Pixel Art Backgrounds
by CraftPix with the partnership of [Krawper](#)

First of all, thank you for downloading this asset !

No other packages, apart from those installed by default by Unity, are required to make this asset work correctly. However, it is recommended to have an up-to-date or recent version of Unity.

How to use it

To begin, if you haven't already done so, right-click on your .zip file and select "Extract All". Drag or copy the main folder into your existing Unity project to import all the necessary resources. Go to the **Scenes** folder and select a scene to try it out !

Player

When play mode is enabled, use the **Arrow keys** on your keyboard to move the player forward. Press the **Space key** to jump. You can change the **Speed** and the **Jump force** in the inspector.

You can also enable **Endless Move** so that the player moves right indefinitely.

If you activate **Fly Mode**, the player will no longer be subject to gravity and you will also be able to move him on the vertical axis with the **Arrow keys**.

Main Camera

In some scenes the camera can only follow the player on the horizontal axis, so it is not recommended to unlock the **LockVerticalAxis** and **LockCameraSize** variables in the MainCamera inspector.

But, if this is the case with your asset, some scenes have an "infinite sky", so the camera can follow the player on the vertical axis and you can increase its size.

Uncheck the **Smooth Camera** box if you don't want a smooth effect.

Background

Background is composed of several layers, each composed of the **ParallaxEffect** script.

The parallax effect is a technique used in 2D video games to create the illusion of depth and dimension in a two-dimensional environment. It involves moving background elements at different speeds, simulating the effect we observe in reality when we move our heads.

We do not recommend changing the default settings of these scripts. If you have done so, find your background in the **Prefabs** and import it into your scene, and delete the old one.

Import a background into an existing scene

Find the background you want in the **Prefabs** folder and drag and drop it into your scene.

If you haven't already, remember to add the "Player" tag to your new player and adjust their position so they are directly on the ground when the game starts.

Finally, add the **MainCamera** script to your camera and adjust the **Background Color**.

Contacts and supports

We hope this asset will bring value to your Unity game projects !

If you have not found the answer(s) you are looking for, or if you notice bugs or other issues, do not hesitate to contact **Krawper**, the developer of this asset, via his Discord profile.

And if his work has helped you, you can support him on his Patreon profile.

If you have more general questions regarding **CraftPix** and its other assets and licenses, please contact us directly through our online support : https://craftpix.net/support/

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