

# Icon Creator

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## Abstract

Icon Creator lets you create icons from 3D models really easy within the the unity editor itself. Select which models to create icons from and if any which outline colours to use. Creating icons have never been easier.

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## 1. Setting up Icon Creator

Icon Creator is an editor script. This means that it's not supposed to be run in play mode. Simply open the IconCreator scene located in the scenes folder. Drag and drop the models to the Models To Create Icons From list, set your preferred settings and press the green Create Models button.

To make the process of adding prefabs/models to the list you use use the little lock in the top right corner. Once clicked the current inspector view is locked and you're therefor able to drag multiple objects to, for example, a list.



Figure 1: Lock

## 2. Solid or Transparent background

Sometimes you'd like to have a solid coloured background on your icons. You can achieve this by changing the background color on the camera. If you'd like to have the background transparent you need to set the alpha value of the color to 0.

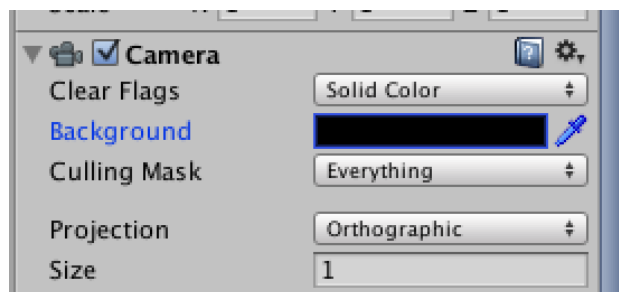


Figure 2: Camera Colour

### 3. Parameters

1. **Icon Size X:** Controls the width of the icon. Sizes lower than 32 may result in bad looking icons.
2. **Icon Size Y:** Controls the height of the icon. Sizes lower than 32 may result in bad looking icons.
3. **Double Quality:** Renders a double sized icon and then stores the first mip-map of that icon. Gives a much smoother result.
4. **Model List:** List of the models to create icons from.
5. **Pivot Position:** The position of the pivot. Use this to modify the position of the model
6. **Pivot Rotation:** The rotation of the pivot. Use this to modify the rotation of the model
7. **Pivot Scale:** The scale of the pivot. Use this to modify the scale of the model
8. **Use Outline:** Should the outline be rendered?
9. **Outline Size:** The size of the outline in pixels
10. **Outline Colors:** The colors to use for outlines.
11. **Blur Outline:** Should the outline be blurred? This gives a much smoother result for the outline.
12. **Blur Size:** The size of the blur. The higher the size the more blurred will it become.
13. **Blur Iterations:** How many blur iterations should be performed?
14. **Bottom fade:** Should the bottom of the icon be faded?
15. **Fade Bottom Size:** How many pixels to fade.
16. **Use Background:** Should the background be rendered?
17. **Use Foreground:** Should the foreground be rendered?
18. **Offset Correction:** This gives you the ability to correct the offset. If you get a grey line at the bottom of your icons use the Y size to adjust the offset until there's no longer any grey line.
19. **Model Index:** Used to preview the models before creating icons.

### 4. Known problems

Grey line at the bottom of the icon:

This is a known problem and it's a bug in Unity itself. Somehow they've never fixed this. If you however experience a grey line try adjusting the Offset Correction. If you have a grey line of 2 pixels at the bottom of your icon you should set the Y values of the Offset Correction to 2.

### 5. Contact

If you have any problems, suggestions, or questions please contact me at email [Asgerroed@me.com](mailto:Asgerroed@me.com)