

# Read Me & Introduction

Thank you for purchasing!

If you ever have any questions/issues/etc, then feel free to e-mail me at: [carlos.wilkes@gmail.com](mailto:carlos.wilkes@gmail.com)

You can also post on the forum thread here: <http://forum.unity3d.com/threads/248661/>

You can also check out the YouTube channel here: <http://youtube.com/CarlosWilkes>

You can also follow my twitter: @CarlosWilkes

## Step 1 - Make a Sprite

To make a sprite in Unity, simply drag and drop a texture file (e.g. Asteroid.png) into your Assets folder.

Select your newly imported texture, and change the **Texture Type** setting to **Sprite**.

Hit **Apply**, and your texture should now be a sprite.

## Step 2 - Add Your Sprite to the Scene

Once you've made a sprite in the Project window, simply drag and drop it into the **Scene** window, or **Hierarchy** window.

You should now see a GameObject with a **Transform** and **Sprite Renderer** component.

## Step 3 - Make it Destructible!

Simply open the context menu (gear icon) on your **Sprite Renderer** component, and select **Make Destructible (Preset: Dynamic Splittable)**.

## Step 4 - Blow Stuff Up!

Select your **Main Camera** and add the **Destructible 2D/D2D Click To Spawn** component, and choose the 'Red Explosion' prefab that comes with D2D. Now if you hit play, you should be able to click to blow up your destructible sprite!

NOTE: Your camera's **Projection** setting must be set to **Orthographic** for Destructible 2D to work as expected.

For more advanced ways to blow stuff up, take a look at the example scenes.