

Hello , thank you for downloading my asset, if you like it and want to help me to continue make other asset don't hesitate to review it ☺

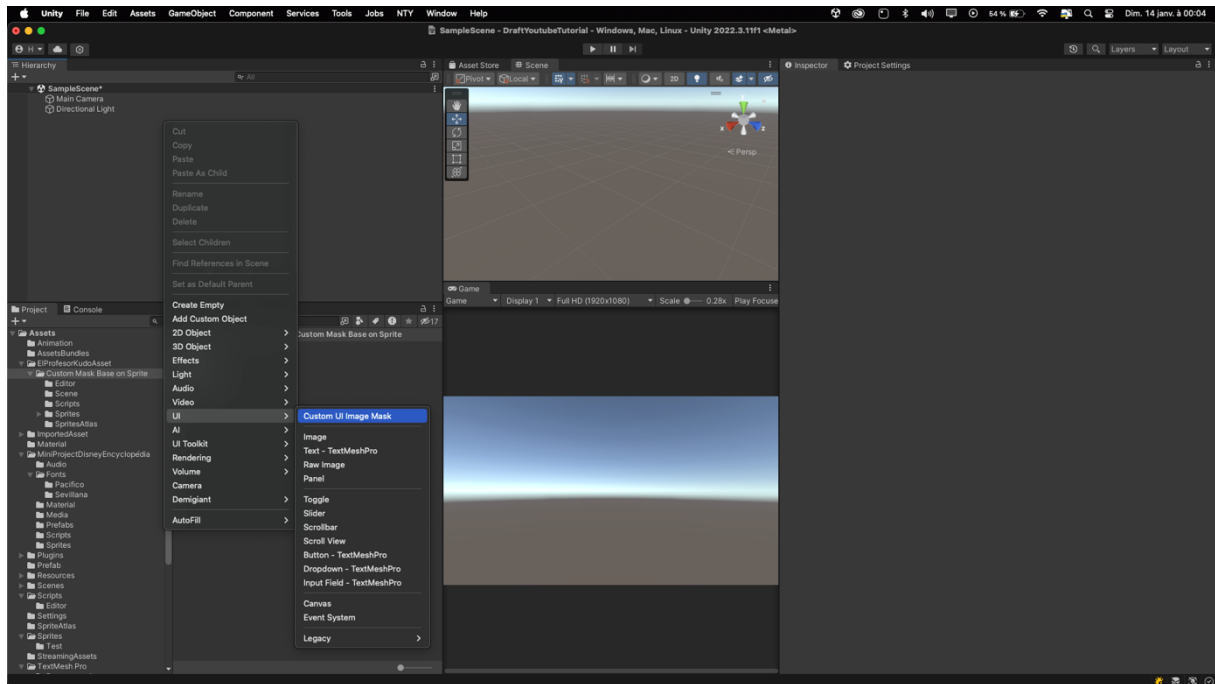
If you want to learn more on Unity don't hesitate to follow me on YouTube

[www.youtube.com/@elprofesorkudo](https://www.youtube.com/@elprofesorkudo)

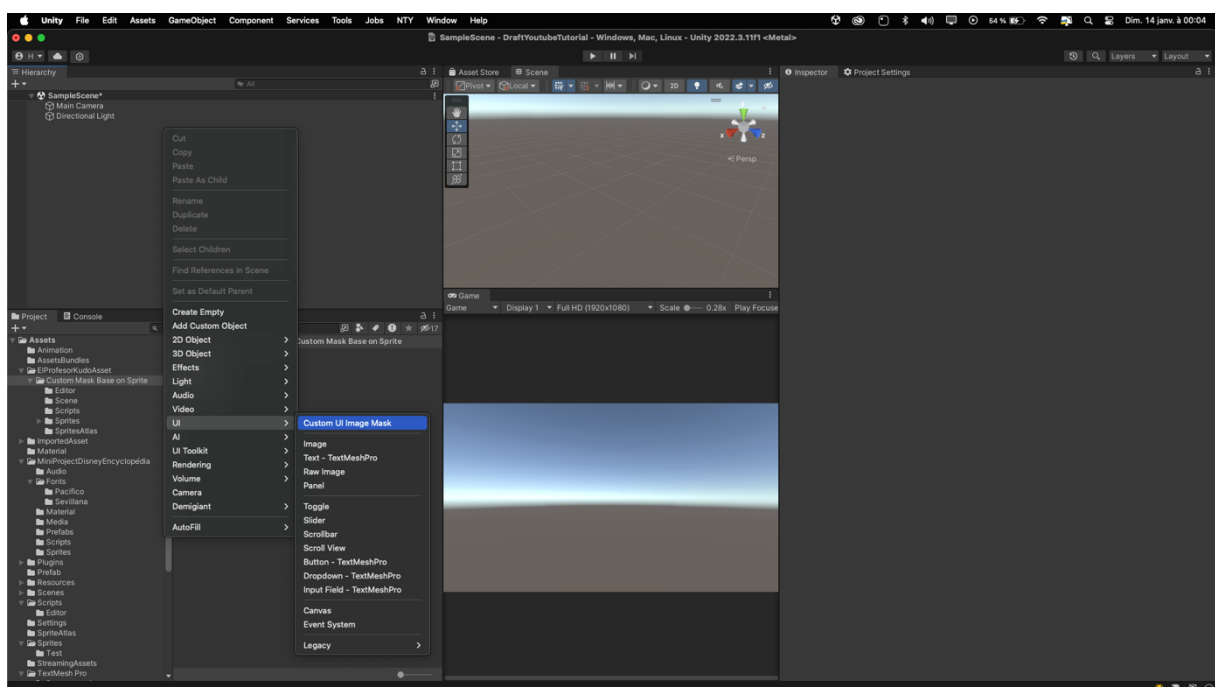
So what this asset about ? This asset will allow you to create custom mask on Image you want. In this asset several masks exist but you can add more if you want, I ll show you how.

## HOW TO USE THIS ASSET?

So first think to try it out right click on your hierarchy go to UI -> Custom UI Image

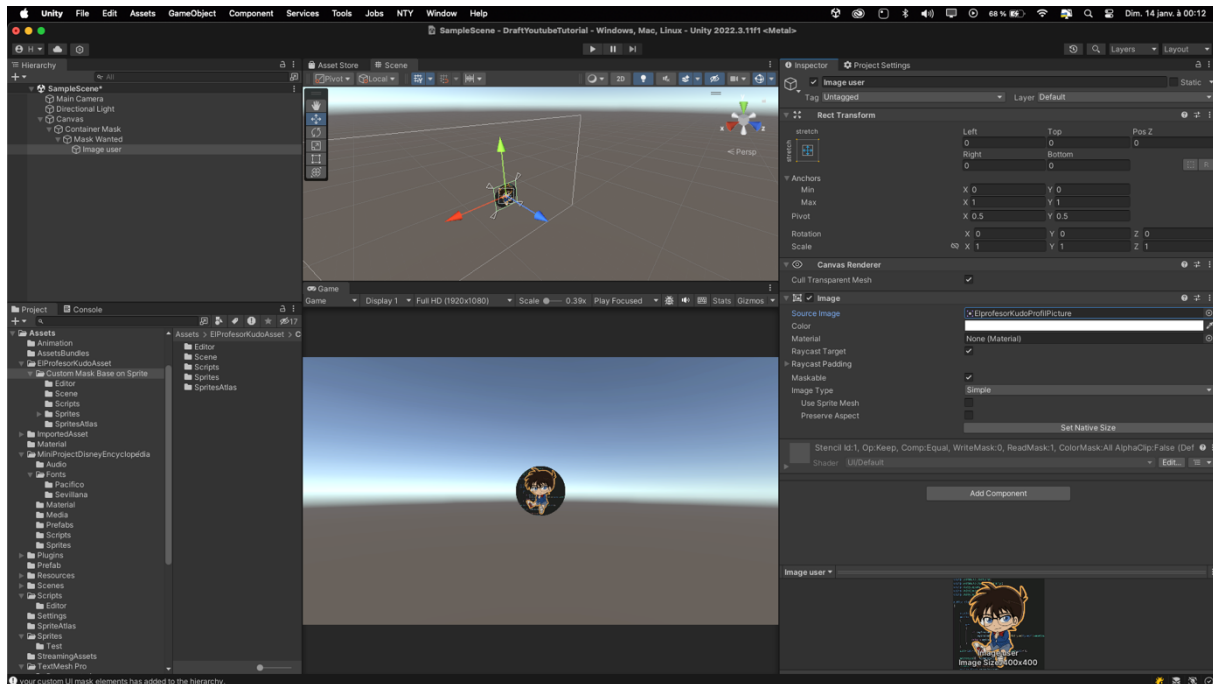


Click on it and it will create a canvas if you don't have one and it will create a custom Mask with image

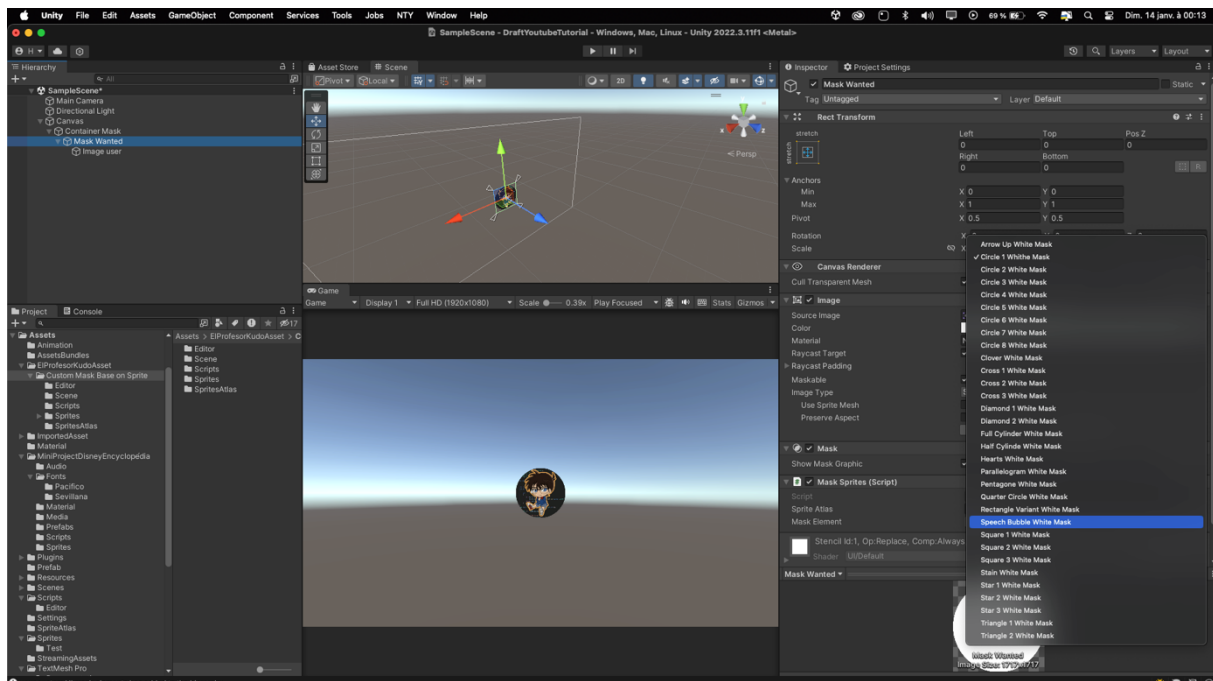


This object will have a container mask with basis size of 200\*200 , the mask you want to apply to you image and the image you want to use.

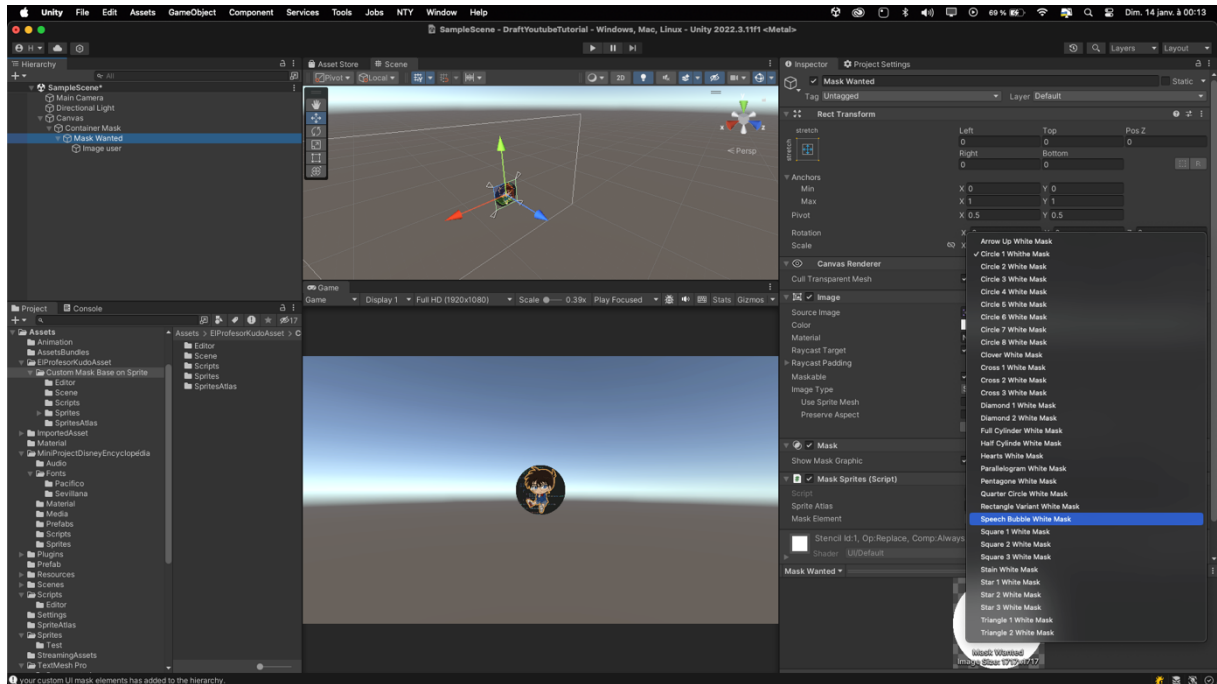
Drag and drop you image inside the image component of the Image User object, for the example I will use my profile picture



If you go to the object “Mask Wanted” and go the inspector you will see the script Mask Sprites, in this scripts you will see Mask Element that will allow you to choose the form you want for creating your mask.



Just select the one you want and the script will do the rest

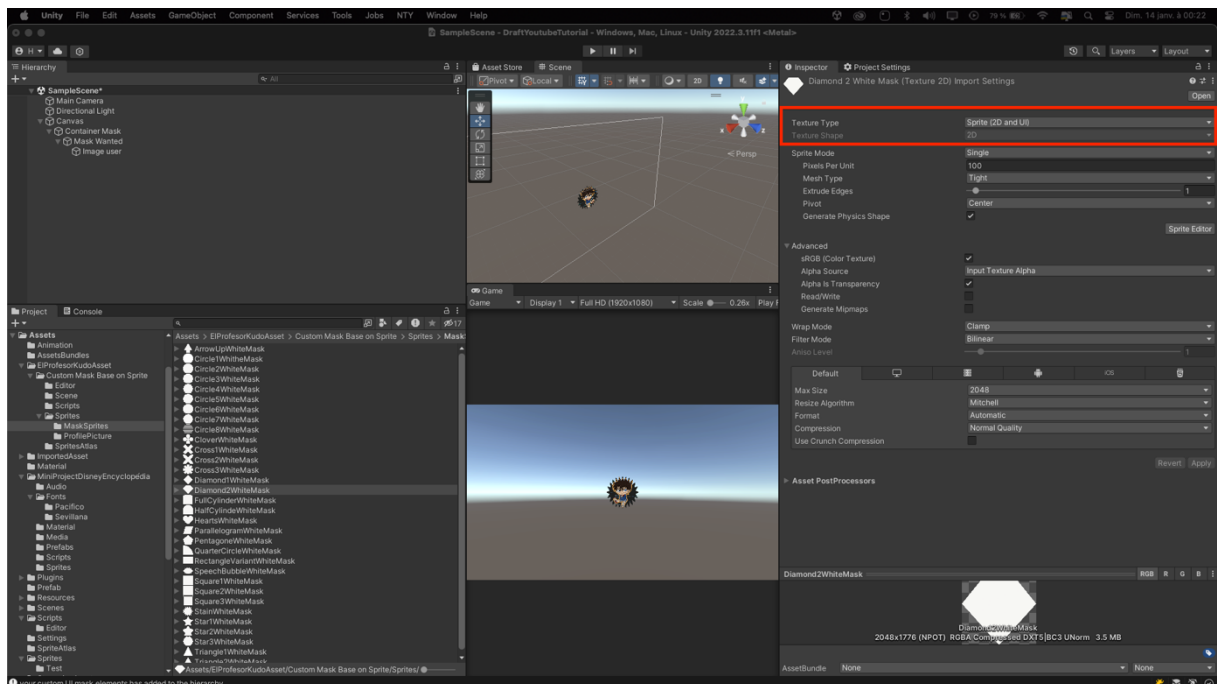


## HOW TO ADD NEW MASK?

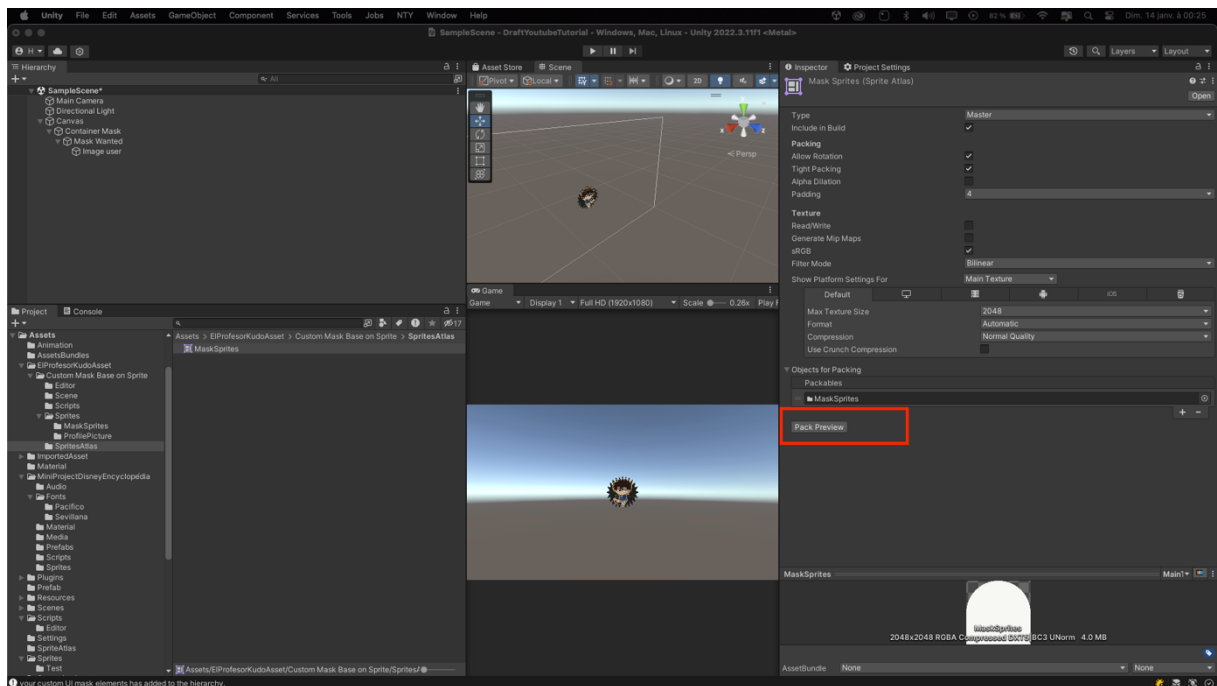
To be able to add new mask, first you will need new form you can draw it, download form other site, buy some... whatever the form you want.

So you got your sprite the next step ll be to drag and drop it inside the MaskSprites folder (Assets->ElProfessorKudoAsset->Custom Mask on Sprite ->Sprites ->MaskSprites)

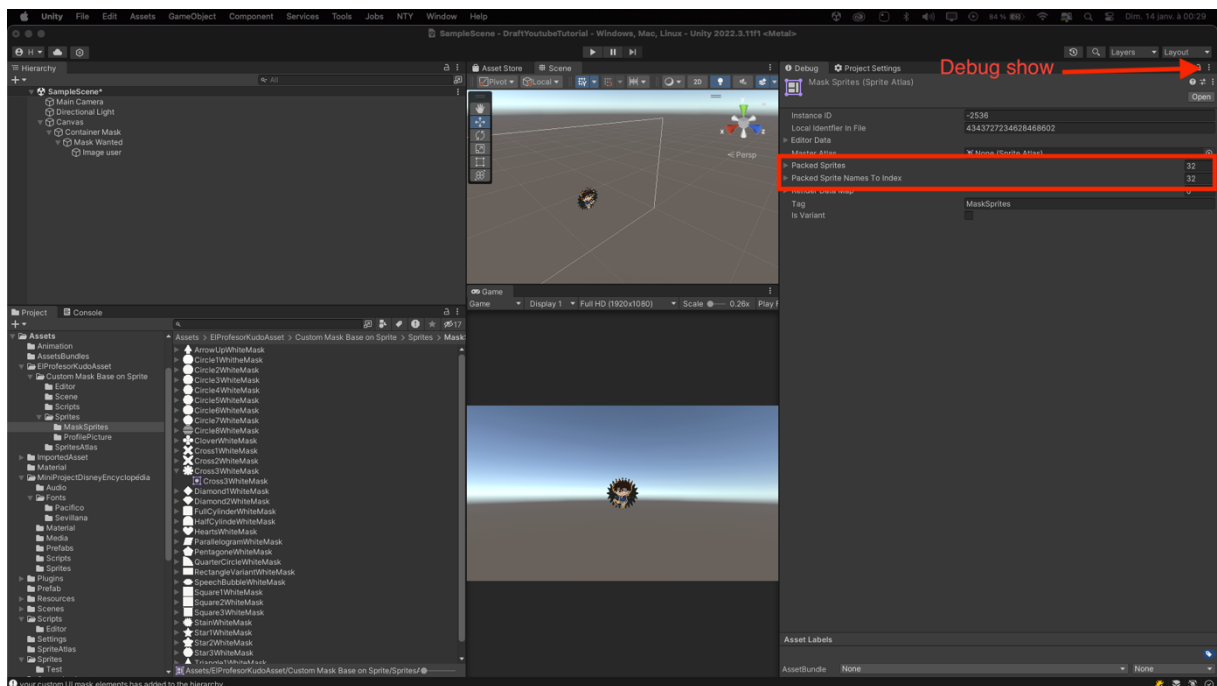
After drag and drop your spite insid ethe folder make sure your sprite is in texture type Sprites (2D and UI)



Now head back to MaskSprites (Assets->ElProfesorKudoAsset->Custom Mask on Sprite ->SpritesAtlas -> MaskSprites)  
And click on PackPreview



To make sure the package is correctly generate show the inspector on debug and make sure you get more than 32 packed Sprites ( I got basic of 32 sprites)



Open it and add in the enum the exact name of you picture you add, for example if your picture is name SuperSquare1 you need to add SuperSquare1 in the enum



<https://youtu.be/wHazJ3v7Wvs>