ShadowBox: Icon Studio

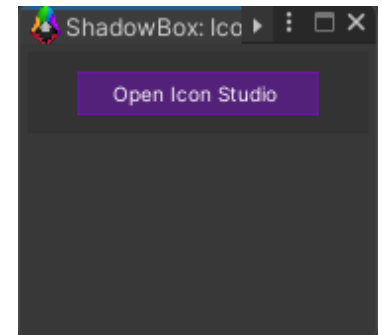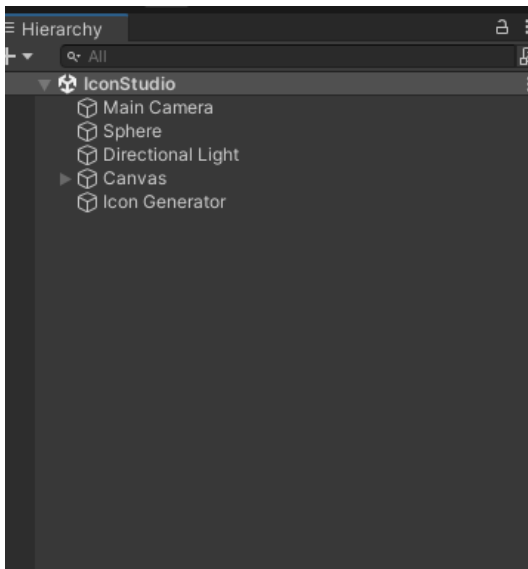**By: Shadowed Souls Studios - Version: 1.1.0**

Overview

ShadowBox: Icon Studio enables you to easily create icons that accurately reflect the game objects they represent.

Icon Studio :: Quick Start

Start by navigating to **Tools > ShadowBox > Icon Studio** in the Unity Editor menu. In the small window that opens, pressing the button labeled "**Open Icon Studio**" will open the Icon Studio scene.

Once inside the scene, the scene hierarchy will resemble the image to the left of this paragraph. Select the Icon Generator object to get started.
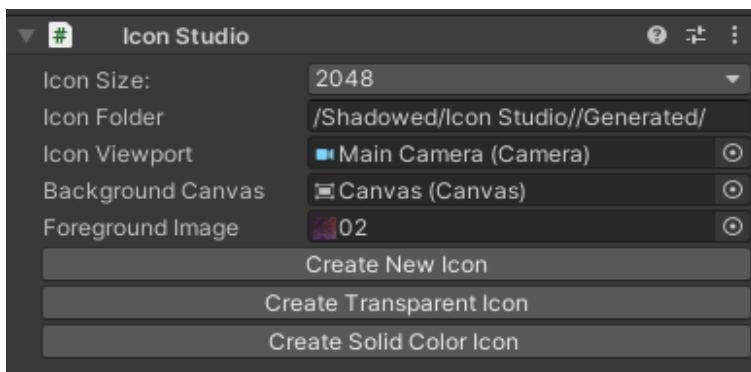
Icon Studio :: Component

Icon Folder: Icons are saved here.

Icon Viewport: The scene camera.

Background Canvas: Optional.

Foreground Image: Optional overlay.

Icon Size: Select an output size. (256x256, 512x512, 1024x1024, 2048x2048, 3072x3072, 4096x4096)

Replace the background image under the canvas in the **Icon Studio** scene, add in the prop(s) you would like to create icons for, position and scale them accordingly, then select one of the following options. To add an overlay, place a readable image in the Foreground Image field of the **Icon Studio** inspector.

(*use the game view on 4:3 ratio to preview results)

Create New Icon

This generates an image using the background image in the scene canvas, and if set, the foreground image in the **Icon Studio** inspector.

To generate icons without overlays, simply leave the Foreground Image field empty in the **Icon Studio** inspector.

Create Transparent Icon

This generates an image of the current scene view with a transparent background. No background images or overlays are used in this process. This is useful for creating 1:1 icons of game objects.

Create Solid Color Icon

This generates a solid color(white) icon of the current scene view with a transparent background. No background images or overlays are used in this process. This is useful for creating UI/UX icons from game objects.

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