

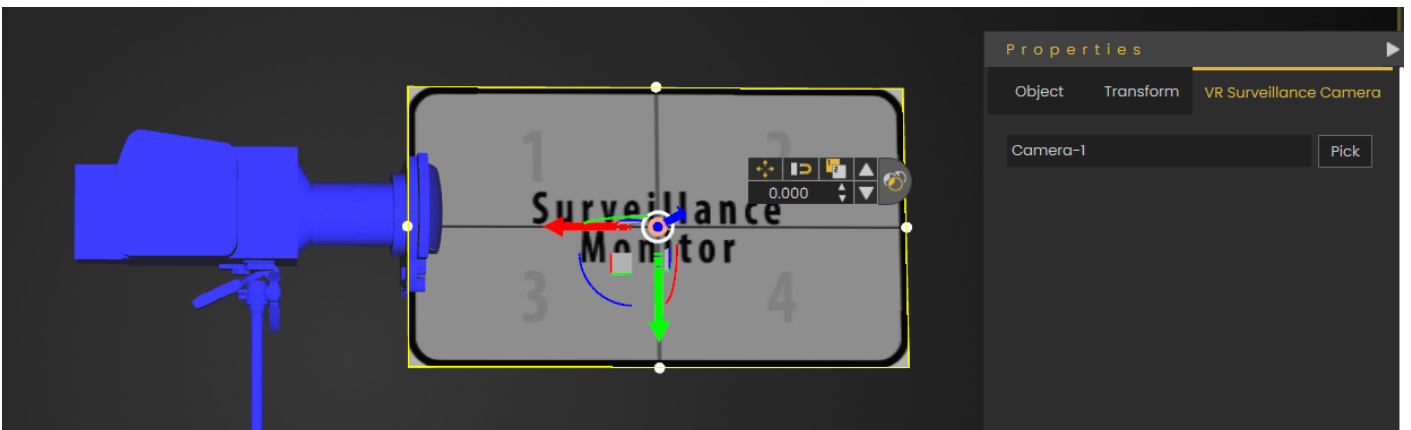
Media

[+] Capture Picture

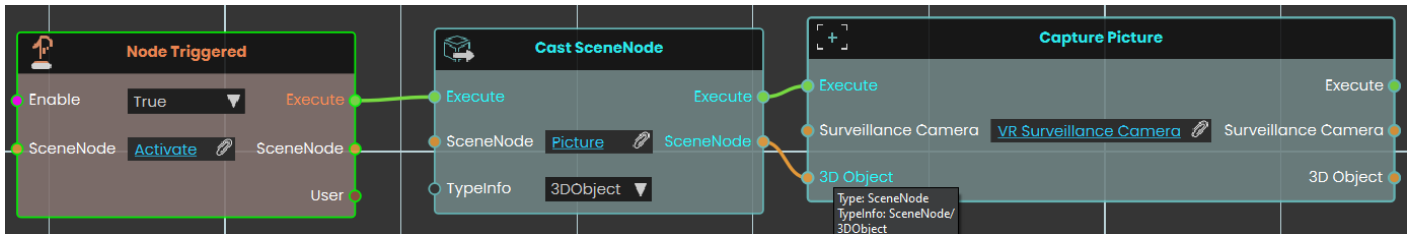


The **Capture Picture node** is used to capture an image from a camera within the scene, and the captured image can then be displayed on a 3D object within the scene. This allows the user to take snapshots and show them in the VR environment, such as displaying a captured image on a screen or other surface.

Example



A **Surveillance Monitor** is first created to display the captured images. This monitor is then attached to the VR camera.



In this example, the **Capture Picture Node** is used to capture an image on a picture frame model when the user triggers the Activate event. Before that, the Cast SceneNode is used to identify the picture frame as a 3D object, as the Capture Picture Node only works with 3D objects.

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