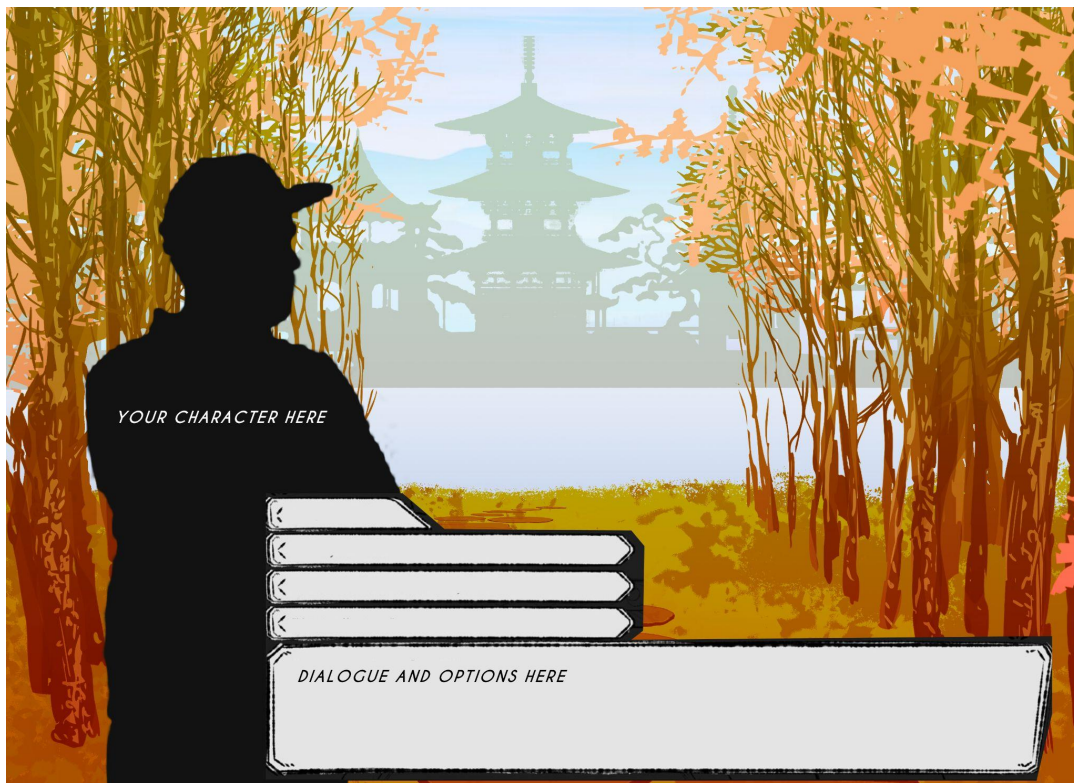


Hello and thank you for purchasing my 2D Environments Pack!

This package includes 30 backgrounds, 13 of which are different original scenarios and 17 are color/mood/hour/lightning variations.

150ppp and 6875x5000.

You can use them for any project you want, but based on format and resolution, I recommend using them as background for visual novels, cinematics, mood-setting and introducing locations or as loading screens, as seen below:





To use 2D backgrounds in Unity, follow these instructions:

1. Open Unity: Launch the Unity editor and create a new project or open an existing one.
2. Import assets: Import these assets into your Unity project by either dragging and dropping them into the Unity project window or using the "Import New Asset" option from the "Assets" menu.
3. Create a new scene: Right-click in the "Project" window, select "Create," and choose "Scene" to create a new scene for your 2D background.
4. Set up the camera: If you haven't already, add a camera to the scene by navigating to "GameObject" → "2D Object" → "Camera." Adjust the camera's position and settings to fit your desired view of the background.
5. Create a background object: Right-click in the "Hierarchy" window, select "Create Empty," and name it something like "Background." This object will serve as the parent for your background elements.
6. Add a sprite renderer component: Select the "Background" object in the "Hierarchy" window. In the "Inspector" window, click the "Add Component" button, search for "Sprite Renderer," and add it to the object. This component allows you to render 2D sprites.
7. Assign a sprite: In the "Inspector" window, click the small circle next to the "Sprite Renderer" component's "Sprite" field. Choose the 2D background asset you imported earlier. The sprite will now be displayed on the "Background" object.
8. Position and scale the background: Adjust the position and scale of the "Background" object to fit your scene. You can do this by manipulating the transform values in the "Inspector" window or by dragging the object in the Scene view.

9. Additional background elements: If you have multiple background elements or layers, you can repeat steps 5 to 8 for each element. Create child objects under the "Background" object, assign different sprites to their respective "Sprite Renderer" components, and adjust their positions and scales.
10. Order the background layers: By default, Unity renders objects based on their position in the "Hierarchy" window. To achieve the desired layering effect, make sure the background layers are ordered correctly. Higher objects in the "Hierarchy" will appear behind lower objects. Use the up and down arrows in the "Hierarchy" window or drag the objects to reorder them accordingly.

That's it! Repeat these steps for additional scenes or backgrounds as needed.