



Golden Skull Studios

2D Hexagonal Tile Package - Starter Edition

Introduction

Thank you!

If you are reading this, it means you have either bought the package or received a version from a kind friend.

We want to say thank you! Thank you for your interest in our works, thank you for getting the package and taking action to use it. We want to see the package in action and see many creations being made from it. If you have created something with it, share it with us on Twitter, Facebook, send us E-Mails and we will feature you!

Looking forward to seeing your creations.

Hope you'll have loads of fun.

In the long run we plan to release a fully featured Hexagonal & Isometrical world editor within the Unity editor where you plan out and paint your maps, save and load maps or map chunks and much more useful scripts to build your own maps without much effort and time. Our goal is to increase your productivity, creativity and support you to focus on what is really important: designing the game. Our main goal is to offer quick iterati

Get in touch via

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Unity Asset Store <https://www.assetstore.unity3d.com/en/#!/publisher/10686>

Package Contents

Summary

47 Tiles

19 Blocks, 28 Transition Tiles, 1 Scene, 1 Documentation

Tile Overview

19 Blocks

HEX_Dirt_01
HEX_Grass_01-03
HEX_Sand_01-04
HEX_FarmGround_01
HEX_Snow_01-02
HEX_Stone_01
HEX_Wall_Brick_01
HEX_Water_01-03
HEX_Wood_01-03

28 Transition Tiles

HEX_DirtToStone_01-04
HEX_DirtToSnow_01-04
HEX_Sand1ToStone_01-04
HEX_Sand2ToStone_01-04
HEX_Sand3ToStone_01-04
HEX_Sand4ToStone_01-04
HEX_SnowToStone_01-04

Update History

Update 1.0

Release: May 2015

Tile Count: 47

Tiles: Dirt, Stone, Sand, Wood, Grass, Water

Transitions: SandToStone, DirtToStone, SnowToStone

Upcoming Other Packages by Golden Skull Studios

Art Packages:

More 2D Isometrical Packages (TBA)

More 2D Hexagonal Packages (TBA)

2D Sidescroller Packages (TBA)

2D TopDown RPG Packages (TBA)

3D Environment Packages (TBA)

Editor Extensions

Isometric & Hexagonal World Builder (TBA)

- Create Worlds with one click

- Load and save worlds and heightmaps from BMP

- Editor Extension to Paint Sprites

- Editor Extension to manage and modify layers

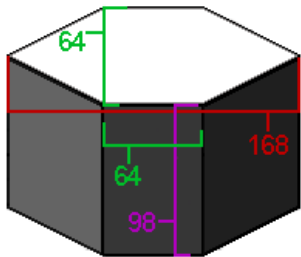
- Editor Extension to keep track of the tiles

- Manage Chunks via Editor

Important Data

In case you want to add your own isometric tiles to use with this package, remember the following rules:

The Tiles



pivot

The basic ground tile is 128px wide and 64px high.

The high block is 96px high.

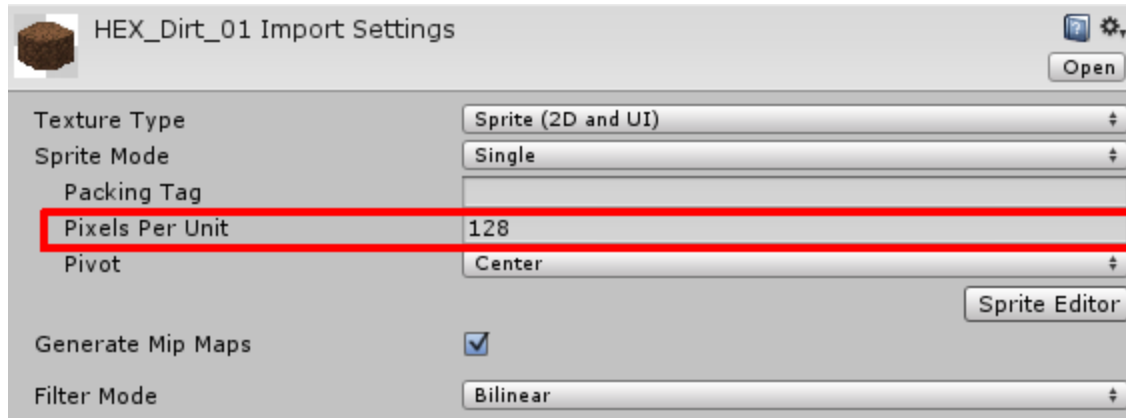
On the sides I added a little space, so it looks nicer when the tiles are lined up. It also looks more organic that way.

If you add extra space on the sides as well as at the top and the bottom, remember to make it evenly to ensure proper alignment. Uneven margin causes the central

to move.

Import Settings

Importing into Unity



When creating additional files to work with this package, make sure the pixels per Unit setting is set to 128. Everything else can be changed according to your needs.