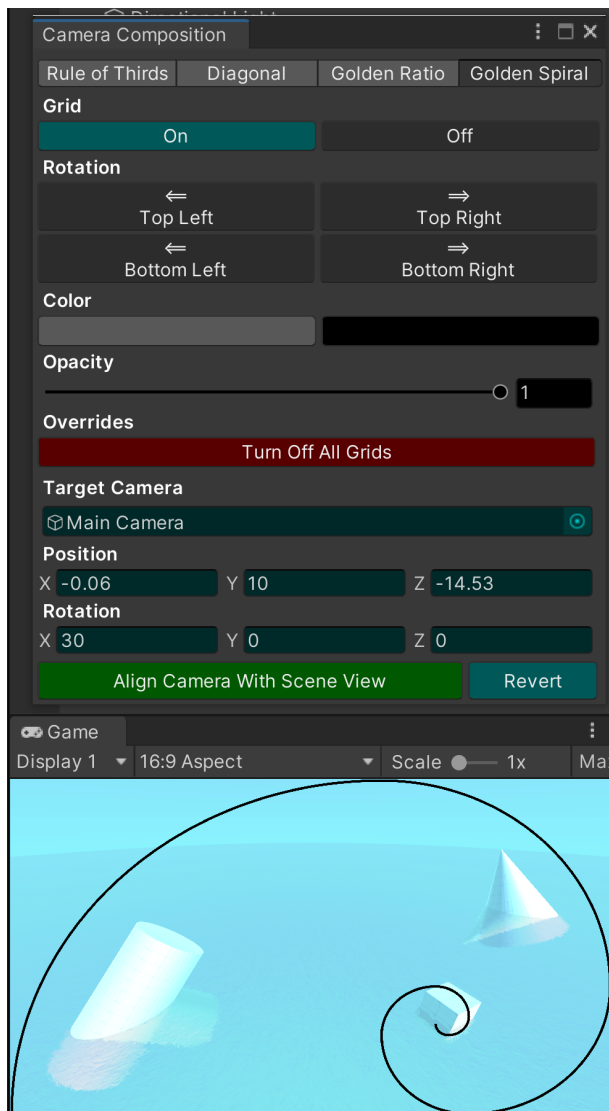
Introduction

Camera Composition is the most complete **grid overlay tool** available on the Unity asset store, making it easy to compose Unity cameras relative to objects in a scene.

For developers, this tool is ideal for precisely arranging Unity cameras for screenshots, videos, cutscene sequences and more.

Highlights

- Easy integration with existing projects and workflows
- 4 grid overlays - **Rule of Thirds, Diagonal, Golden Ratio, Golden Spiral**
- Color and opacity adjustments to optimize grid visibility
- Target camera - precisely adjust position/rotation of game camera
- Align With Scene View shortcut button
- Includes demo scenes for all grid overlays
- 2D and 3D modes supported



Features

Easy 3 Step Workflow

1. Turn on grid overlay.
2. Adjust position of target camera and scene objects.
3. Get the shot!

Multi-Grid Overlays

Enable any number of grids individually or simultaneously.

Grid Color Selection

Choose between black or white grid overlays for better visibility, depending on the scene.

Grid Opacity Slider

Adjust grid transparency to improve visibility of scene objects while composing the camera.

Grid Overrides

Turn off all enabled grids at once with the click of a button.

Rotation Buttons

Rotate the Golden Spiral grid overlay for additional composition possibilities.

Professional Quality

- Well documented with PDF manual
- Full source code
- Extensive and detailed code comments

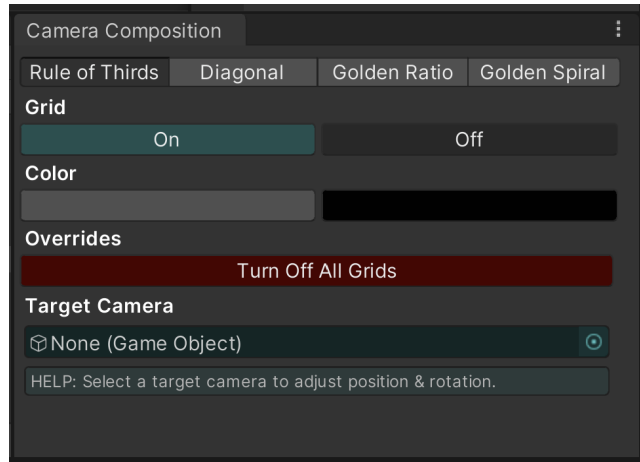
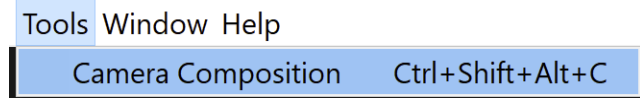
Support

Reactive email customer support - directly contact the developer.

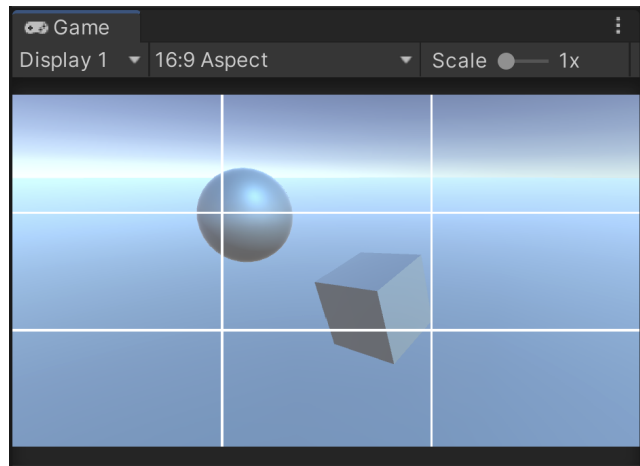
Quick Start

Start by navigating to the **Tools** menu, and click on the **Camera Composition** menu item. Alternatively use the keyboard shortcut **Ctrl + Shift + Alt + C** on PC, or **Cmd + Shift + Alt + C** on Mac.

The **Camera Composition** window can be positioned anywhere inside the Unity editor, or docked into an existing editor layout.

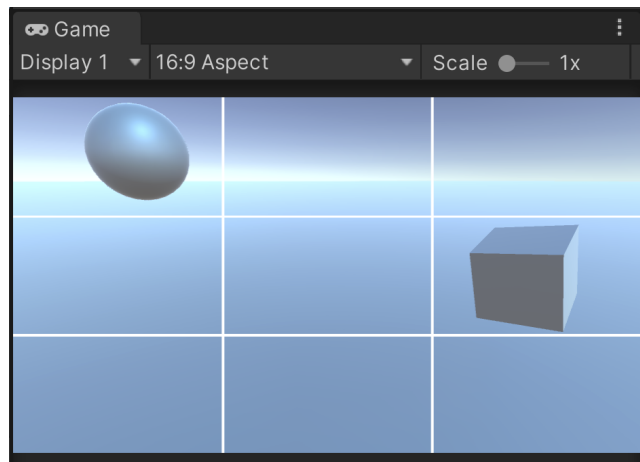


Open the **Game view**, and turn on a grid overlay, such as **Rule of Thirds**.



Arrange scene objects and adjust the camera position in relation to the grid overlay.

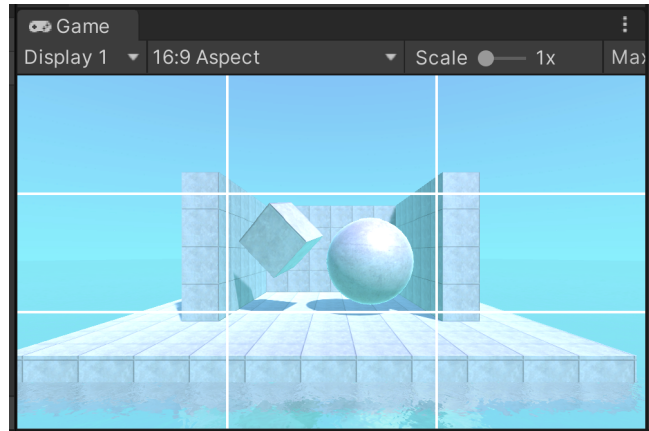
Get the shot!



Grid Overlays

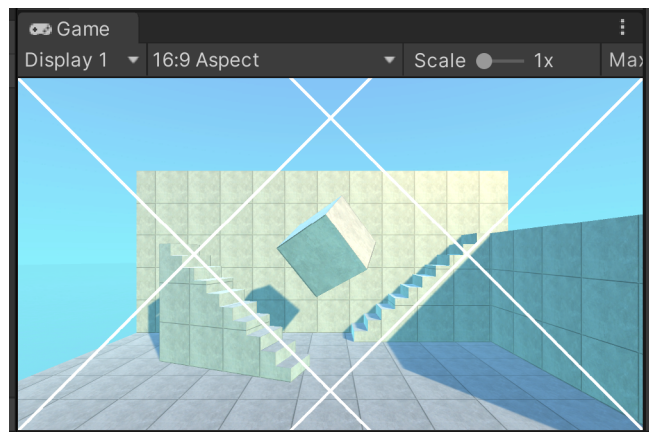
Rule of Thirds

The **Rule of Thirds** grid divides the Game view into 9 equal segments divided by two horizontal and two vertical lines.



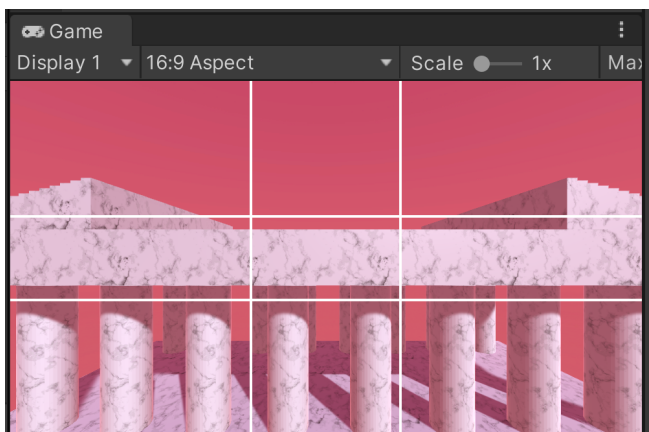
Diagonal

The **Diagonal** grid divides the Game view into 9 slanted grid segments. Each line originates in the display's corner, then terminates slightly right or left of center.



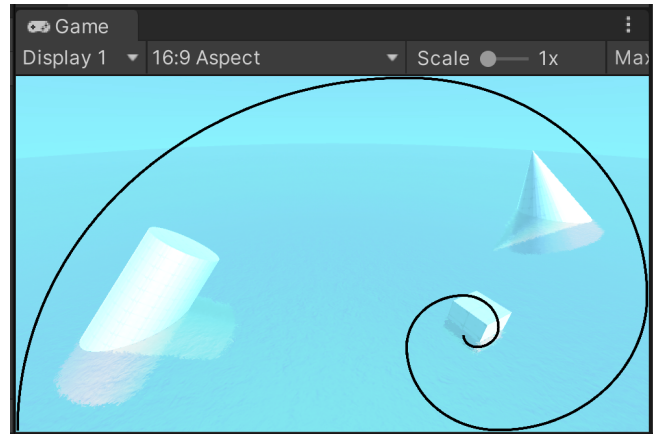
Golden Ratio

The **Golden Ratio** (or Phi grid) divides the Game view into 9 segments, 4 of which are based on the 1:1.618 ratio.

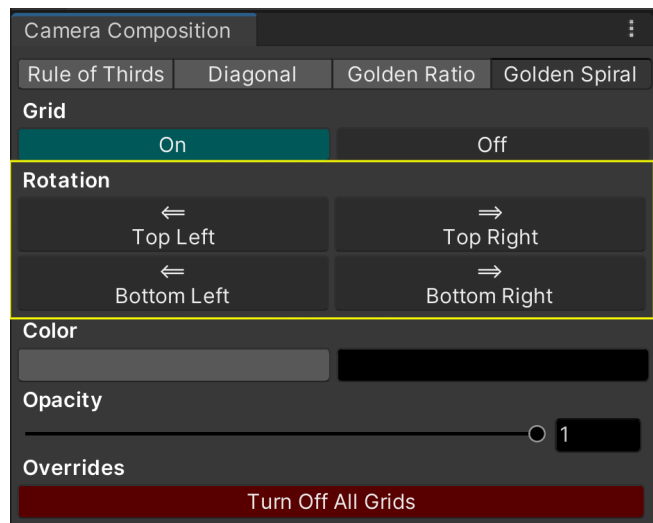


Golden Spiral

The **Golden Spiral** (or Fibonacci spiral) is a logarithmic curve that gets wider by the 1:1.618 golden ratio for every quarter turn it makes from the spiral's origin point.

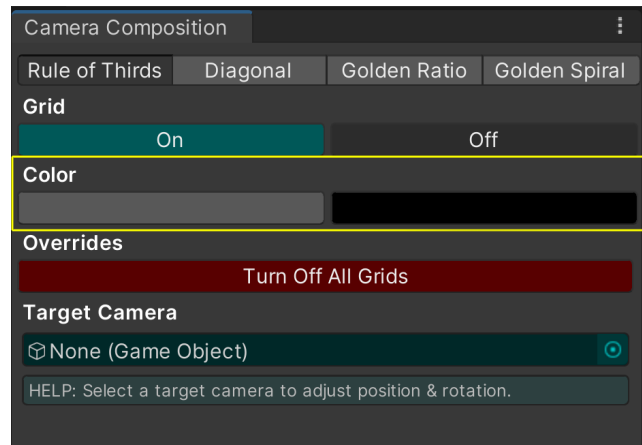


The Golden Spiral tab contains **Rotation** buttons, which allow the spiral overlay to rotate to the **Top Left**, **Top Right**, **Bottom Left** and **Bottom Right** corners of the Game view.

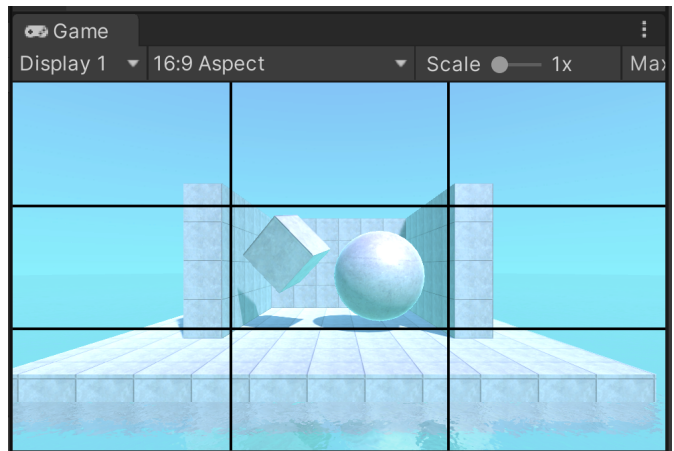


Color

Change the grid overlay **Color** by selecting either **White** or **Black**.

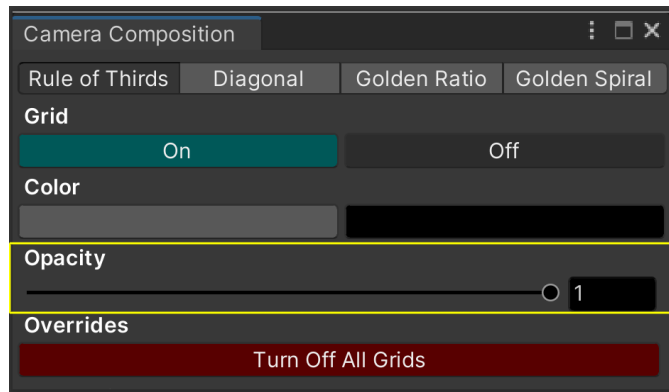


Once selected, the grid overlay will be updated to reflect the new color choice.

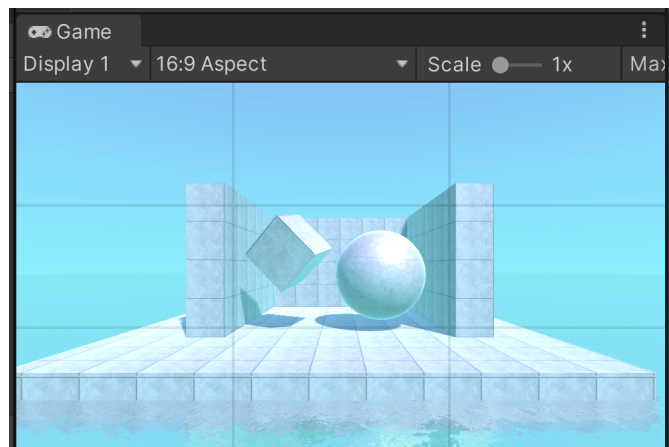


Opacity

The **grid opacity** is adjustable from 0-1, with 0 displaying an invisible grid and 1 displaying a completely visible grid.



When the opacity has been reduced, the grid overlay will appear semi-transparent.

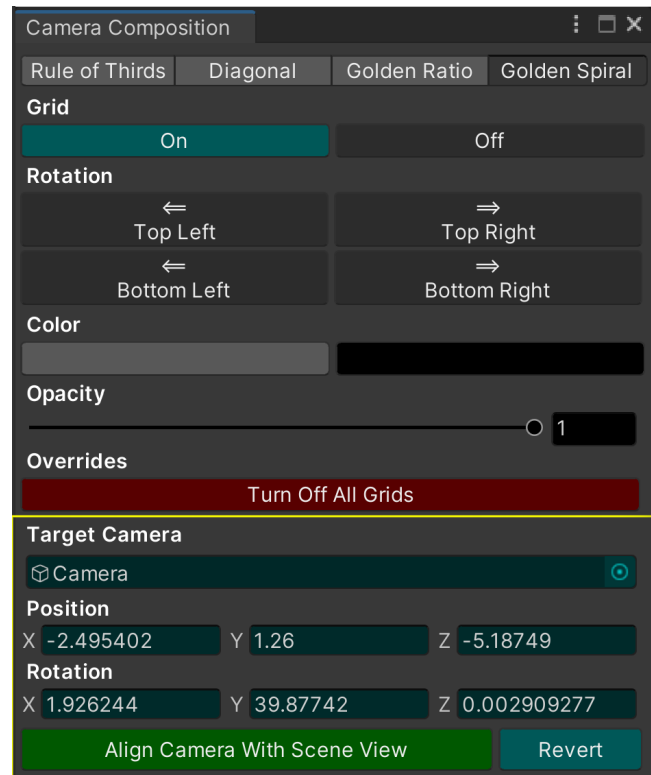


Target Camera

The **Target Camera** field is used to select any in scene camera. Once selected, the camera's **Position** and **Rotation** (Vector3 values) can be adjusted directly from the editor window to achieve precise camera alignment without leaving the **Camera Composition** tool.

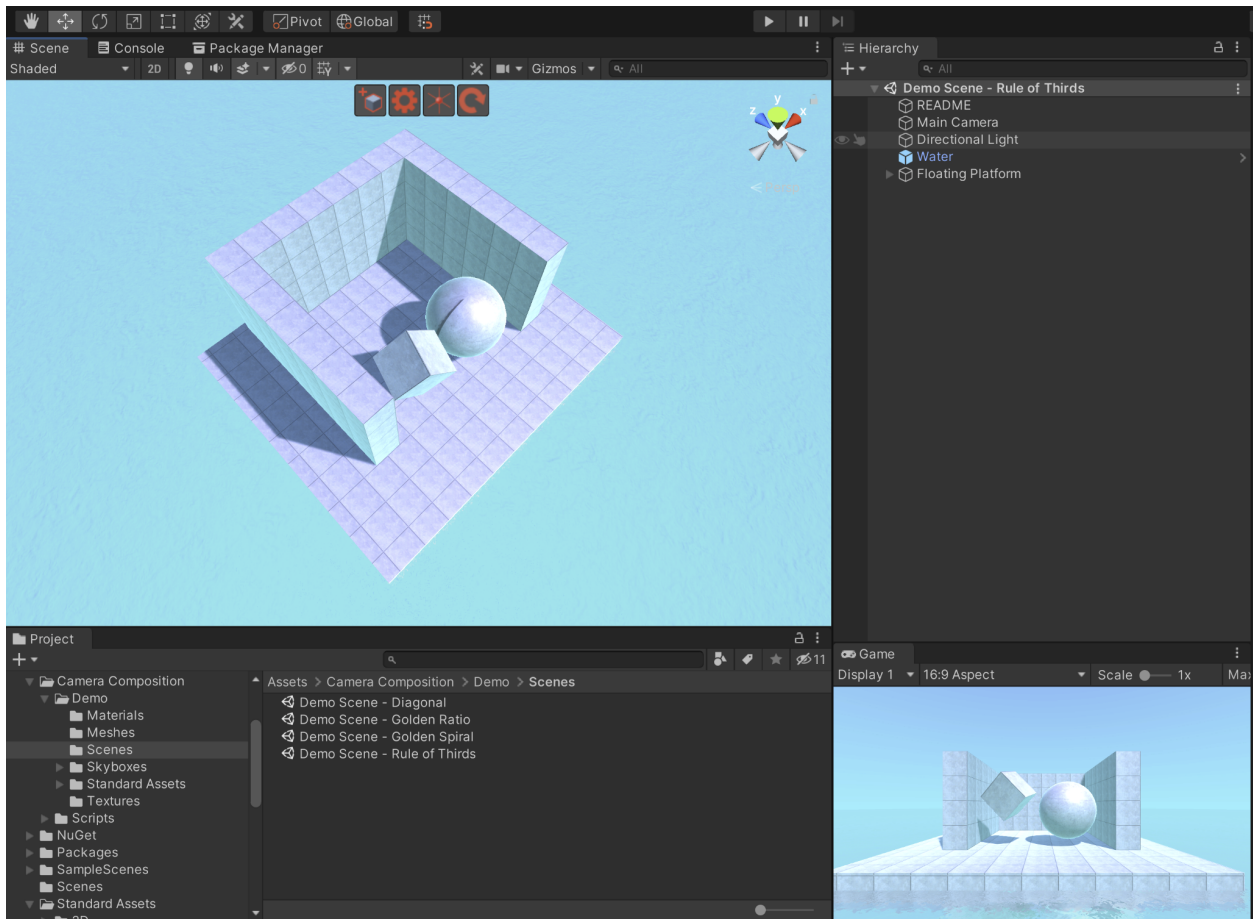
For increased precision, try dragging the mouse inside the position/rotation input boxes labelled X, Y, Z.

The **Align Camera With Scene View** button mirrors the Scene view with the **Target Camera** as seen in the Game view. The **Revert** button undo's the action of the Align Camera With Scene View button.



Demo Scenes

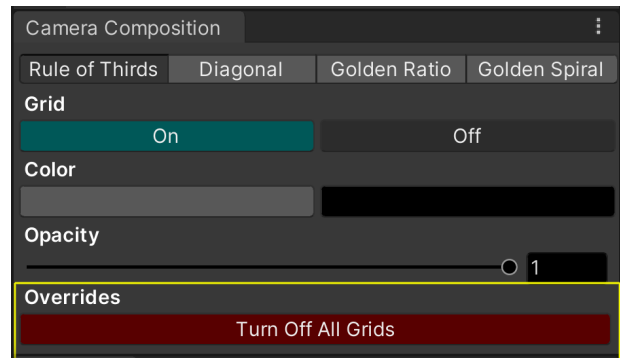
Demo scenes are located in the project files under **Assets > Camera Composition > Demo > Scenes**. These scenes can be used to experiment with the Camera Composition tool after installation.



Inspect the **README** object in the demo scene for quick instructions on how to add the Camera Composition editor window.

Overrides

The **Overrides** section under each grid overlay contains a **Turn Off All Grids** button to quickly disable all active grids with a single click.



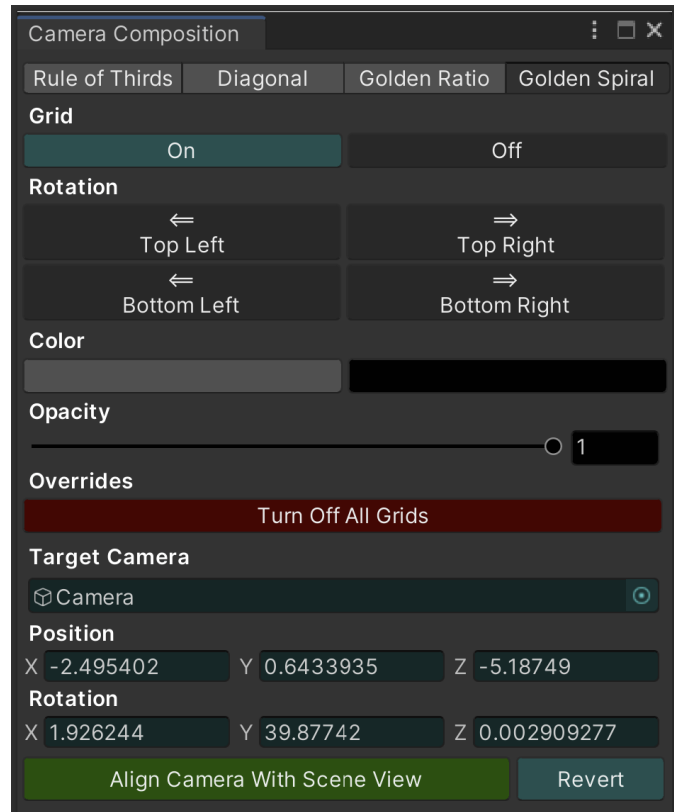
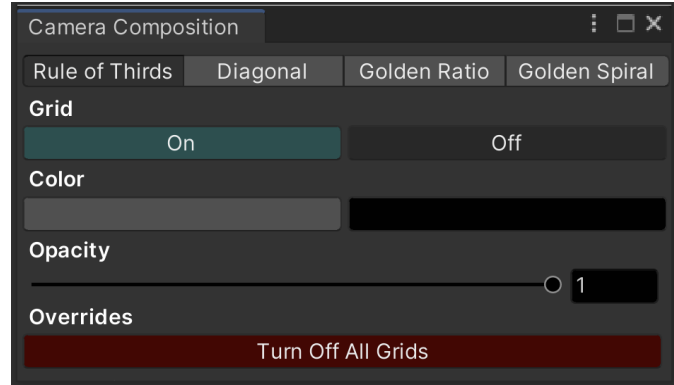
Tips and Tricks

Adjustable Editor Window Size

The Camera Composition editor window can be resized by dragging one of the bottom edges upwards or downwards.

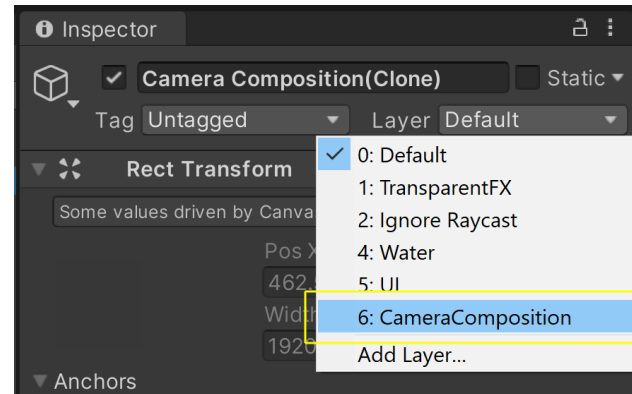
Reducing the editor window size is useful when arranging a minimal Unity editor layout.

Increasing the editor window size is useful when using a feature with additional controls, like the Golden Spiral's rotation button or a target camera.

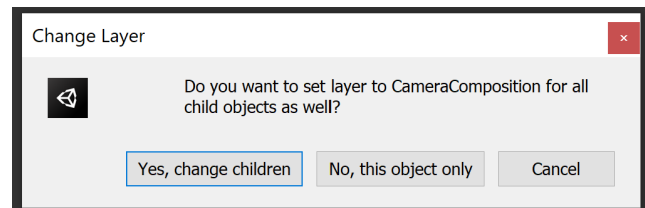


Hide Grid Overlays in Scene View

To hide grid overlays from appearing in the Scene view, add a new Layer named **CameraComposition**. Next locate the **Camera Composition(Clone)** object in the scene hierarchy and apply the newly created layer called **CameraComposition**.



Select the **Yes, Change Children** option when prompted.



Support

Full source code is provided in the **Assets > Camera Composition > Scripts** folder and is well documented with comments detailing the major components of this asset.

If you have questions, comments or suggestions please feel free to contact me via email at jordan@cassady.me.

If you would like to support me on the Unity Asset Store, please write a short review to help other developers find “**Camera Composition - Grid Overlay Tool**” for their own Unity projects.