

Icon Maker Pro - User Documentation

Overview

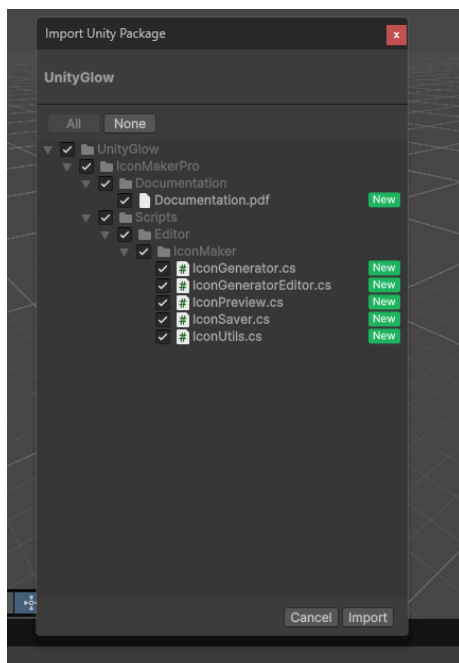
Icon Maker Pro is a powerful tool designed to help users create custom icons for their games or applications. With a variety of customizable settings, users can generate high-quality icons from 3D models or textures, adjust the background, and fine-tune rotation, size, and other details to suit their needs.

1. Getting Started

1.1 Installation

To use Icon Maker Pro, ensure that it is installed and integrated into your Unity project. If it's not already included in your project, follow these steps:

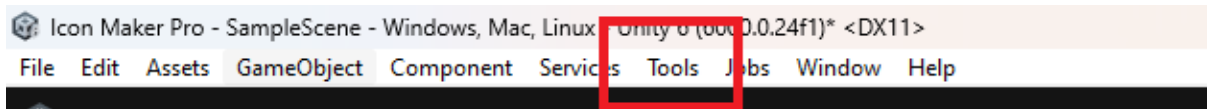
Download and import the Icon Maker Pro package from the asset store or a provided link.



Drag and drop the Icon Maker Pro into your Unity project's folder structure.

1.2 Accessing the Tool

Once the installation is complete, navigate to Tools in the top menu bar and select Icon Maker Pro from the dropdown list to open the tool window.

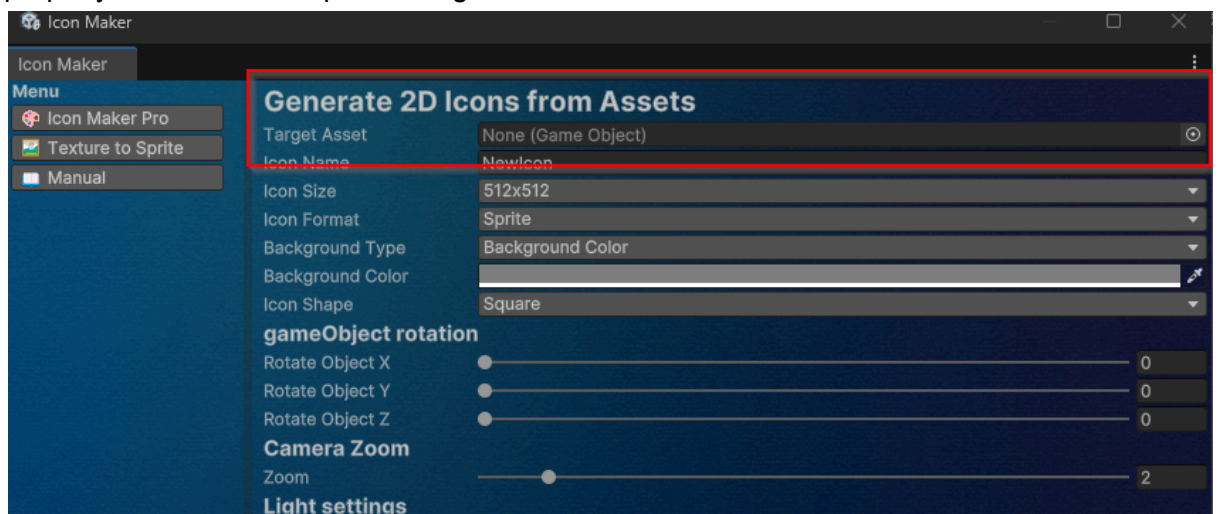


2. Main Settings

2.1 Select Game Object

The first step is to select the GameObject you want to create an icon for:

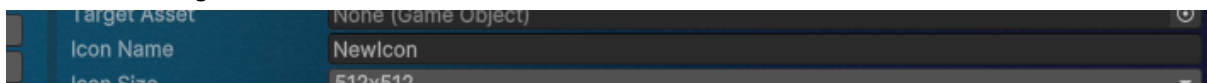
- Select or drag and drop a GameObject from your scene into the GameObject Field.
- This object will be used to generate the icon. Make sure the object is visible and properly oriented before proceeding.



2.2 Icon Name

Enter a unique Icon Name for the generated icon. This name will help you identify and organize your icons after they are generated.

- Tip: Use descriptive names related to the object or its function for easier management.

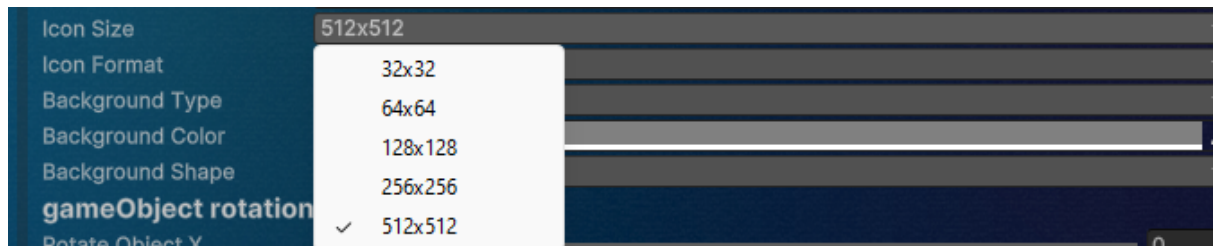


3. Icon Customization

3.1 Icon Size

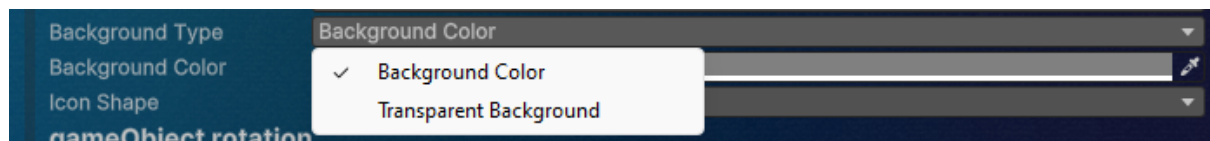
Icon Maker Pro allows you to select the size of your icon. Available sizes range from 32x32 to 512x512.

- Recommended size: For most detailed work, select the 512x512

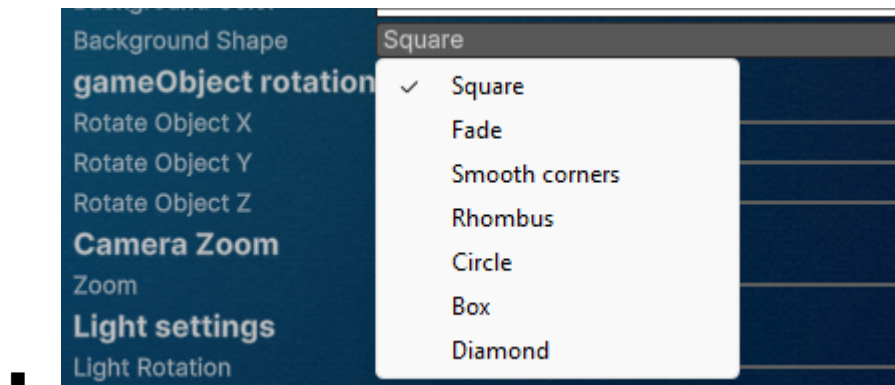


3.2 Background Options

You can choose between different background types:



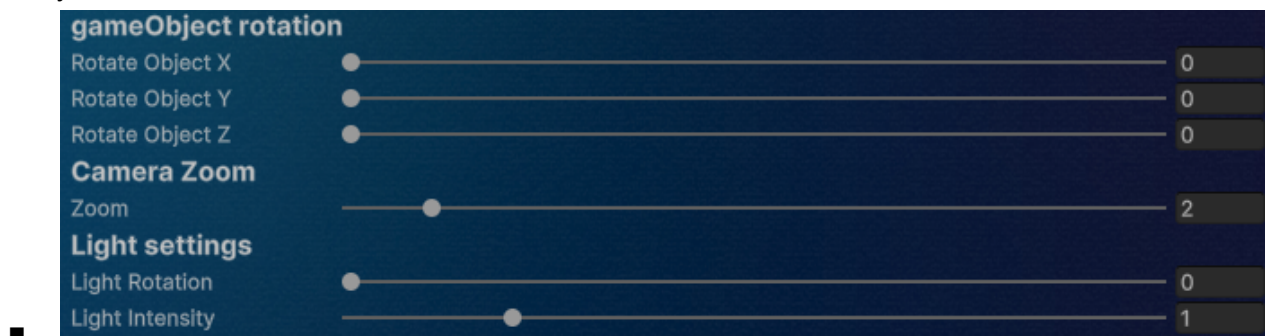
- Transparent Background: No background color, useful if you want the icon to blend into a UI with dynamic background colors.
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- Colored Background: Select a background color for your icon. You can also choose the shape of the background:
 - Square
 - Circle
 - Smooth Corners
 - Rhombus
 - Circle
 - Box
 - Diamond



3.3 Rotation and Camera Controls

Icon Maker Pro provides full control over the rotation of the GameObject and camera:

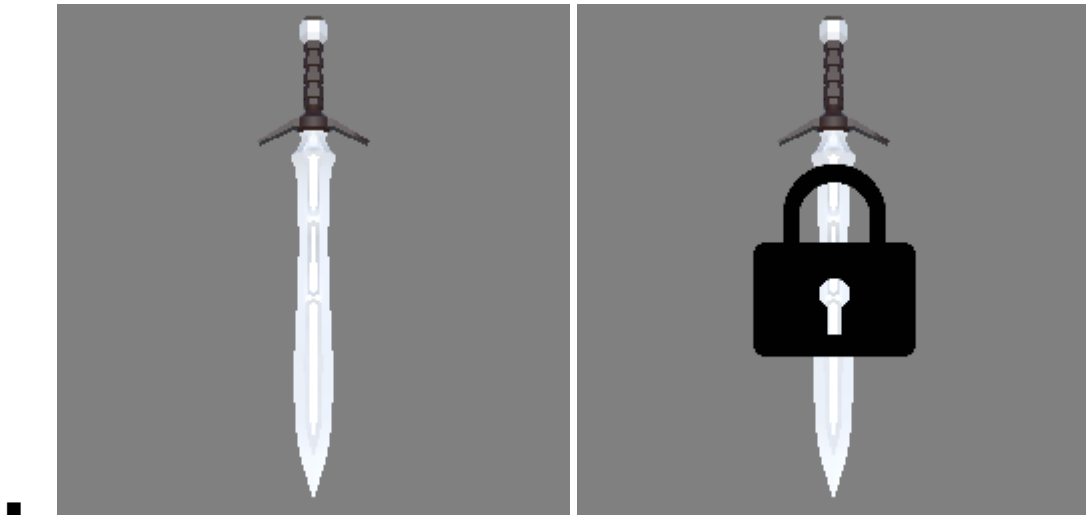
- Rotation: Adjust the XYZ sliders to rotate the object to the desired angle.
- Zoom: Use the camera zoom control to zoom in or out to get a closer or wider view of the GameObject.
- Light Settings: Adjust the light's rotation and intensity for better lighting effects on your icon.



3.4 Overlay Options

An overlay option allows you to add custom elements like:

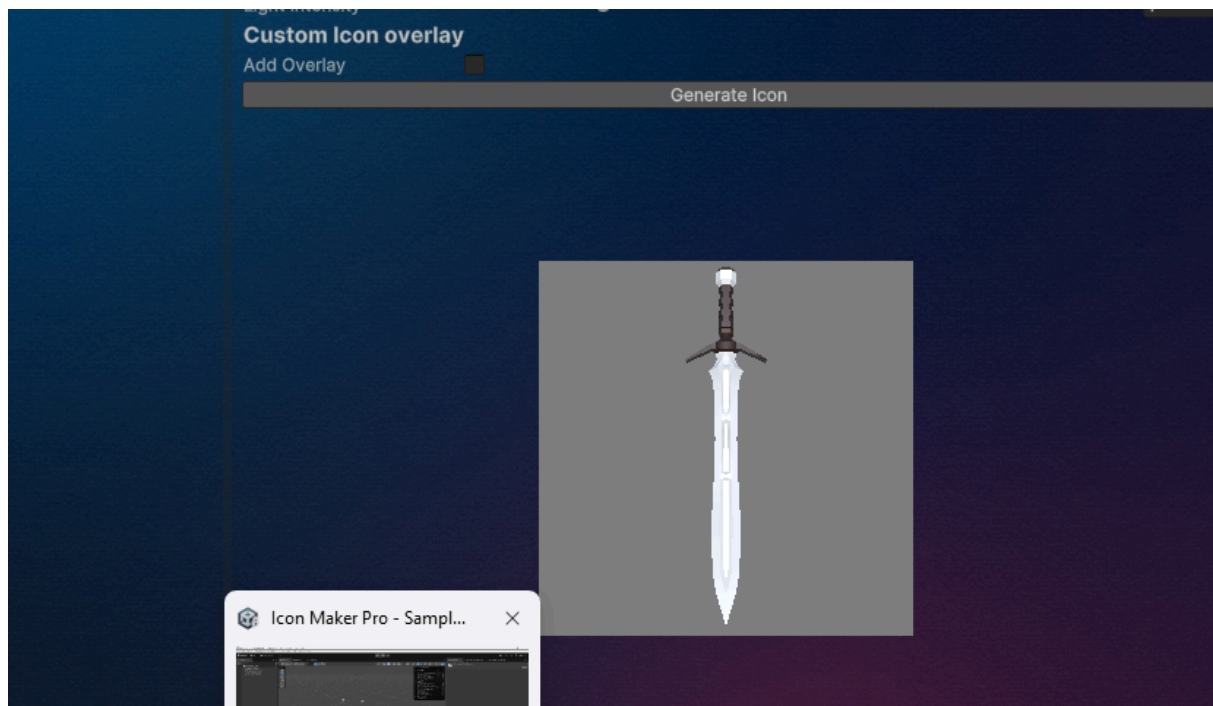
- Lock Icon: Display a lock icon on top of the generated icon.
- Custom Sprite: Add a sprite with text overlay.



4. Preview and Generation

4.1 Preview Window

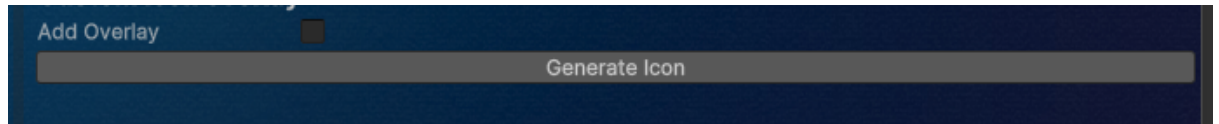
Once all the settings are configured, the Preview Window will display the GameObject as it would appear in the icon. The icon preview will scale according to the selected icon size, and all adjustments made in the Rotation, Zoom, and Light controls will be reflected in the preview.



4.2 Generate Icon

When you're satisfied with your settings and preview:

- Click the Generate button to create your icon.
- The generated icon will be saved in the designated folder with the name you provided.



4.3 Tips & Best Practices

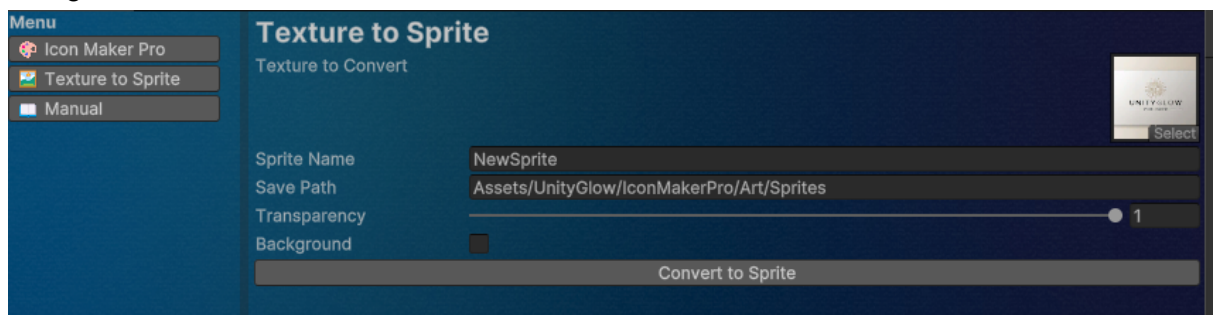
- Size: Always use 512x512 for detailed icons to prevent pixelation.
- Background Shape: Experiment with different background shapes to achieve the best aesthetic match for your UI.
- Lighting: Adjust light intensity and rotation to enhance the object's appearance in the generated icon.

5. Texture to Sprite Conversion

5.1 Convert Texture

Icon Maker Pro also includes a feature to convert textures into sprites:

1. Select Texture: Drag and drop the texture (JPG, PNG) you want to convert into the Texture to Convert field.
2. Sprite Name: Enter a name for the sprite.
3. Save Path: Specify the directory where the sprite will be saved.
4. Transparency Adjustment: Use the slider to adjust the transparency of the texture.
5. Background Option: Choose whether the texture is intended to be used as a background.



6.

Click Convert to Sprite to process and save the texture as a sprite.

6. Advanced Settings

6.1 Custom Texture Import Settings

Icon Maker Pro automatically applies the correct settings for textures:

- Compression: Set to Uncompressed for maximum quality.
- Alpha Transparency: Ensures the texture uses alpha transparency.
- Sprite Import Mode: For textures meant to be sprites, the mode will be set to Single.

7. Manual & Support

7.1 Accessing the Manual

You can access the Icon Maker Pro Manual at any time:

- Click on the Manual button within the Icon Maker Pro window for a comprehensive guide to all features and options.
- This guide provides a step-by-step tutorial for beginners, as well as advanced tips for experienced users.

7.2 Contact Support

For any issues or additional questions, visit the support page or contact the development team on arcanecanvasstudios@gmail.com .

Conclusion

Icon Maker Pro is an intuitive tool designed to streamline the process of creating custom icons for your Unity project. By adjusting settings like icon size, background, and rotation, you can easily generate high-quality icons with minimal effort. Whether you're creating icons from 3D models or converting textures into sprites, Icon Maker Pro provides all the tools you need in one package.