

Capture Easy

The easiest way to capture screenshots and record videos in Unity Editor!

Capture Easy is a powerful yet simple Unity Editor tool that allows you to take high-quality screenshots and record gameplay videos directly from the Unity Editor without any hassle.

Features

Screenshot Capture

- **Instant Screenshot:** Capture the current Game view with a single click
- **Multiple Formats:** Support for PNG and JPG formats
- **Quality Control:** Adjustable JPG quality (10-100%)
- **Quick Hotkey:** Take screenshots instantly via menu hotkey
- **Auto Numbering:** Automatically increment file numbers to avoid overwriting

Transparent Background Capture

- **Transparent Screenshots:** Capture objects with transparent background from Scene View
- **Scene View Based:** Uses the current Scene View camera angle and perspective
- **Customizable Size:** Adjustable width, height, and super size (upscale) settings
- **Alpha Channel Support:** Saves as PNG format with full alpha channel support
- **Perfect for Icons:** Ideal for creating game icons, UI elements, or promotional materials

Video Recording

- **Game View Recording:** Record your gameplay directly in Play mode
- **Multiple Formats:** Support for MP4, WEBM, and MOV formats
- **Frame Rate Options:** Choose from 24, 30, 60, or 120 FPS
- **Quality Settings:** Low, Medium, or High quality options

- **Quick Toggle:** Start/stop recording with a simple hotkey
- **Powered by Unity Recorder:** Uses Unity's official Recorder package for professional results

Customization

- **Flexible Date Formats:** System default, YYYY-MM-DD, MM-DD-YYYY, DD-MM-YYYY, or custom format
- **Custom Save Locations:** Choose separate folders for screenshots and videos
- **Auto Open Folder:** Automatically reveal captured files in your file explorer
- **Debug Mode:** Optional debug logging for troubleshooting

Installation

Requirements

- Unity 2020.3 or later
- Unity Recorder Package (for video recording feature)

Installing Unity Recorder Package

1. Open **Window > Package Manager**
2. Click the **+** button in the top-left corner
3. Select **Add package by name...**
4. Enter: `com.unity.recorder`
5. Click **Add**

Getting Started

Opening Capture Easy


1. Go to **Tools > Capture Easy > Open Capture Tool** in the Unity menu
2. The Capture Easy window will appear

3. Configure your settings (optional)
4. Start capturing!

How to Use

Taking Screenshots

Method 1: Using the Window

1. Open **Tools > Capture Easy > Open Capture Tool**
2. Click the  **Take Screenshot** button
3. Your screenshot will be saved to the configured folder

Method 2: Quick Hotkey

1. Go to **Tools > Capture Easy > Quick Screenshot**
2. Screenshot taken instantly with your current settings

Taking Transparent Background Screenshots

1. Open **Scene View** and adjust the camera angle to your desired perspective
2. Ensure your object is properly lit and visible
3. Open **Tools > Capture Easy > Open Capture Tool**
4. Configure the **Transparent Capture Settings**:
 - **Icon Width**: Set the output image width (default: 512)
 - **Icon Height**: Set the output image height (default: 512)
 - **Super Size (Upscale)**: Increase resolution multiplier (1-4x) for higher quality
5. Click the **Transparent Capture** button
6. The screenshot will be saved as PNG with transparent background to your screenshot folder

Tips:

- The capture uses the current Scene View camera angle, so adjust it before capturing
- Make sure your objects have proper lighting for best results
- Higher Super Size values produce larger, higher quality images but take more time to process
- Transparent captures are always saved as PNG format to preserve alpha channel

Recording Videos

Method 1: Using the Window

1. Enter **Play Mode** in Unity
2. Open **Tools > Capture Easy > Open Capture Tool**
3. Click ► **Start Recording**
4. Perform your gameplay or actions
5. Click ■ **Stop Recording** when finished
6. Video will be processed and saved automatically

Method 2: Quick Hotkey Toggle

1. Enter **Play Mode** in Unity
2. Go to **Tools > Capture Easy > Quick Toggle Recording** to start
3. Perform your actions
4. Go to **Tools > Capture Easy > Quick Toggle Recording** again to stop

Important:

- Video recording only works in Play Mode!
- Recording does not support Simulator mode. If you start recording while in Simulator view, it will automatically switch to Game view mode. This is a limitation of Unity Recorder.

Settings Guide

Common Settings

Date Format Type

- **System:** Uses your operating system's date format
- **YYYY-MM-DD:** Year-Month-Day format (e.g., 2025-10-25)
- **MM-DD-YYYY:** Month-Day-Year format (e.g., 10-25-2025)
- **DD-MM-YYYY:** Day-Month-Year format (e.g., 25-10-2025)
- **Custom:** Define your own date format (e.g., yyyy/MM/dd)
 - Format: yyyy=year, MM=month, dd=day
 - Time is optional: HH=hour, mm=minutes, ss=seconds
 - Example: yyyy-MM-dd_HH:mm:ss → 2025-10-25_14:30:25

Auto Open Folder

- Automatically opens the file location after capturing

Debug Info

- Enables debug logging in the Console for troubleshooting

Screenshot Settings

Save Folder

- Choose where to save screenshots (default: Screenshots/)
- Can be relative to project root or absolute path
- Click **Browse...** to select a folder

Image Format

- **PNG:** Lossless quality, larger file size

- **JPG:** Compressed, smaller file size with adjustable quality

JPG Quality

- Range: 10-100 (only appears when JPG format is selected)
- Higher value = better quality but larger file size
- Recommended: 80-90 for best balance

Transparent Capture Settings

Icon Width

- Set the width of the output image in pixels (default: 512)
- Common sizes: 256, 512, 1024, 2048

Icon Height

- Set the height of the output image in pixels (default: 512)
- Common sizes: 256, 512, 1024, 2048

Super Size (Upscale)

- Range: 1-4x multiplier
- Increases the final resolution (e.g., 512x512 with 2x = 1024x1024)
- Higher values produce better quality but take longer to process
- Recommended: 1-2x for most use cases

Note: Transparent captures are always saved as PNG format to preserve the alpha channel. Files are saved to the same folder as regular screenshots.

Video Settings

Save Folder

- Choose where to save videos (default: Videos/)

- Can be relative to project root or absolute path
- Click **Browse...** to select a folder

Target Frame Rate (FPS)

- **24 FPS:** Cinematic look
- **30 FPS:** Standard gameplay
- **60 FPS:** Smooth motion
- **120 FPS:** Ultra-smooth (larger file size)

Video Format (Container)

- **MP4:** Universal compatibility, recommended for most uses
- **WEBM:** Open web format, good compression
- **MOV:** High quality, larger files (only supports High quality)

Video Quality

- **Low:** Smaller file size, lower visual quality
- **Medium:** Balanced quality and file size
- **High:** Best visual quality, larger file size
- **Note:** MOV format automatically uses High quality

File Naming

Files are automatically named using this pattern:

```
[Date]_[Number].[Extension]
```

Examples:

- 2025-10-25_001.png
- 2025-10-25_002.jpg

- 2025-10-25_001.mp4

If a file with the same name exists, the number automatically increments to avoid overwriting.

Troubleshooting

Screenshots

Q: Screenshot appears black or empty

- Make sure the Game view is visible and rendering
- Try clicking on the Game view before taking a screenshot
- Check if your camera is active and rendering

Q: Can't find saved screenshots

- Check the save folder path in settings
- Enable "Auto Open Folder" to automatically reveal files
- Enable "Debug Info" to see the exact save path in Console

Q: Image quality is poor

- Use PNG format for screenshots if you need lossless quality
- If using JPG, increase the JPG Quality setting (80-100 recommended)
- Make sure your Game view resolution is set appropriately

Q: Transparent capture shows black background instead of transparent

- Make sure you're using the **Transparent Capture** button, not the regular screenshot button
- Check that your Scene View is active and visible
- Ensure your camera settings allow for transparent rendering
- Verify the output file is PNG format (transparent captures are always PNG)

Q: Transparent capture doesn't match Scene View angle

- Make sure the Scene View is the last active view before capturing
- Try clicking on the Scene View tab to ensure it's active
- Adjust the Scene View camera angle before clicking Transparent Capture

Video Recording

Q: Recording button is disabled

- Make sure you are in **Play Mode**
- Verify Unity Recorder package is installed (Window > Package Manager)
- Check Console for any error messages

Q: Recording failed or produced corrupted video

- Ensure you have enough disk space
- Try using MP4 format with Medium quality first
- Check if the save folder path is valid and writable

Q: Video quality is poor

- Increase the Video Quality setting to High
- Try a higher FPS option (60 or 120)
- Use MP4 or MOV format instead of WEBM for better quality

Q: Large file sizes

- Use MP4 or WEBM instead of MOV
- Lower the quality setting to Medium or Low
- Reduce FPS if ultra-smooth motion isn't necessary

Tips & Best Practices

1. **Organize Your Captures:** Use separate folders for different projects or capture types
2. **Custom Date Formats:** Use formats like `yyyy-MM-dd_HH:mm:ss` to include time for precise sorting
3. **Hotkeys for Speed:** Set up and use the quick hotkeys for faster workflow
4. **Test Settings First:** Take a test screenshot/video to verify quality before important captures
5. **Disk Space:** Keep an eye on disk space when recording long videos at high quality

Support

If you encounter any issues or have questions:

1. Check the **Troubleshooting** section above
2. Enable **Debug Info** in settings to get detailed logs
3. Check the Unity Console for error messages