
Icon creator

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1 Setting up the system

The icon creator is supposed to be run in its own project. This is because other scripts and 3rd party assets sometimes changes how the system behaves.

First create a new clean project and import the icon creator asset into the newly created project.

Now open the Scenes folder and open the "Icon Creation Scene" scene. This scene contains everything pre-setup so you don't have to go through the hassle of setting it up yourself.

Once the scene is loaded you'll see a scene with a few gameobjects in it. The one that's most important is the Icon Creator gameobject since it's the thing running it all. On the Icon Creator gameobject you should see the Icon Creator script on the object. Here you'll be able to tweak all the settings of the system. The most important fields are the outline colors and models. The models field is where you need to drag the models you wish to convert to icons. The Outline Colors field is where you set the colors for your outlines. **NOTE!** you must set the alpha value of the outline color to your desired level or else it's going to be transparent.

With the 2 most important fields set you can start playing around with the rest of the variables to find what you think is the best look for your icons. Remember that if you for example want to use an outline for your icons, you must first toggle "Use Outline" and also set the outline size to something greater than 0.

Remember that every setting is controlled in pixels. If you choose an outline size of 10 it'll render an outline with the size of 10 pixels.

Also rendering large icons take significantly longer time than smaller icons. The "Increased Quality" setting renders a double sized icon and uses the first mipmap level. This means that you get a more crisp icon, but it takes longer time to render.

2 Variable explanations

- Icon Size X: Controls the width of the icon. Sizes lower than 32 may result in bad looking icons.
- Icon Size Y: Controls the height of the icon. Sizes lower than 32 may result in bad looking icons.
- Improved Quality: Renders a double sized icon and then stores the first mip-map of that icon. Gives a much smoother result.
- Model List: List of the models to create icons from.
- Pivot Position: The position of the pivot. Use this to modify the position of the model
- Pivot Rotation: The rotation of the pivot. Use this to modify the rotation of the model
- Pivot Scale: The scale of the pivot. Use this to modify the scale of the model
- Use Outline: Should the outline be rendered?
- Outline Size: The size of the outline in pixels
- Outline Colors: The colors to use for outlines.
- Blur Outline: Should the outline be blurred? This gives a much smoother result for the outline.
- Blur Size: The size of the blur. The higher the size the more blurred will it become.
- Blur Iterations: How many blur iterations should should be performed?
- Bottom fade: Should the bottom of the icon be faded?
- Fade Bottom Size: How many pixels to fade.
- Use Background: Should the background be rendered?
- Use Foreground: Should the foreground be rendered?
- 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 theres no longer any grey line.
- Model Index: Used to preview the models before creating icons.

3 Solid or transparent background

On the Icon Creator object you can change the color of the background on the Camera component. If you wish for a total transparent background set set alpha value to 0. If you wish, for example, a red background increase the alpha value and set the color to red.