PSD import is a tool that allows you to import layers and groups defined in psd files into Unity. The result is a hierarchy of gameObjects (Sprites or Ui Images) that corresponds to the original defined in photoshop, each layer with its corresponding opacity value and its blending mode.

PSD Import window

To open the Import window, use menu item **Tools > Plugin Master > Psd Import**.
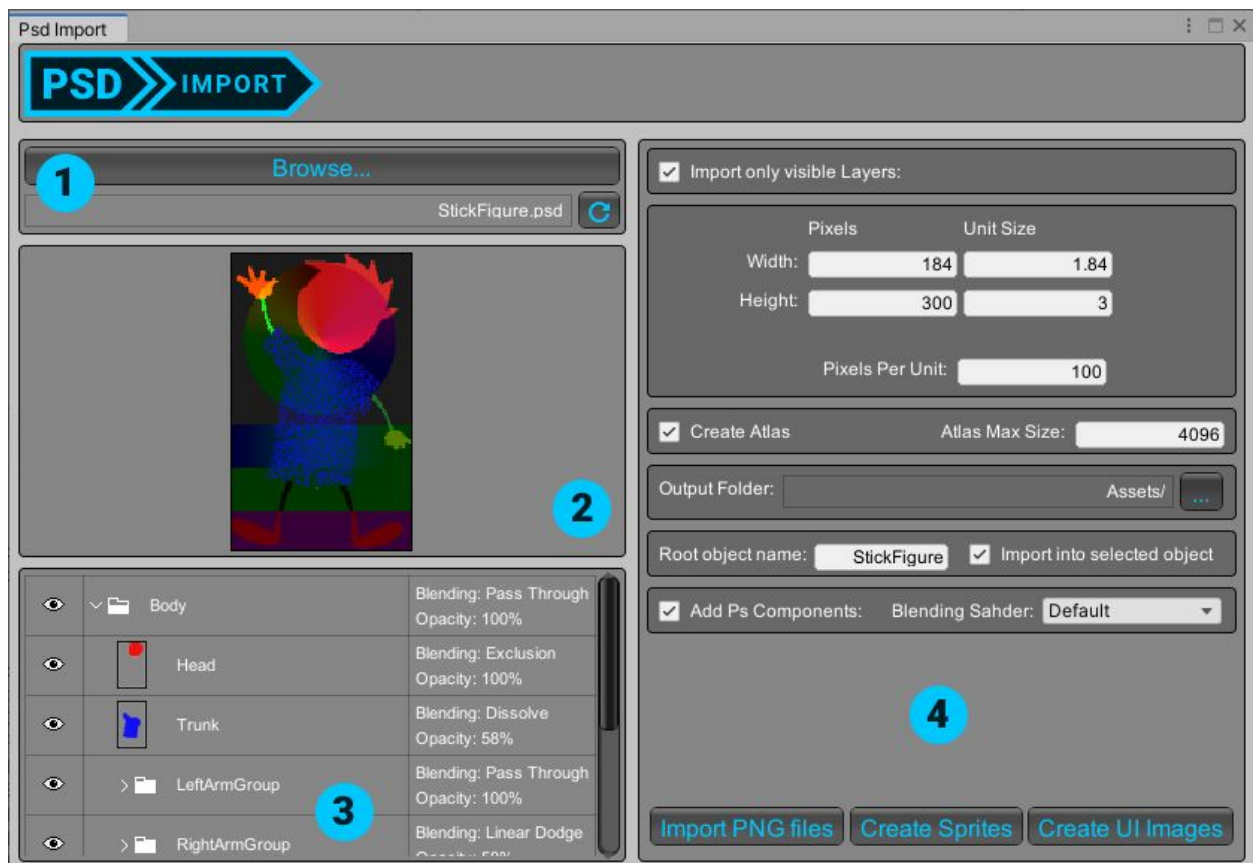

Psd Import Window

1. **Browse Panel:** Browse the psd file you want to import, it can be located anywhere even outside the assets folder. Once the preview has been loaded you can reload the file by clicking on the reload button ⟳.
2. **Preview Panel:** Shows the resulting image after blending all the visible layers.
3. **Hierarchy Panel:** Contains a list of each layer and group in the psd file. Visibility controls 👁 let you hide and show layers before importing them.
4. **Import Panel:** Allows you to modify the import settings.

Import Panel

Property	Function
Import only visible layers	If enabled, only visible layers are imported, otherwise all layers are imported including hidden layers.
Size data	Defines the width, height and pixels per unit.
Create Atlas	If enabled, it packs all textures into a texture atlas, otherwise a png file is created for each layer to be imported.
Atlas Max Size	Defines the maximum atlas size in each dimension. If the input textures can't all fit into a texture atlas of the desired size then they will be scaled down to fit.
Output Folder	Defines the folder where the imported images are saved.
Root object name	Defines the name of the root game object in the unity hierarchy.
Import into selected object	If enabled, the root object is created as a child of the selected object. If disabled or no object is selected the root object is created at the root of the scene.
Add Ps Components	If enabled, Ps Components are added to objects, otherwise the object hierarchy is created but without Ps Components.
Blending Shader	Define the Shader used to render the textures.
Default	Unity Default shader. Only supports Normal blending.
Fast	Two-Pass shader. Way more faster than the Accurate shader. Blending looks very similar to Photoshop, but is not exactly the same, especially for opacities less than 100. Some blend modes are not supported.
Accurate	Grab-Pass shader. Blending looks exactly the same as in Photoshop. All blend modes are supported.
Import Png Files	Click this button if you want to import or re-import only the png files. This action does not create game objects.
Create Sprites	Click this button if you want to create a hierarchy of sprites.
Create Ui Images	Click this button if you want to create a hierarchy of Ui Images.

Change Sprite Sorting Order Recursively
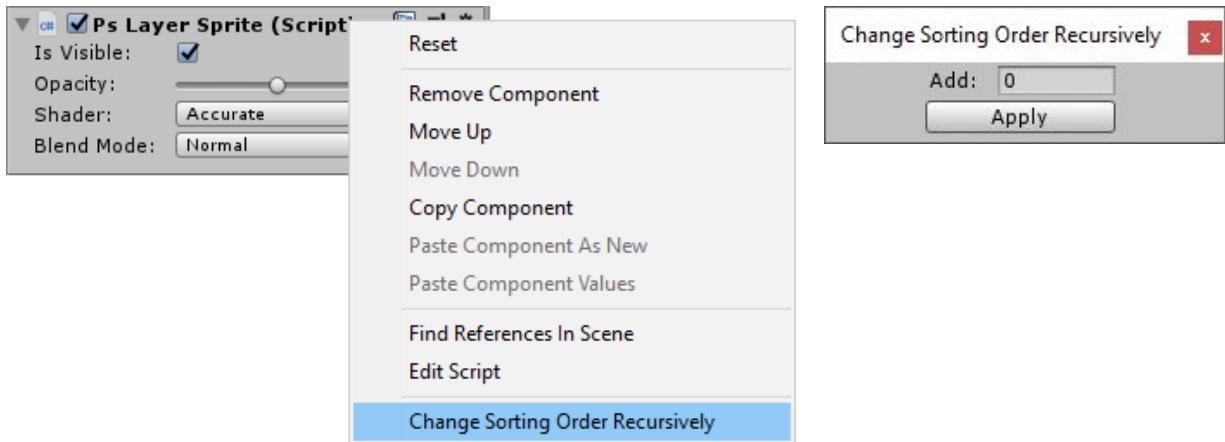
This tool allows you to recursively add a value to the sort order of sprite renderers.
How to use:
1. Right-click on **Sprite Renderers** or **Ps Components** to open the context menu.
2. Click **Change Sorting Order Recursively**.
3. Define a value, it can be negative.
4. Click the **Apply** button.

Ps Layer

This package includes the PsLayer package.

Limitations

- Text layers are imported as images.
- Layer effects, mask and fill values are ignored when imported.

Tested platforms

Standalone (PC/Linux), WebGL, Android.

Support and feedback

Please send us feedback or ask for support via the Unity forum. We do our best to reply to all inquiries within 24 hours.