

# Icon Creator

Last Update June 2023. We recommend to use the online version of this documentation:

[harpiagamesstudio.com/iconcreator/documentation/](https://harpiagamesstudio.com/iconcreator/documentation/)

Youtube Videos:

<https://www.youtube.com/playlist?list=PLE4cvbnHS1NzwOv2Jgkhvzw6VbR0eH9C5>

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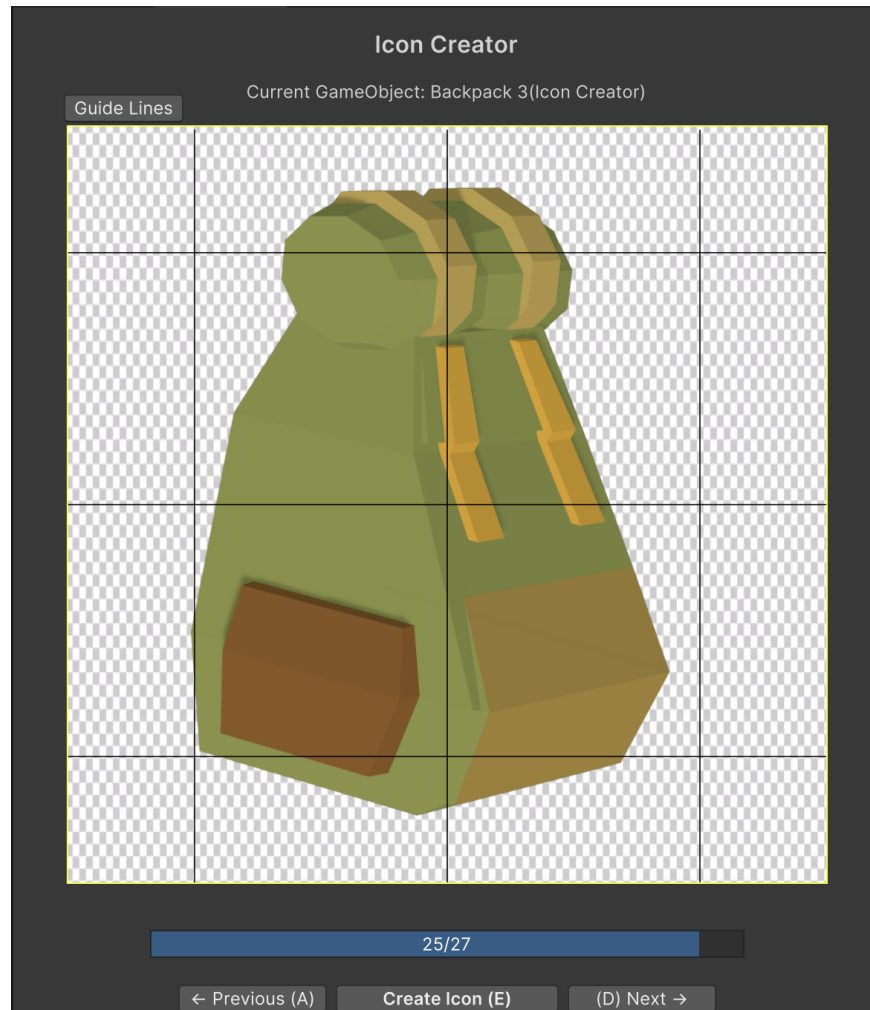
Support

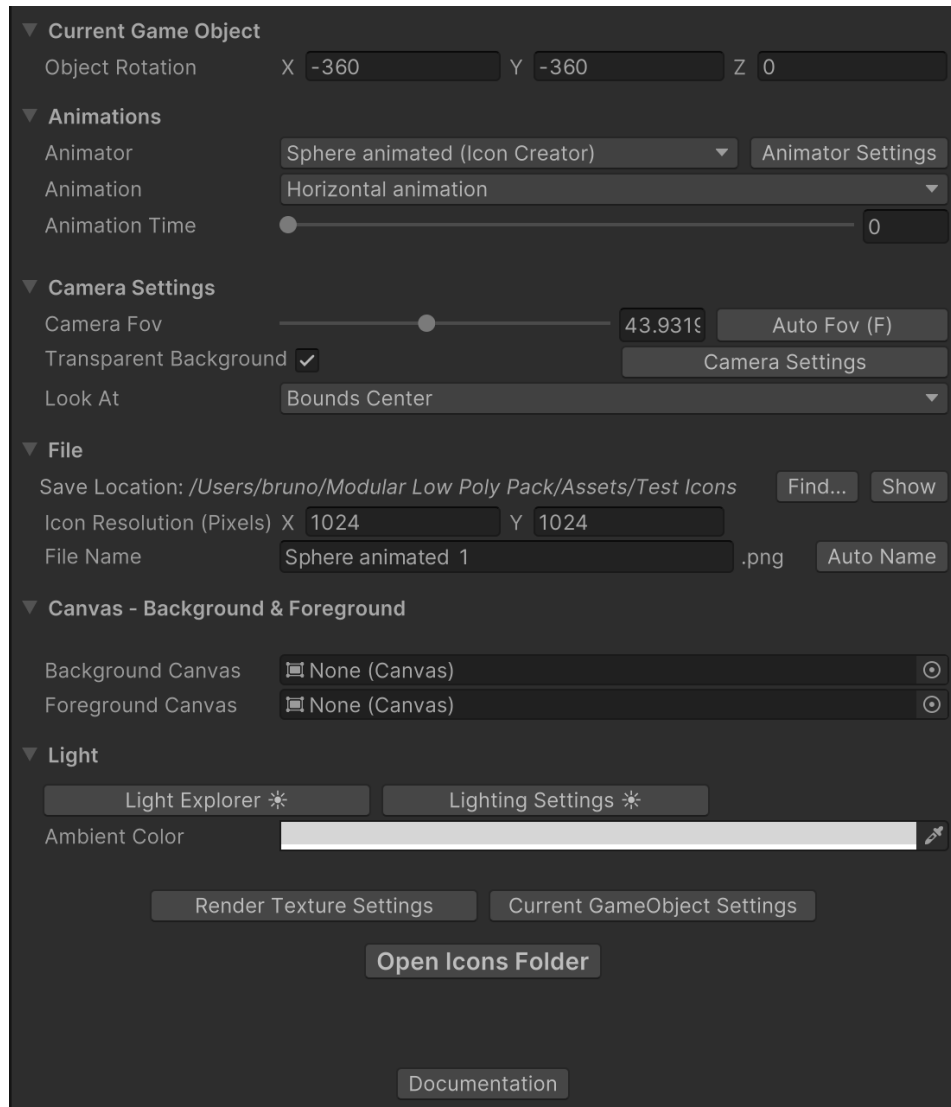
## **How Does It work**

Start by selecting the objects you wish to create icons for. Then, right-click to open the Icon Creator tool. This intuitive interface grants you the ability to efficiently generate multiple icons with ease.

The Icon Creator achieves this by creating a temporary additive scene that includes all of your selected objects. This feature enables you to conveniently adjust various environmental parameters, such as fog, lighting, and render settings, without altering the settings of your main project. This provides the flexibility to ensure each icon visually represents its corresponding prefab optimally.

# Interface





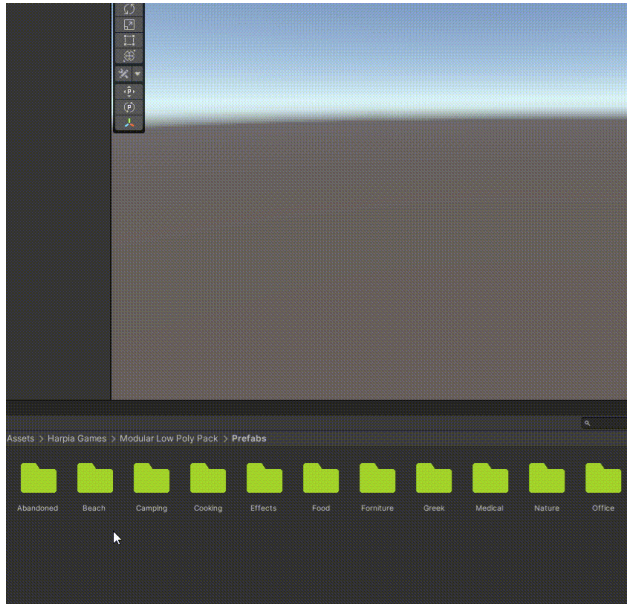
## Selecting Objects

### Create icons from selected objects

On the project tab, right-click a folder and select '*Icon Creator*' > '*Create Icons - Folder*'. It'll find all prefabs in the folder and subfolders and open the Icon Creator window.

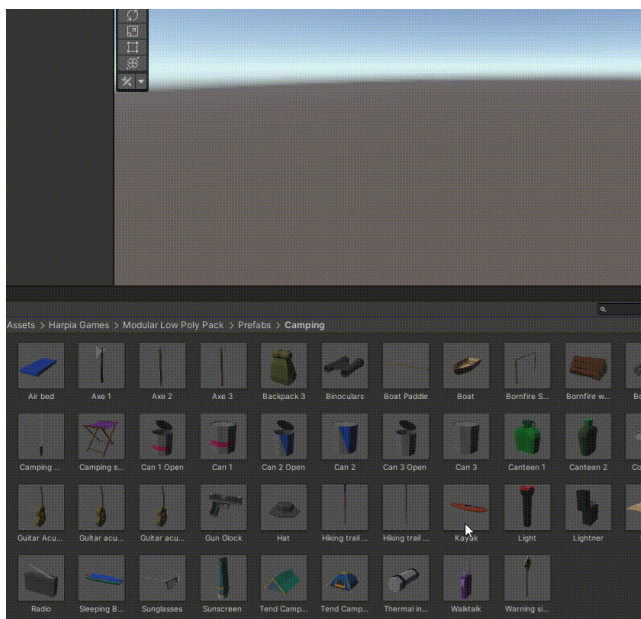
## Create icons from folders

On the project tab, select your prefabs, right-click, choose 'Icon Creator' > 'Create Icons Selected Objects'. The Icon Creator window pops up, ready for action.



## Create icons from the hierarchy

Just select your desired objects in the hierarchy, right-click, select 'Icon Creator' > 'Create Icons'. The Icon Creator window will instantly pop up. Ready, set, create!



## Controls

*Please note: To use keyboard shortcuts, first click on the object image panel to bring it into focus.*

**Zoom:** Mouse Scroll. This will affect the camera field of view

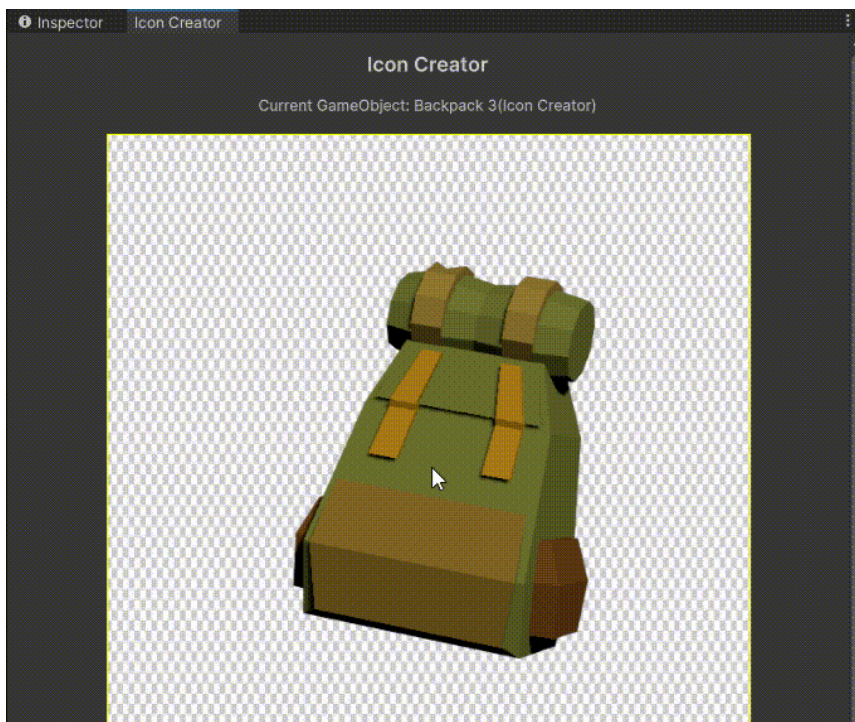
**Rotate objects:** use the left mouse button to rotate the current object

**Move Object:** Move mouse while holding the right mouse button on the canvas

**Create Icon:** Press E. Create the icons

**Next Object:** Press D or right arrow. Go to the next object, note that this button does not create any icon.

**Previous Object:** Press A or left Arrow. Go to the previous object. Note that this button does not create any icon.



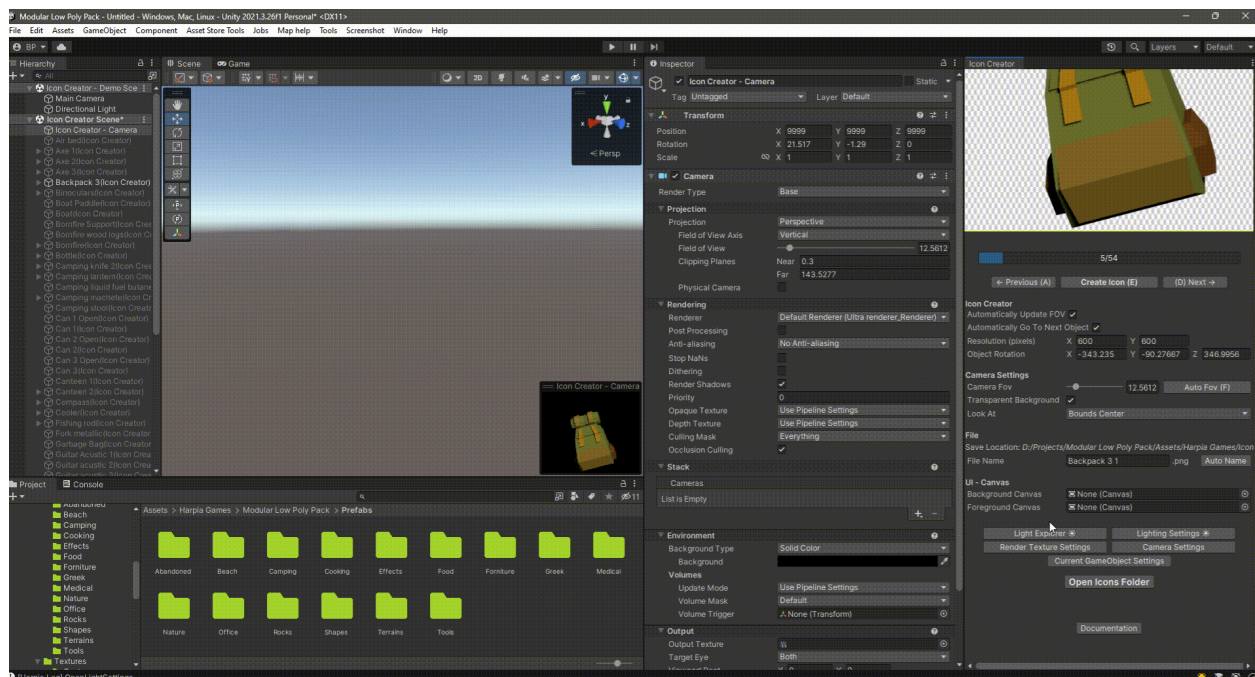
## **Lighting and Effects**

Utilize the Light Explorer to analyze and modify the lighting within your scene. This tool permits the addition of multiple light sources, thus enabling you to achieve superior visual representation for your icons.

Furthermore, the Icon Creator also supports the inclusion of fog and additional effects. Access the render settings screen to customize fog parameters, ambient color, among other features, enhancing the overall aesthetic of your icons.

For optimal results, we advise deactivating the 'auto-generate light' option during icon creation. This recommendation is intended to allow for a more personalized lighting control, thereby ensuring that your icons are generated in a manner that is congruent with your specific requirements.

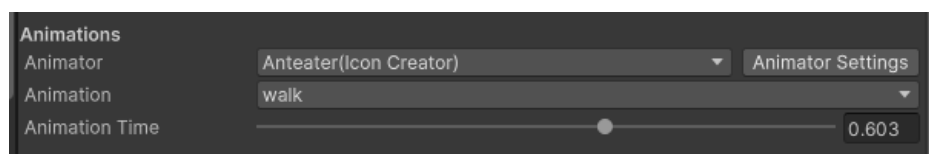




## Working with animations

To utilize animations, use the Play Mode'. If you are on Play Mode Icon Creator will automatically display an animation menu for objects that contain an animator component.

Please note that the use of animations requires your object to be equipped with an animator component featuring multiple states, each state containing its own animation clip. This specification is essential for successful icon creation that incorporates dynamic animations.





Icon Creator

Current GameObject: Unity\_chan\_run(Icon Creator)



1/1

Create Icon (E)

#### Icon Creator

Automatically Update FOV ☒

Automatically Go To Next Object ☒

Resolution (pixels) X 600 Y 600  
Object Rotation X -25.92065 Y -179.3704 Z 359.218

#### Animations

Animator Unity\_chan\_run(Icon Creator) Animator Settings

Animation Unity.Chan\_G\_Idle\_01

Animation Time 0.167

#### Camera Settings

Camera Fov 8.62942 Auto Fov (F)

## Working with Post Processing

To incorporate post-processing effects, navigate to the camera settings. After accurately configuring the post-processing in your scene, simply enable the post-processing option. This will ensure that all the configured effects are duly reflected in your icon.

Please be aware that the simultaneous usage of post-processing and a transparent background is currently unsupported.

## Working With Particles

In order to work with particles, Icon Creator will automatically detect all the particles on your object and create a slider for each one. This slider can be used to control the particles system time, this way you can make your particles look as you want on your Icon.

Note that it's recommended to use manual FOV (mouse scroll wheel) when working with particles. Auto-Fov can work kinda weird depending on how your particles were created.

## Folders and Files

You can choose any folder to save your icons. Hit the “find” button in the Files section and choose where you wanna save your image files.

While the default saving location is set to *Assets/Harpia Games/Icon Creator/Icon Creator Icons*, you're welcome to alter this to suit your needs.

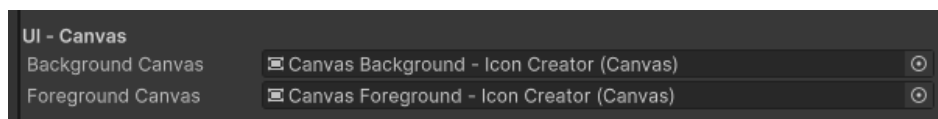
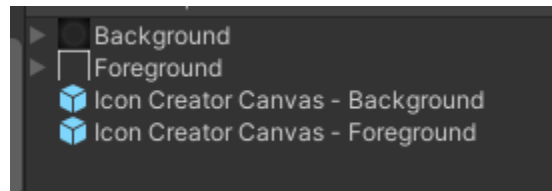
For quick access to the most recent folder where your icons were stored, navigate to *Tools > Icon Creator > Open Last Icons Folder* from the top menu.

## Background and Foreground

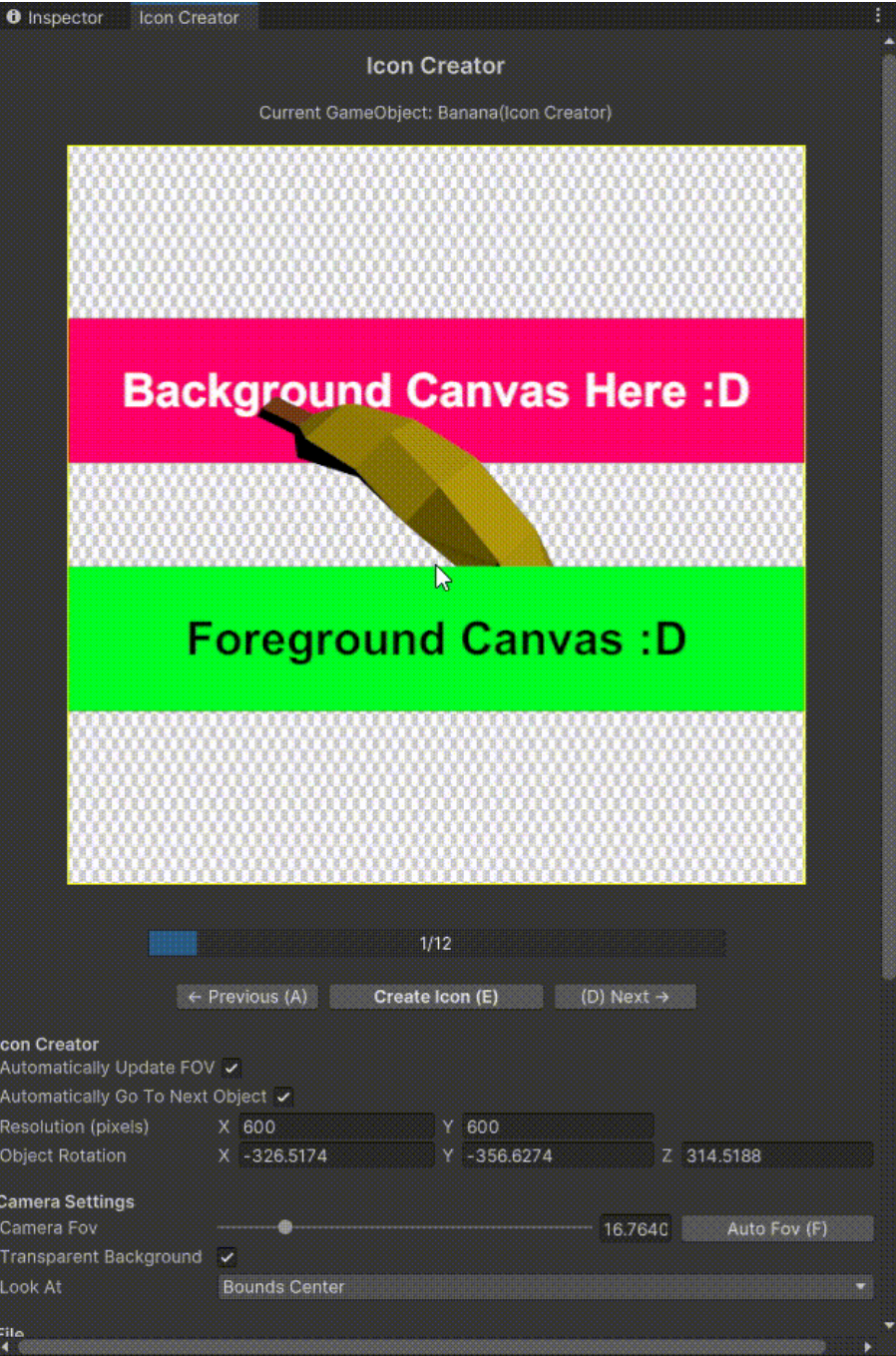
Our tool facilitates the use of any canvas object as either the background or the foreground of your icon. To utilize this feature, simply attach your chosen canvas prefab to the appropriate field – either 'background' or 'foreground'.

To assist you further, a generic prefab for both the background and foreground is provided within the 'samples' folder. These prefabs are fully customizable, enabling you to modify them according to your specific requirements for the optimal icon display.

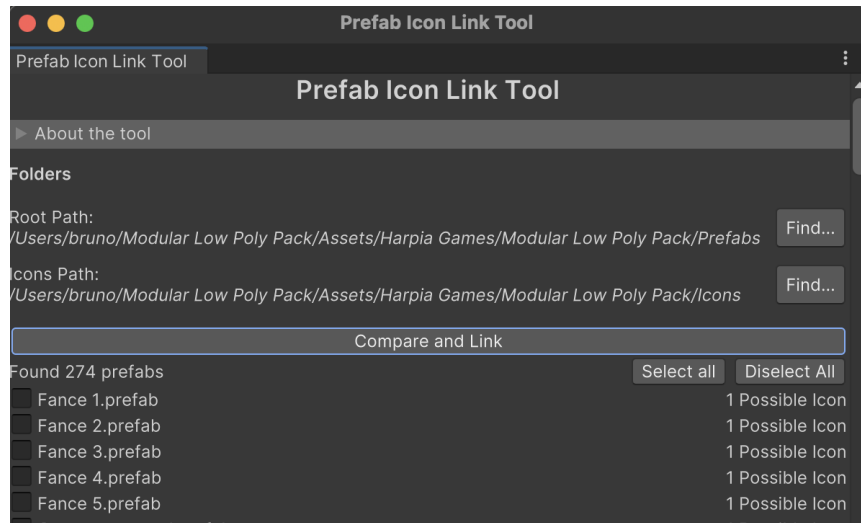
Note: To use Foreground and Background, make sure you have the Unity UI package installed (com.unity.ugui).







## Prefab Icon Link Tool



Easily track the icons you've already created.

This tool will locate any prefabs lacking an icon based on their file names. The tool searches for images files that start with the corresponding prefab name.

- 1 - Open the tool by going to the top menu Tools > Icon Creator > Prefab Icon Link Tool
- 2 - Set your prefab folder and your Icons Folder
- 3- Hit the compare and link button

After comparing both folders and their files, the Comparison Tool provides a list of all prefabs currently missing an icon. It's a great way to ensure no prefab is left without its corresponding icon.

At the end of the window, you will find the Create Button. And also the copy folder structure check. If checked, the new icons will be following the prefabs root folder structure. This may create a new folder on your project.



## Advanced Options

Some hidden advanced options inside the code. In the beginning of the class you can find many variables to change. Things like the texture format can be changed through the code.

Remember to save it.

```
Editor
public class IconCreatorScript : EditorWindow 4 usages
{
    //Safe to edit variables:

    /// The png format to save the image
    private const TextureFormat pngFormat = TextureFormat.RGBA32;

    /// The render texture format to use on the camera
    private const RenderTextureFormat renderTextureFormat = RenderTextureFormat.ARGB32;

    /// The FOV zoom speed with the mouse wheel
    private const float zoomSpeed = 0.2f;
```

## **Limitations**

- Please note that Icon Creator currently does not offer support for the simultaneous use of transparent backgrounds and post-processing effects.
- Right now Icon creator only supports PNG and JPG files.

## **FAQ**

### **Is icon creator available on builds?**

No, the Icon Creator is exclusively an editor tool and is not accessible within builds.

### **Can Icon Creator generate icons for animated objects?**

Yes, Icon Creator supports animated objects as long as they have an animator component with states, each state having its own animation clip.

### **Can I use post-processing effects with the Icon Creator?**

Yes, you can apply post-processing effects to icons by correctly configuring the post-processing in your scene and enabling the post-processing option.

### **Can I have a transparent background while using post-processing effects?**

Unfortunately, the use of post-processing and a transparent background simultaneously is not supported.

### **Can I use any canvas object as the background or foreground of my icon?**

Absolutely! You can attach any canvas prefab to the background or foreground field in the Icon Creator tool.

### **Can I create multiple icons at once?**

Yes, Icon Creator has a 'Create Icons - Folder' function which searches all the prefabs inside a selected folder and its subfolders and creates icons for all of them.



## **Support**

Should you encounter any bugs, we encourage you to report them to our support via email.

Please provide as much detail as possible to facilitate a comprehensive understanding of the issue.

You may direct your reports to the following address: harpiagamesstudio@gmail.com. Your assistance in maintaining the quality and reliability of our tool is greatly appreciated.

### Assets Used in Documentation and Marketing

[SD chan Animation bundle | 3D Animations | Unity Asset Store](#)

<https://assetstore.unity.com/packages/vfx/particles/cartoon-fx-remaster-free-109565>

[LowPoly Weapons Pack | 3D Weapons | Unity Asset Store](#)