



CINEMA SUITE



USER DOCUMENTATION FOR CINEMA THEMES

DOC VERSION V2.0 FINAL – DECEMBER 2015



Contents

Introduction	3
Working with Cinema Themes	4
Setting up the Image Effect	4
Applying the Cinema Theme.....	4
Appendix A.....	7
Available Themes	7
Community	11
Help and Support	11
Cinema Suite Forums:	11
Email:	12
Licensing:	12
Thank you	13



Introduction

Thank you for purchasing Cinema Themes! Our team makes software extensions for Unity that allow game developers, and movie professionals to create and control content for their projects quickly, and easily. More importantly, we want our users to have fun doing it.

Being avid fans of video games, as well as the movie industry, we set out on a common goal - to create a set of cinematic game and film tools, which are powerful, affordable and available to the masses, through the Unity asset store.

Cinema Themes is an add-on package for our set of tools called "Cinema Suite". Cinema Suite is a collection of software extensions for Unity that will allow developers to create content without the need for scripting or programming.

Cinema Themes is a collection of 70 visual effects that can be added to your camera objects in Unity. Use Cinema Themes to add that perfect atmosphere that you have been looking to capture in your creative projects.

Please remember, making great products is only possible if we have feedback from people like you, and our community. Feedback is critical to our success and we welcome it in all forms, be it Facebook, Twitter, Email or our Forums. Please check out ways that you can directly communicate with us, at the end of this document.

Thank you for helping us make Cinema Themes great!

The Cinema Suite Team



Working with Cinema Themes

Setting up the Image Effect

Cinema Themes was created to allow you to further enhance the look and feel of your Unity scene. We have included many different themes that you can apply to game cameras in your Unity scene. These themes are based on **Unity's** Image effects. The themes included in the package are known as LUTs (Look Up Textures).

To work with Cinema Themes, you must first import the Effects package into your current project by right clicking in your project folder and selecting **Import Package > Effects**. Once Imported, we will be working with the image effect called “**ColorCorrectionLut**”. This will be handled automatically within the Cinema Themes Window.

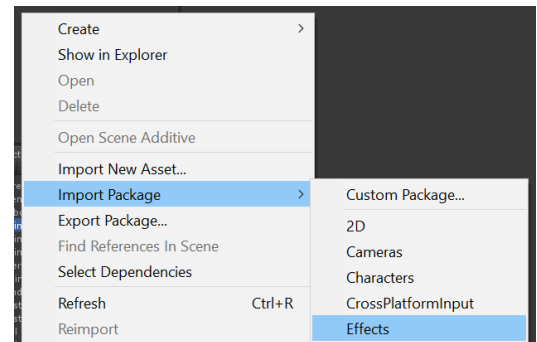


Figure 1: Importing Image Effects

NOTE: If you are using Unity 4.x, this folder will be called **Image Effects (Pro)**.

Applying the Cinema Theme

To apply a theme, open the Cinema Themes window from the Unity pulldown menus - **Window > Cinema Suite > Cinema Themes > Cinema Themes**.

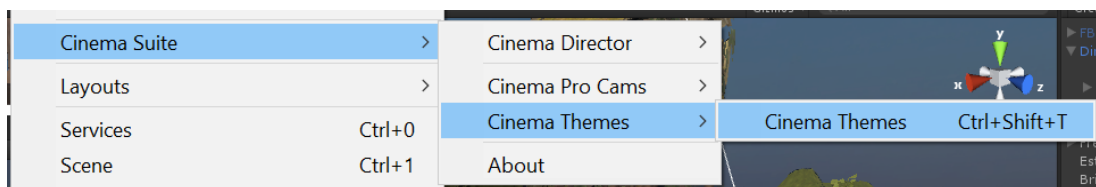


Figure 2: Opening Cinema Themes



The Cinema Themes window contains two main controls:

Camera: Select the camera you would like to apply a theme to. The list will contain all cameras inside your Unity project that are currently enabled.

LUT: This is the effect that you will apply to your camera. Select from the list and then hit the apply button. The camera will update automatically, and show the effect now applied.

Arrows: You can select the left and right arrows to toggle between effects, and see them dynamically update on your current camera.

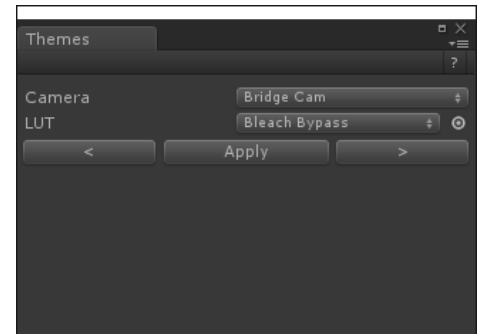


Figure 3: Cinema Themes Window

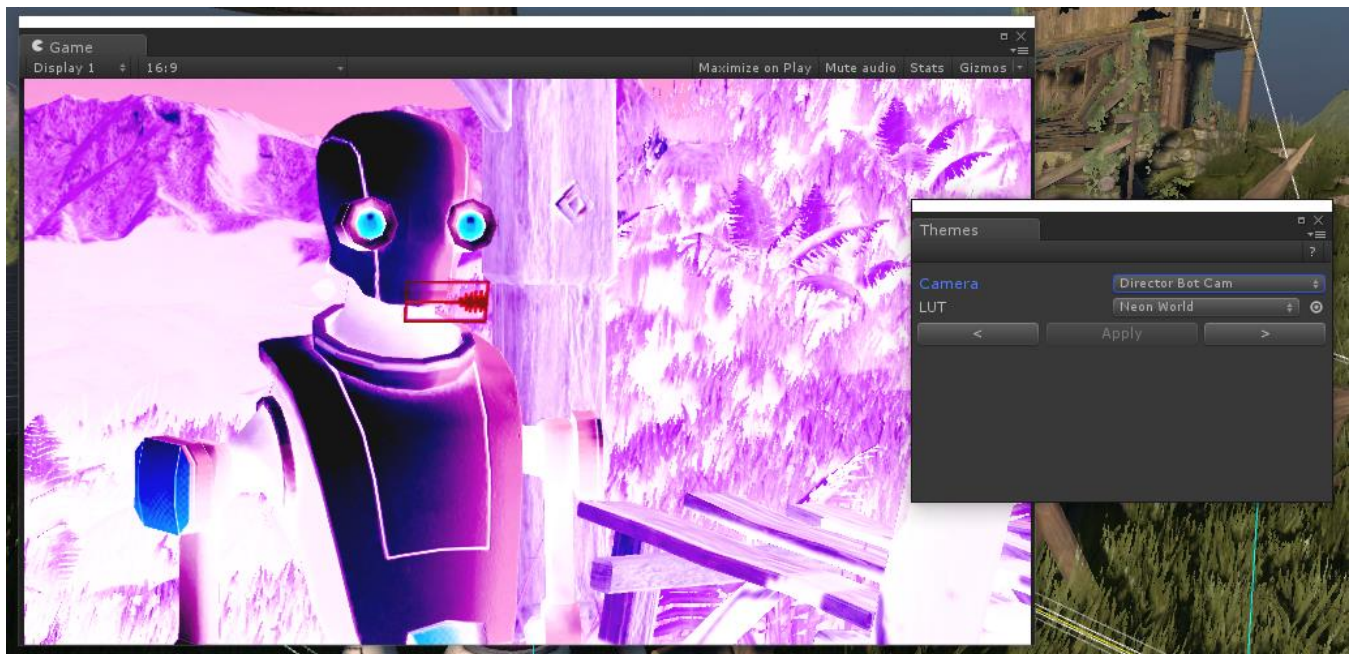


Figure 4: Unity game window with theme applied

All changes will be shown in the Unity game window.



Figure 5: Example of Different Cinema Themes

Figure 5 shows a few of the different themes available in Cinema Themes. We have included about **70** themes that allow the user to change the look and mood of their project. We will continue to release themes for Cinema Themes, so keep an eye in the Unity Asset Store for updates!



Appendix A

Available Themes

Current themes available and their description are as follows:

Cinema Theme Name	Description
1960	A rough representation of how many films looked when they were shot in the 1960's. Classic film look.
Action	A modern looking theme: Modern, dark, slightly blue tinted action movie look.
AlienInvasion	An intense looking theme that is dark and high in contrast. The aliens are coming!
AlienWorld	Ever wonder what things look like through the eyes of an Alien? Here is your chance. Things can look whacky in outer space.
BadFilm	An effect that makes your environment look like it was shot on film after the roll has been left out in the sun.
Beach	Warm, saturated and inviting look and feel like a day at the beach.
BleachBypass	Emulates the Beach Bypass look that can be achieved in analog filmmaking by altering the chemical process used to develop film.
CrossProcess	Emulates the Cross Processed look than can be achieved in analog filmmaking by altering the chemical process used to develop film.
Cyberpunk	A dystopian Future
Dark	About as dark as you can get without losing colour information.
DayForNight	In film, shooting at night can sometimes be impractical. The process of shooting a scene in the day and then making it look like night in post-production is called DayForNight. This LUT should accomplish the same thing.
Documentary	Meant to try and capture the look and feel of an old documentary.



Dream	A washed out look and feel, reminiscent of a dream sequence you would typically see in a game or film.
FinalBattle	For use in a totally epic fight scene. Dark, dramatic look and feel with lack of colour and definition.
Fire	Useful for scenes that are taking place in the middle of a fire.
Flashback	Similar to a dream sequence, but more dark and dreary to make things feel a bit more dramatic.
Hackers	Creates a fully green-toned environment, similar to an old computer terminal.
HeatSignature	A look and feel similar to what you would achieve when shooting something with a FLIR camera.
Hipster	The really cool LUT you probably haven't heard of. Gives the scene a vintage, polaroid sort of look.
Hitchcock	A look and feel similar to early black and white movies, but with dark tones reminiscent of early Alfred Hitchcock directed movies.
Hollywood	Highly saturated with much defined dark tones. Like that trip to LA you've always dreamed of.
Horror	Dark and Spooky.
HotSun	A feeling like your scene has been baking in the sun all day. Dry, saturated bleached out colours.
Intensity	Suspenseful and dark, giving the feeling that something bad is about to happen!
Matrix	A colour palette based on the look and feel of the now classic movie, The Matrix.
Millennium	Generation X'ers take note – This is a LUT based on the look and feel of movies from the late 90's.
MusicVideo	Slightly washed out, care free look and feel.
Negative	Like a film negative, different than simply inverting the colours.
Noire	Just like Film Noire! Black and white with a slightly washed out blacks.



OldCountry	Like a slow drive through the country. Flat colours, classic look.
OrangeTeal	Orange and Teal is so in right now.
Posterize	Groups colours together to achieve a posterized look. Combine with Unity's "Edge Detect Effect Normals" Image Effect for awesome comic book / Boderlands look and feel.
PurpleHaze	Adds a slightly purple tint to your scene.
Rainbow	Colours mapped to the colours of the rainbow with no regard for what the colour is supposed to be. Similar in look and feel to heat signature, but with only colours of the rainbow applied.
RedAndBlue	An effect similar to looking through a pair of anaglyph glasses.
RedBloom	Adds a very red tint to the scene, with a very high amount of contrast.
RobotVision	Ever wanted to know what it looks like to see through the eyes of a robot? Try this LUTs out. Also works great with the "Edge Detect Effect Normals" Image Effect.
Romantic	A look and feel that attempts to mimic your average romantic comedy film. Bright, saturated and full of love.
Saw	Dark, creepy, washed out. Similar to how the horror movie "Saw" was filmed.
SinCity	Black and white, with only the colour red visible. Similar to the look and feel of the movie "Sin City".
TexMex	According to the AMC television series "Breaking Bad", everywhere south of the American border looks like this.
Toxic	Something here is just not right. Gives the feeling of being trapped in a room full of deadly chemicals.
TritonePurple	Makes everything in your scene a shade of purple.
Underwater	Makes everything in the scene look like it's underwater. Also works great with the "Vortex" Image Effect available in Unity Pro.



Vintage	Give that vintage look, similar to your grandmother's polaroid camera.
War	Washed out colours with brown tones and high contrast, similar to the look of an old war movie or documentary.
Warm	Everything in the scene is given a warm, inviting feel.
Weathered	Meant to mimic a film that doesn't look as vibrant as it used to. Low contrast with washed out tones.



Community

We want to hear from you! Quite simply, without you, none of what we develop would be possible. We always want to hear from our community, whether it is for feedback, sharing ideas, adding features, and providing additional help. Here's how you can find us:

Website: www.cinema-suite.com

Facebook:  [/CinemaSuiteInc](https://www.facebook.com/CinemaSuiteInc)

Twitter:  [/CinemaSuiteInc](https://twitter.com/CinemaSuiteInc)

YouTube:  [/CinemaSuiteInc](https://www.youtube.com/CinemaSuiteInc)

Blog: www.cinema-suite.com/blog

Email: support@cinema-suite.com

Forums: www.cinema-suite.com/forum

Help and Support

Cinema Suite Forums:

The fastest way to obtain support for Cinema Themes is to visit the Cinema Suite forums. Our forums can be found at www.cinema-suite.com/forum.

Before creating a post, please make sure to search the forum using the search bar located in the upper right area of our forum site.



If you cannot find what you are looking for, please create a new forum topic under the Cinema Themes category "**Help and Support**" by clicking on the text below.

CINEMA THEMES



Help and Support

Having problems with Cinema Themes? Post your issues here and we will do our best to answer your questions.



Once inside the Help and Support area for Cinema Themes, create a new topic by selecting the new topic button in the upper left area of the page.

Help and Support

NEW TOPIC **Search**

We constantly monitor our forums for new support inquiries.

Email:

If you fail to receive an answer in the forums, you may also email our support team directly. Our email address is support@cinema-suite.com.

Please note the following when emailing support for quickest service:

1. We need 2-3 days to process email support requests, due to volume.
2. For fastest service, please provide your Unity Asset Store Purchase invoice number for our product.
3. Put invoice number in subject field, with brief description of problem.
4. In the body of the email, please provide as much of the following as possible, for quickest service:
 - Detailed explanation of the problem. Provide screenshots if possible.
 - What version of Unity?
 - What version of Cinema Themes? (Go to **Window>Cinema Suite>About** to obtain version number).
 - Sequence of events leading to issue.

Licensing:

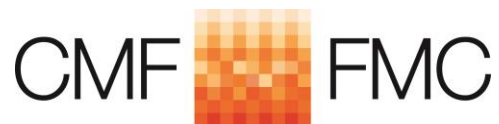
Licensing for Cinema Themes is governed by the Unity Asset Store End User License Agreement (EULA). For more information about the EULA, please [click here](#) for more information.



Thank you

Without you, what we do would not be possible. We sincerely thank you for purchasing Cinema Themes, and allowing us to create software that helps the community do their work quicker, easier, and hopefully with a bit more fun.

Cinema Suite Inc. would like to extend a special thank you to the Canada Media Fund, for making Cinema Themes Possible.



www.cmf-fmc.ca