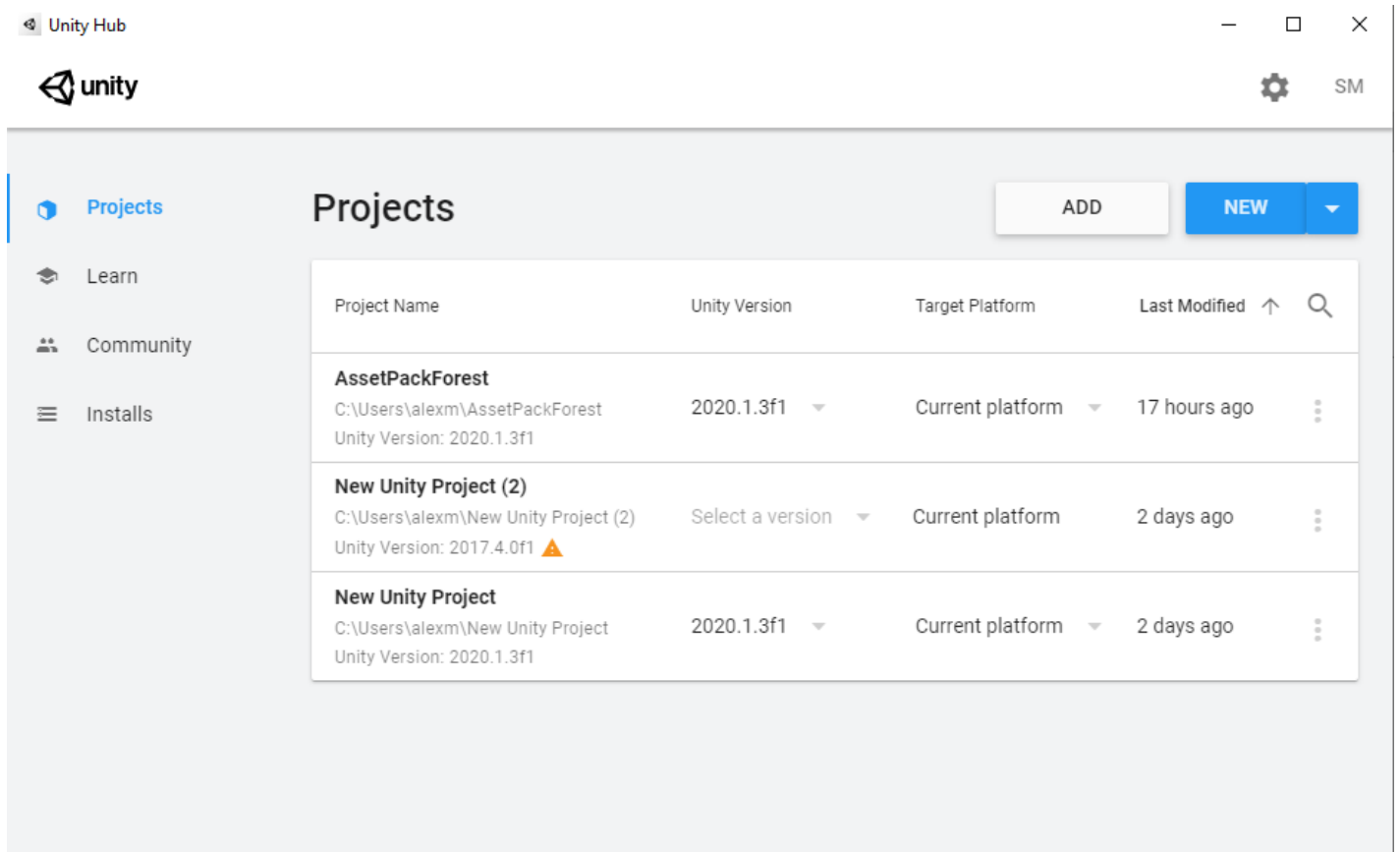


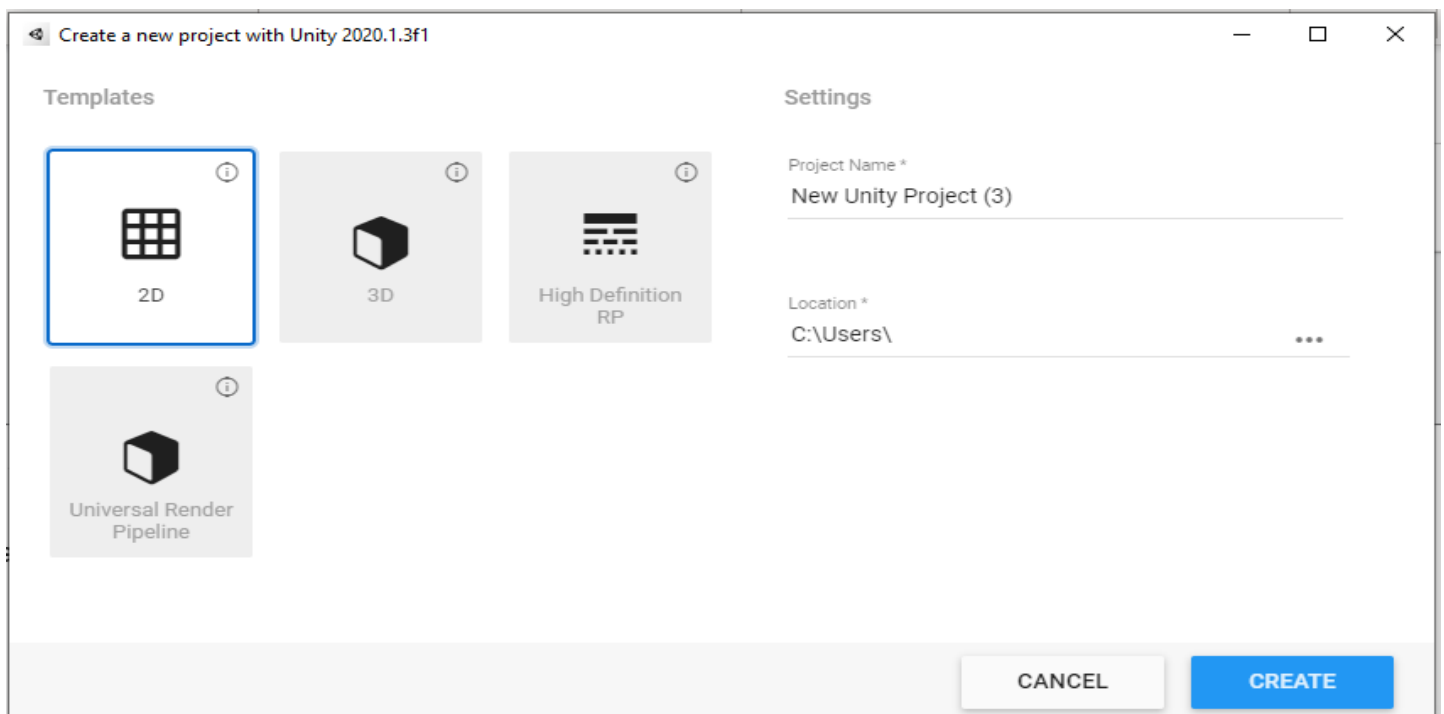
If you have not installed Unity already, get it for free here: <https://store.unity.com/#plans-individual>

Once everything is installed, open it up and you should be greeted with a project page like this:



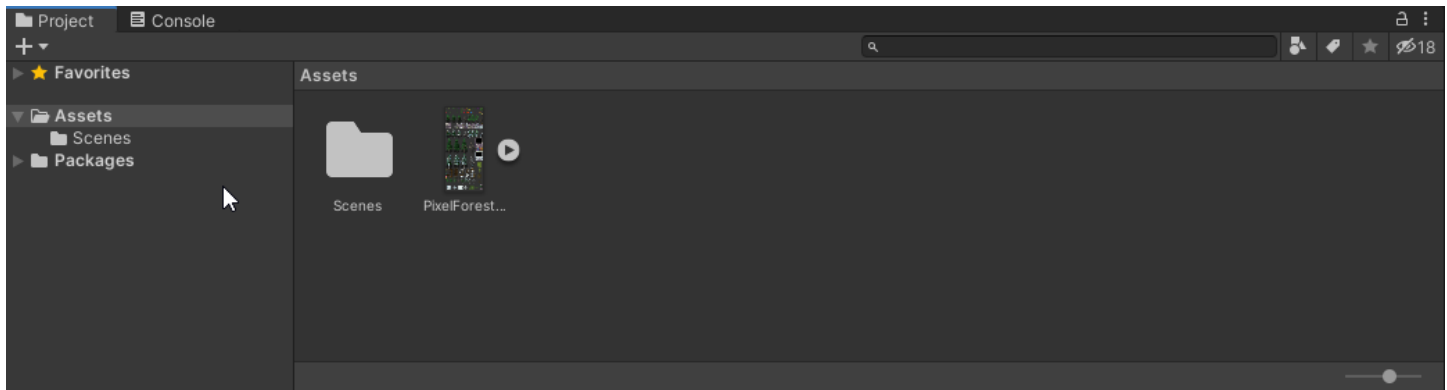
Note, this screen and other screenshots may look slightly different for you depending on which version of Unity you have installed, or your settings within Unity.

Start a new project by clicking the **NEW** button at the top right, which should take you to the following screen:



Select the “2D” Template, name your project and then click **CREATE** to start a new project.

Once inside Unity, drag and drop the PNG version of the file into the “Assets” folder in the **Project** tab, in the bottom left of the main window. It should look like this:



Click on the Asset icon, in this case “PixelForestPack”, which should open the **Inspector** on the right-hand side.

Adjust the following settings:

Set “**Sprite Mode**” from “**Single**” to “**Multiple**”

Set “**Pixels per unit**” from **100** to **32**

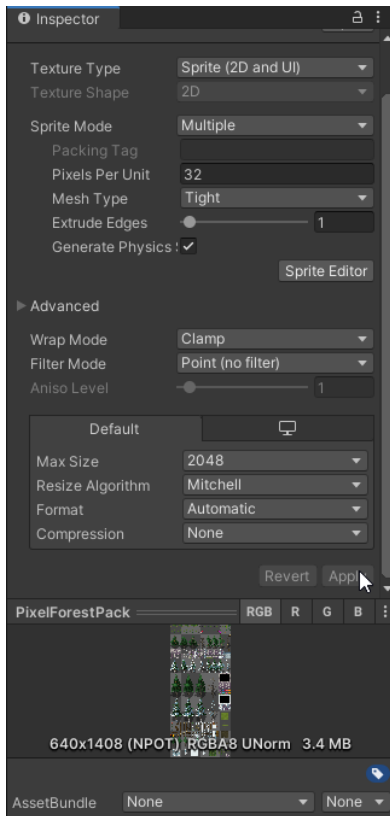
Under “**Advanced**”;

Set “**Filter Mode**” from “**Bilinear**” to “**Point (No filter)**”

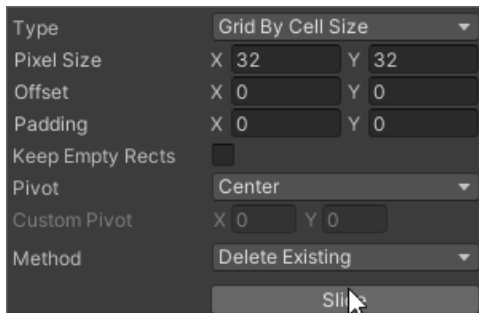
Set “**Compression**” from “**Normal Quality**” to “**None**”

Click “**Apply**”

It should look like this:

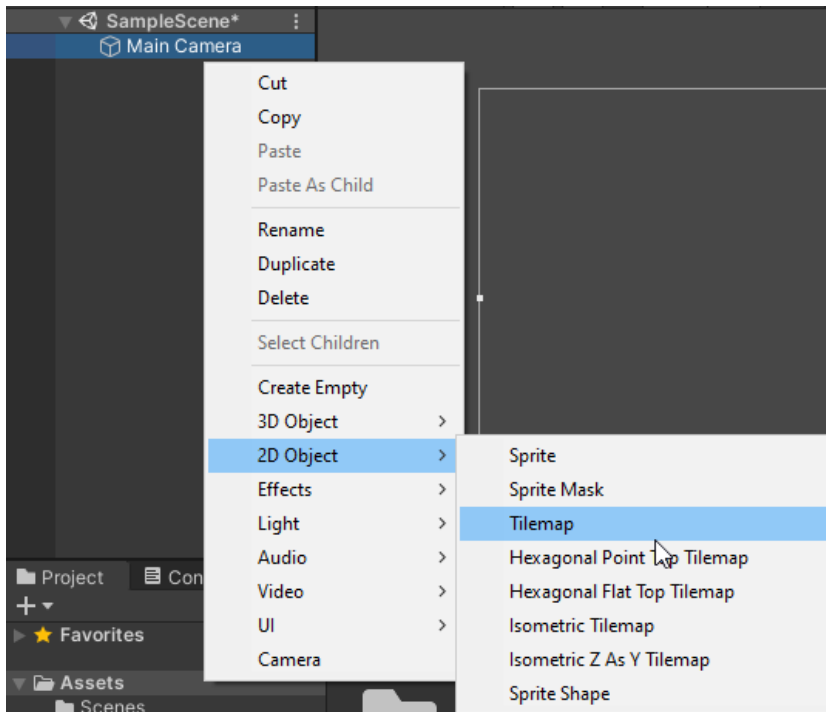


Select **Sprite Editor**, and **"Slice"**. Change **"Type"** from **"Automatic"** to **"Grid By Cell Size"**. Set **"Pixel Size"** X and Y to 32, and then click **"Slice"**

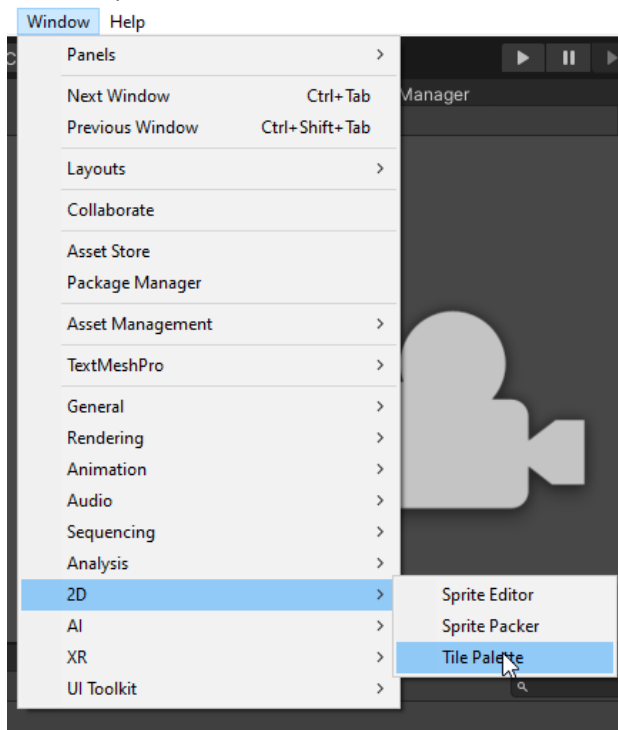


Now the Tileset is imported and ready to use. Let us learn how to make maps with them.

In the “**Hierarchy**” tab on the left, Right click on “**Main Camera**”, then “**2D Object**” then “**Tilemap**”.

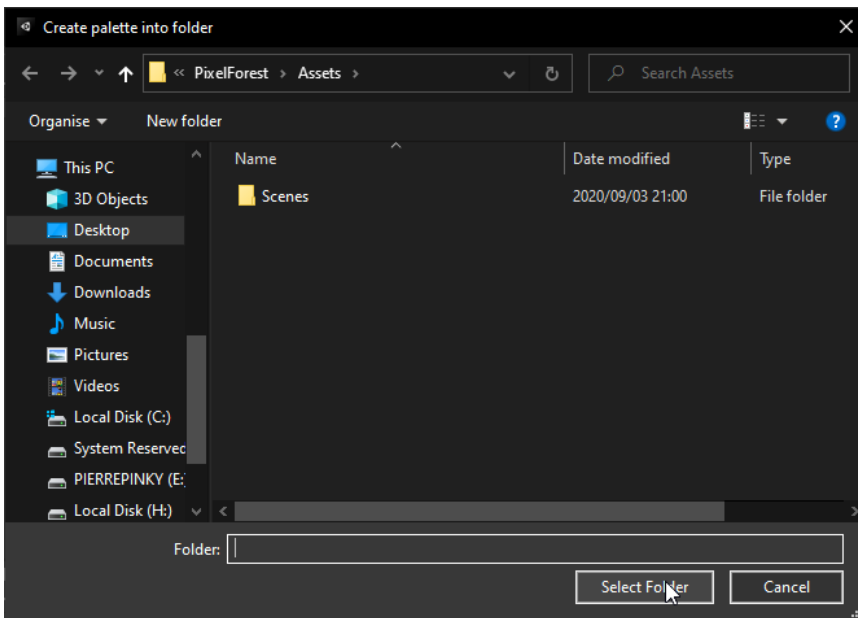


On the top row, click “**Window**”, “**2D**”, and then “**Tile Palette**”.



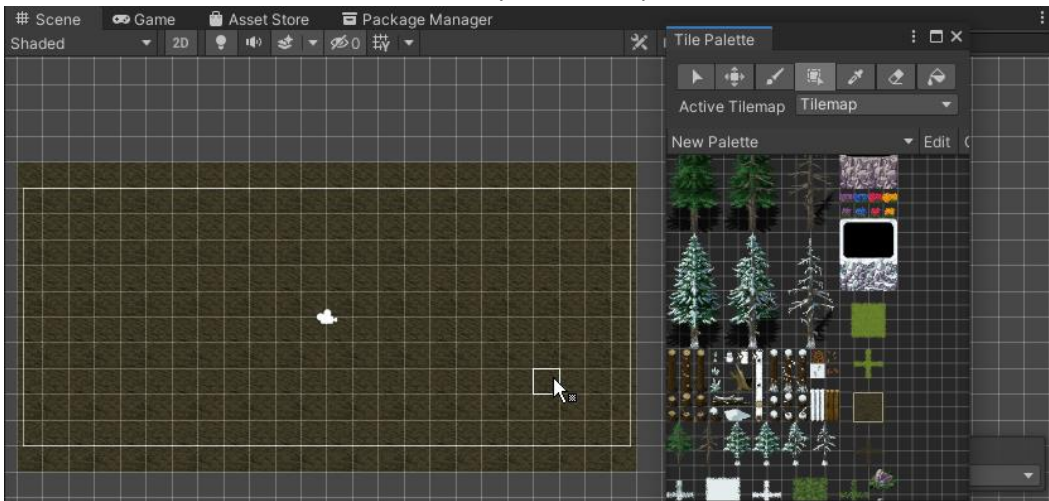
Drag the tab to the right-hand side to dock it.

Once in the Tile Palette, click “**Create New Palette**” and name it what you like, but be sure to remember the name. Click “**Select Folder**”

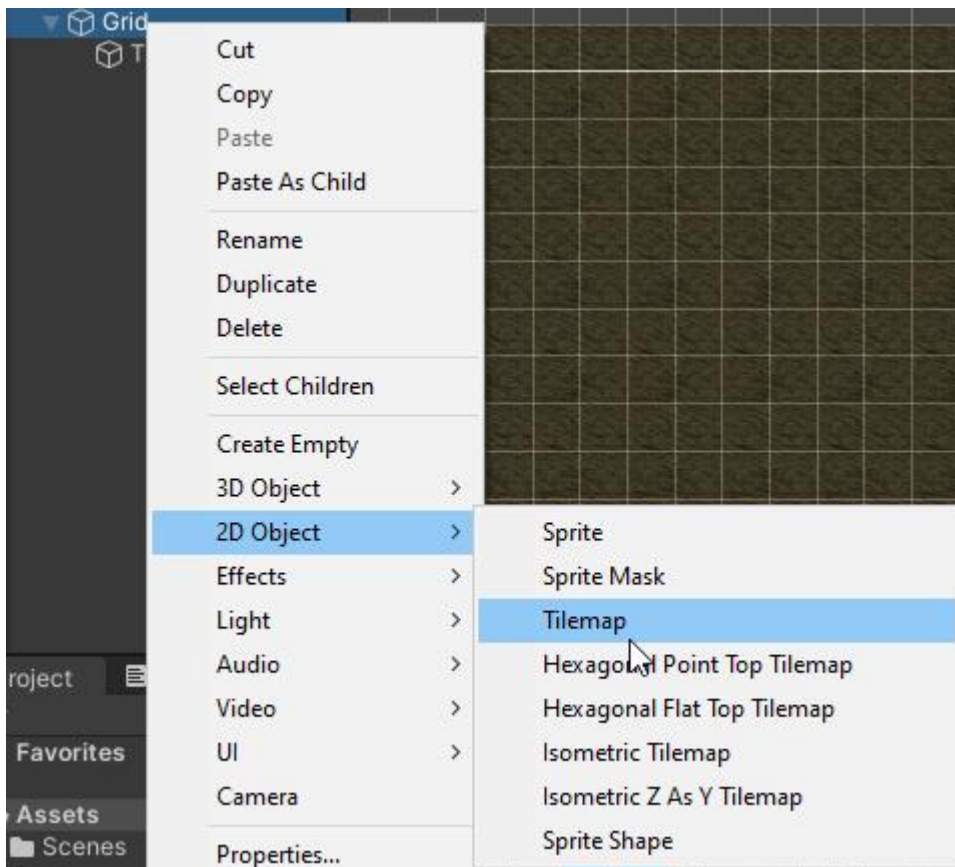


Drag the asset icon into the area marked, and click **“Select Folder”** again.

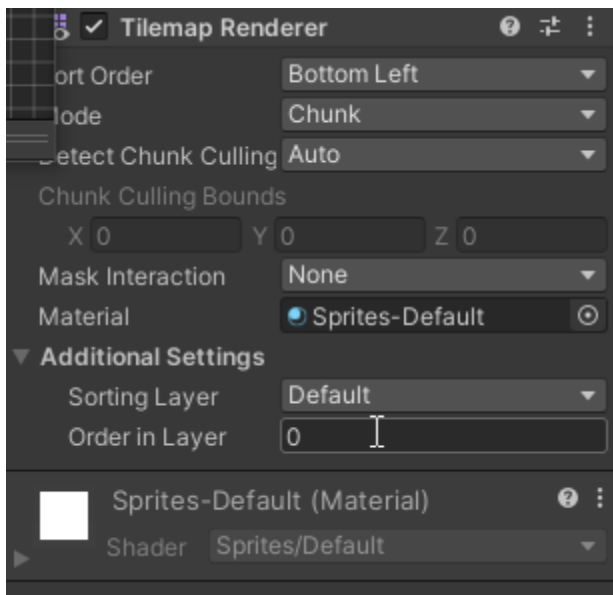
In the Palette Tab select whichever asset you wish to place in the scene.



To overlay different tiles, right click **“Grid”**, then click 2D Object, then Tilemap again.



In the **Tilemap Renderer**, set the “**Order in Layer**” to one higher than the layer you want to be beneath it. Higher ordered numbers are rendered above lower ordered ones.



Your only limit is your own creativity!

