

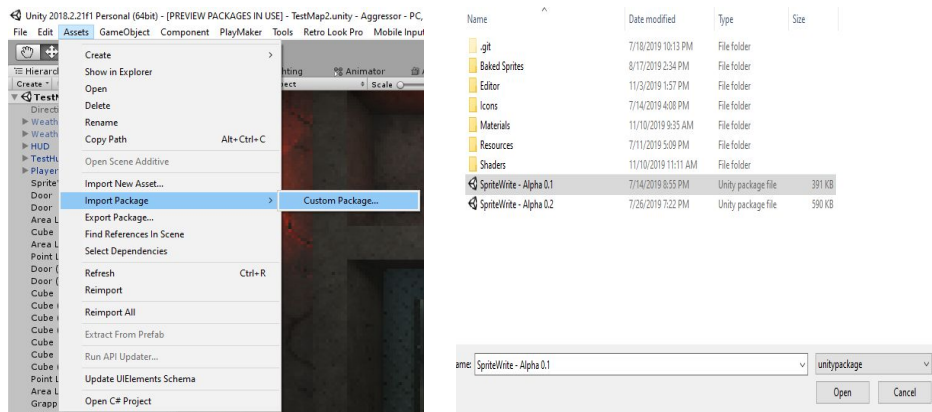
# SpriteWrite

Real time, dynamic sprite imposter system for Unity 3D game engine.

**\*\*\*This is a trial demonstration only! Not for commercial use!\*\*\***

## Installation instructions:

1. Import the SpriteWrite package into Unity.
  - a. In the Unity editor, go to the "Assets/Import Package/Custom Package" dropdown menu.
  - b. Navigate to the directory where the SpriteWrite package was downloaded and click open.



## Usage instructions:

1. Place a Sprite Write Manager into your scene:
  - a. From the top menu, select "GameObject/Effects/Add Sprite Write Manager"
  - b. You only need one instance of this in your scene! (Singleton Pattern)
2. Add the SpriteWrite effect to a GameObject:
  - a. Select a GameObject in your scene.
  - b. Right click the GameObject in your Hierarchy tab, then select "Effects/Add Sprite Write"

If successful, it will have added all the needed scripts and prefabs for the effect and moved your 3D models into the "3D Model" layer.

3. Adjust the SpriteOrigin and BasePlane child objects (if necessary):
  - a. If the character's transform isn't setup right, you may need to account for that.
  - b. If the BasePlane and SpriteOrigin objects aren't at the character's feet, then adjust their Y transforms until they are just beneath them.
4. Configure SpriteWrite:
  - a. Select the GameObject that you added the SpriteWrite effect to.
  - b. You should see the SpriteWrite script in the inspector.
  - c. Modify the Quality Settings to your liking.

A few notes:

1. The SpriteObject will show up as just a white square in the editor, but it will have the render texture of the 3D model applied to it once you enter play mode.

Have fun!

That's all! Hit play and see it in action.

If you have any problems, please email me at [Masonface.mh@gmail.com](mailto:Masonface.mh@gmail.com)

Please include information about your Operating System and version of Unity.

Thank You!