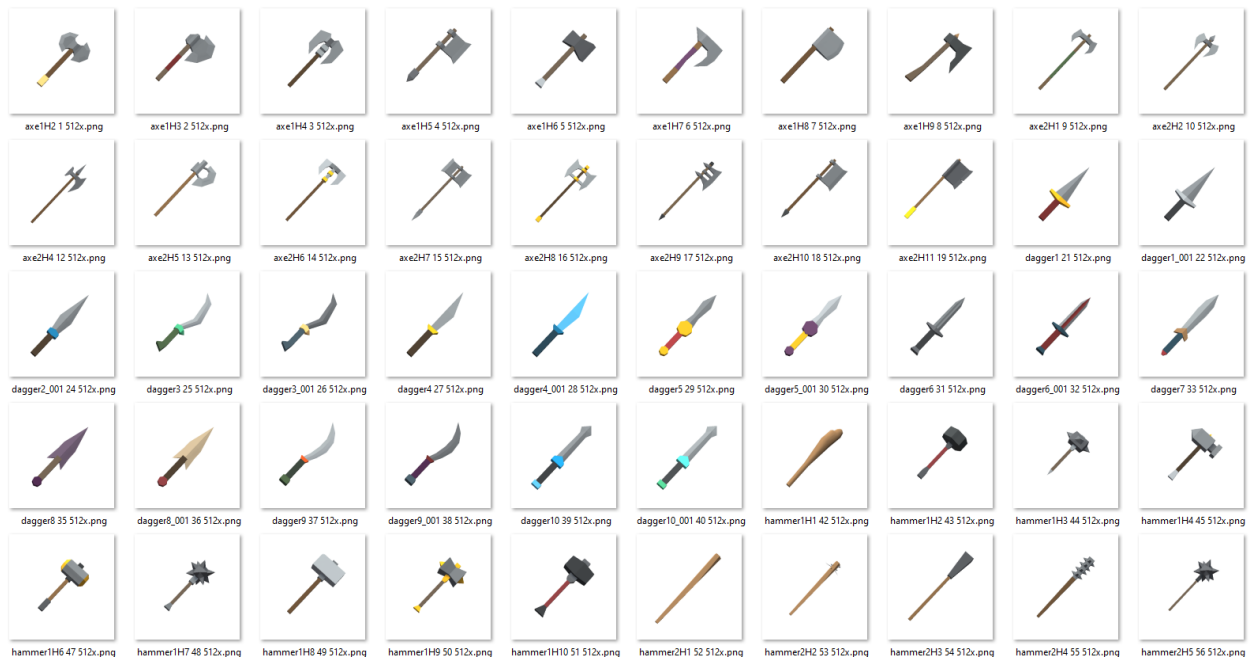


Icon creator documentation

Version 1.0



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What is Icon creator

Icon creator is a tool to help you save your time and create multiple icons of items and prefabs quick and easy! Simply open the Icon Creator scene, fill the list with the prefabs, hit the 'play button' and *voilà! A folder with all your ready to use icons will show up.*

Icon creator is a perfect tool If you have another asset that includes multiple 3D items and want to quickly create icons for these items.

Features

-Automatic mode: With one click, you can create multiple icons of multiple prefabs (need to have mesh renderer or skinned mesh renderer).

-Change materials: Do you have one mesh that can apply multiple materials? No problem, you can make icons of multiple materials with one mesh.

-Manual mode: Easy and quick to create custom icons by rotating the prefab and changing the FOV of the camera.

-Support transparency: Easy replace your skybox with a transparent background!
Multiple resolutions.

-Dynamic fov: Automatically calculates the best Camera field of view to best fit your prefab into the icon .

-Centered prefabs: Automatically center the prefab into the icon based in it's mesh center.

-Easy to use: The asset has in-component ordered instructions to make it easier to use. Also it logs anything that is badly configured.

-UI Help: Has an optional canvas that helps you create the icons.

-Works with a built-in, URP pipeline.

-Post-processing: Create icons with post processing with the URP (post-processing + transparency is not yet supported)

-Detailed documentation.

Quick start

You quickly create your icons using the ready-to-use scenes: Prefab Icon Creator or Materials Icon Creator.

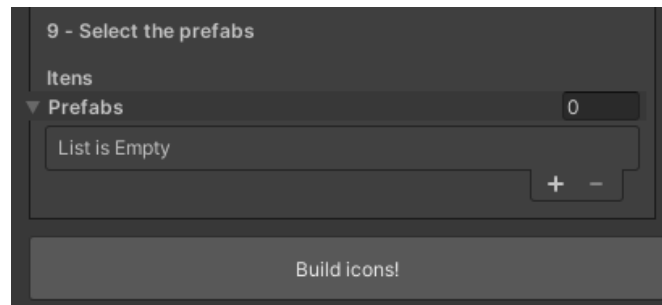
Materials Icon Creator scene: If you have one mesh or prefab that supports multiple materials use this scene.

Prefab Icon Creator scene: If you have multiple 3D prefabs, use this scene.

Do not forget to change the icon resolution in game view!

Prefab Icon Creator scene

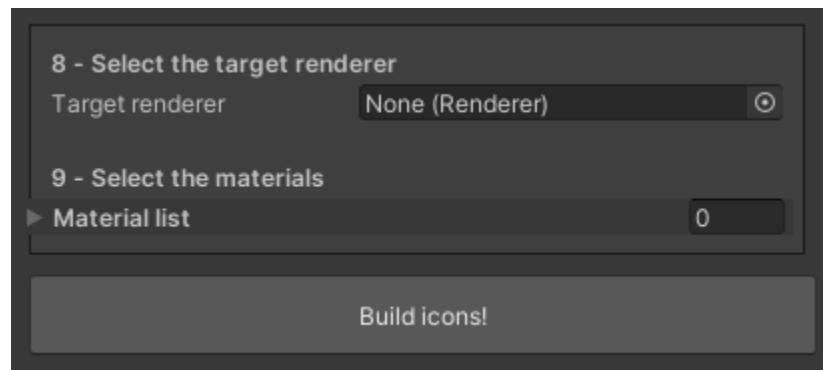
- 1- Open 'Icon creator Camera' object
- 2- In the inspector, go to the 'Prefab icon creator' component
- 3- Fill the list with all your prefabs



- 4 - Hit the 'play' button and then 'Build icons!' button.
- 5 - Wait and a folder with all your icons will show up.

Materials Icon Creator scene

- 1- Open 'Icon creator Camera' object
- 2- Place your object that will receive the materials in the scene.
- 3- In the inspector, go to the 'Material icon creator' component
- 4- Assign the target renderer (your placed object) and the materials

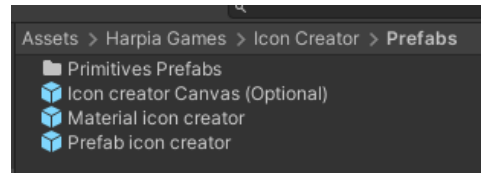


- 5 - Hit the 'play' button and then 'Build icons!' button.
- 6 - Wait and a folder with all your icons will show up.

Complete guide

First of all, you need to choose one of the prefabs located in Hapia Games > Icon creator > Prefabs

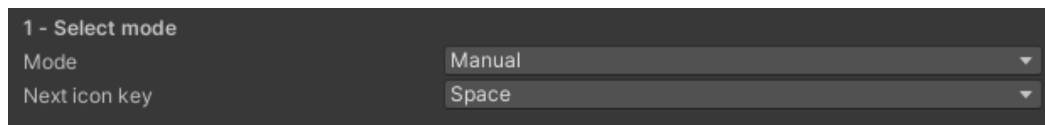
- Material icon creator: Create multiple icon of multiple materials with one mesh
- Prefab icon creator: Create multiple icons of multiple prefabs .
- Icon creator Canvas (Optional): Helps you create the icons.



Drag it to your scene and open the inspector, now you can configure it.

1- Select the mode:

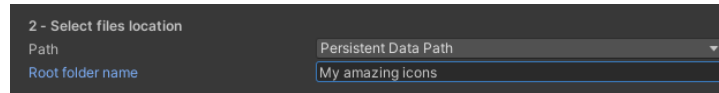
- Automatic: Automatic places the prefab and makes the icon.
- Manual: : Automatic places the prefab, then you can rotate it and change the camera's FOV with the mouse scroll. When you find the perfect angle and fov, press the 'Next icon key' (Default space bar) and it makes the icon. Repeat the process for every icon.



2- Select the path

-Select where you want to save the icons

Note: Project folder recommended.



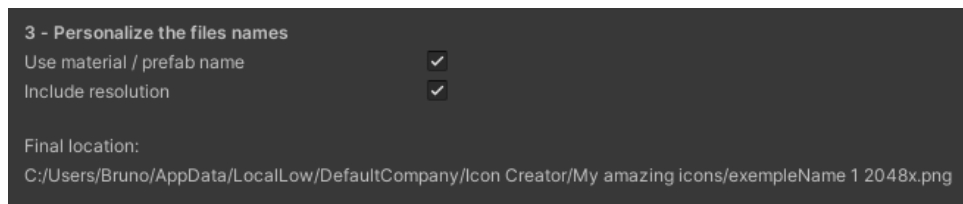
2 - Select files location

Path: Persistent Data Path

Root folder name: My amazing icons

3 - Select the icons name

- Use material / prefab name: Auto name the icons with the prefab or material name. Recommended.
- Include resolution: Includes the resolution into the icon file name.
- Icon file name: if you want to custom name your icons files, you can use this field as a default name.
- Final location: A sample of your icons final path.



3 - Personalize the files names

Use material / prefab name ☒

Include resolution ☒

Final location:
C:/Users/Bruno/AppData/LocalLow/DefaultCompany/Icon Creator/My amazing icons/exempleName 1 2048x.png

4 - Transparency

Use transparency: do you want your icon with transparency? It removes the skybox and makes it transparent.

Note: transparency + post processing is not yet supported.

4 - Transparency settings

Use transparency



5 - Camera settings:

-Dynamic FOV: Automatically calculates the best Camera field of view to best fit your prefab into the icon .

- Icon padding: Only with dynamic fov active. Adds some value to the camera's fov and creates an effect that looks like a padding.

- Look at the mesh center: Automatically center the prefab into the icon based in it's mesh center.

5 - Camera settings

Dynamic fov

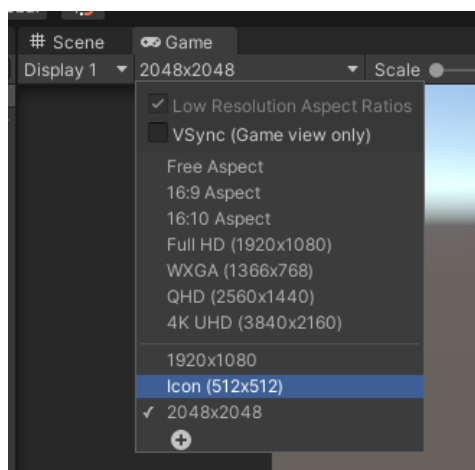


Look at mesh center



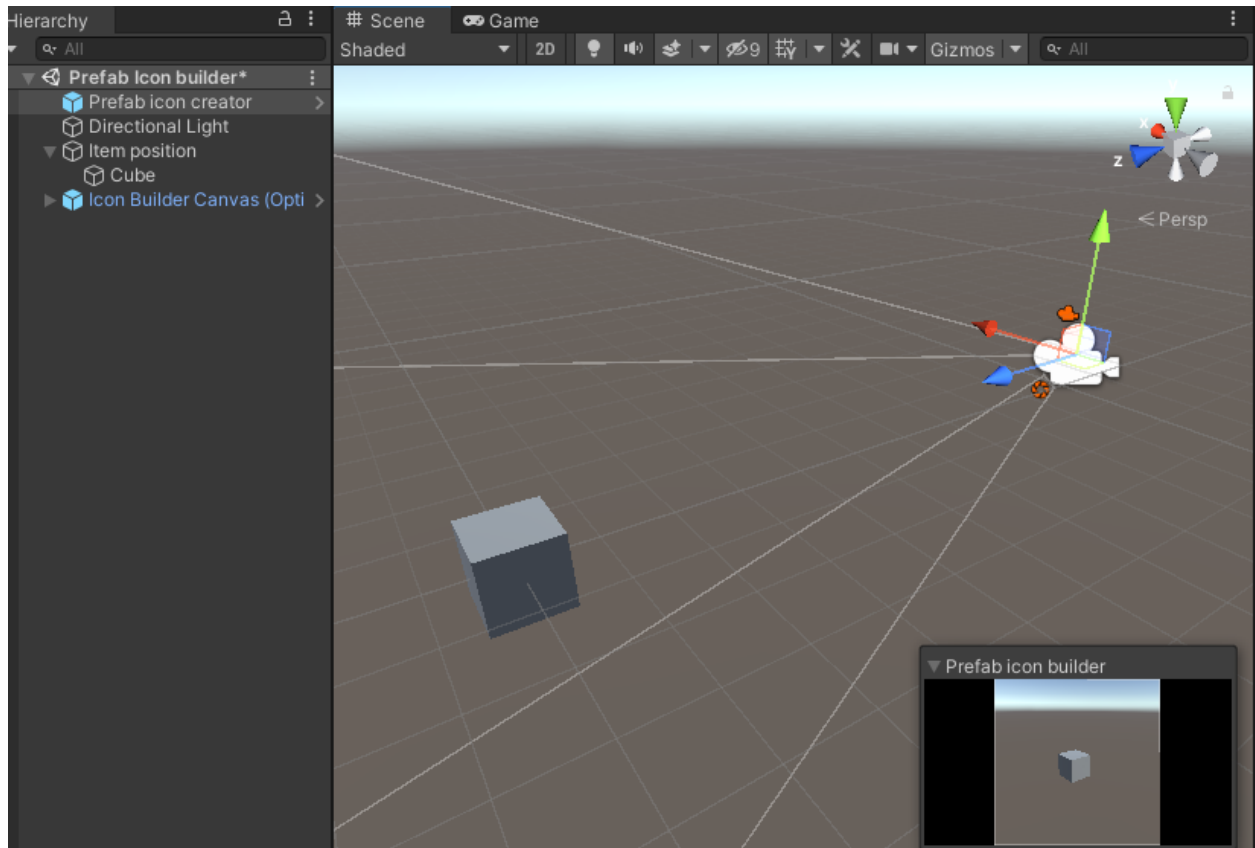
6 - Check your resolution

In order to change the icon resolution, you can choose it in Unity's game window.



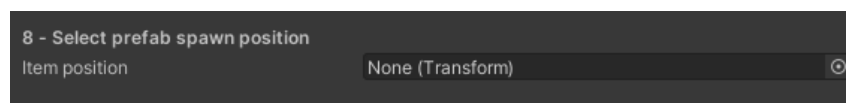
7 - Position your camera

- Place the icon creator prefab in the desired position
- Tip: Use Ctrl + Shift + F to align it with the view



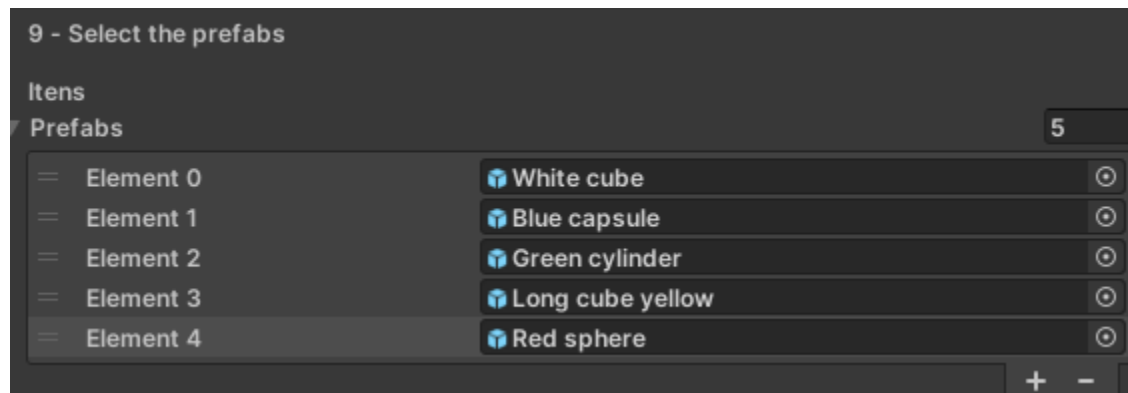
8 - (Prefab icon creator) - Select the prefab spawn position.

Select the prefab spawn position. this is where all your prefabs will spawn and appear.



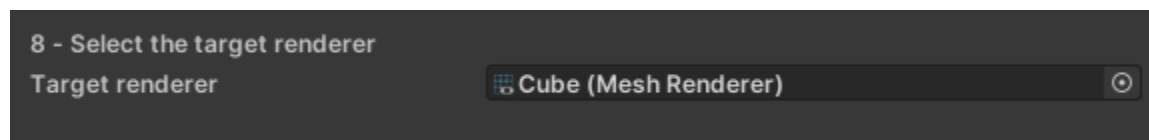
9 - (Prefab icon creator) - Select the prefabs you want to make icons

Attention: the prefabs must have a mesh renderer



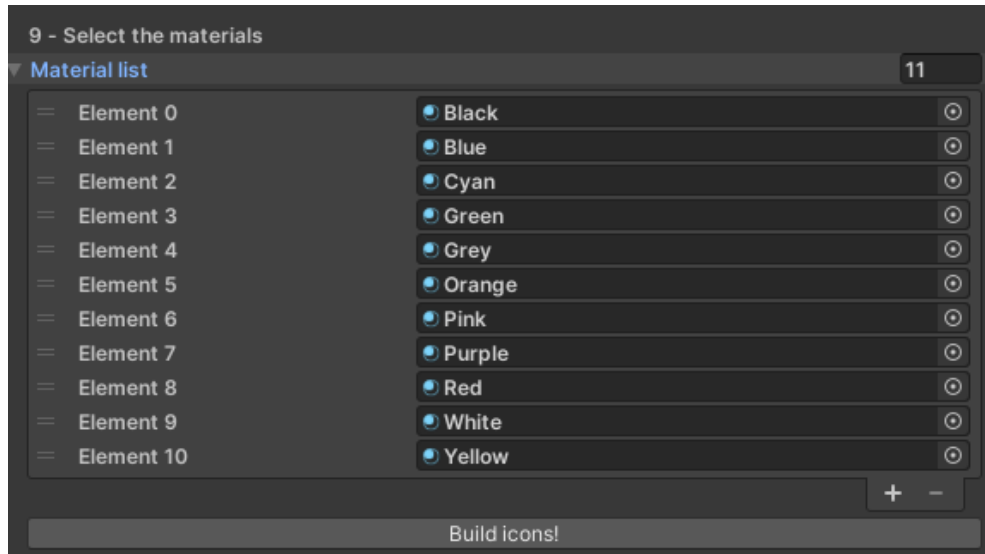
8 - (Material icon creator) Select the target renderer

This is the renderer that will receive all the materials to make icons

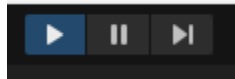


9 - (Material icon creator) Select the materials

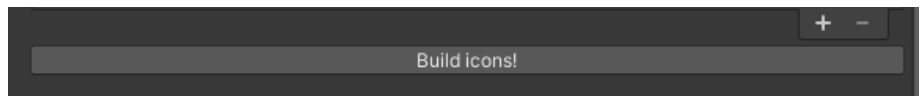
Select the materials you want to make icons



10 - Enter the play mode



11 - Click "Build icons"



At the end, it will automatically open the folder with your icons!

Future upgrades

- Support for 2D items icons.
- Improvements to animated prefabs.
- Icons with post processing and transparent backgrounds

About

Access this documentation Online:

https://docs.google.com/document/d/1O7FnBUAFJEZwadJSbIgf5peQOi2QJfD_77_FMJ_i8g/edit?usp=sharing

Support email: harpiagamesstudio@gmail.com

Demonstrative items:

Low poly weapons pack by Polysoft3D

<https://assetstore.unity.com/packages/3d/props/weapons/lowpoly-weapons-pack-121433>

Thanks for using icon creator