

# Sprite Exporter Documentation

version 1.1

## Introduction

- The SpriteExporter script is a Unity Editor tool designed to Export sliced sprites from a specified Texture2D into individual PNG files. This can be particularly useful for extracting and saving individual sprites from a Sprite Sheet.

## Execution Guide

1. Download and Import the Asset into your project.
2. Ensure that the **Read/Write** property of the texture is enabled and the TextureType property of the texture is **Sprite (2D and UI)**.
3. In the Unity Editor, Right-click the Sprite Sheet PNG file in the Project view, then select **SpriteExporter > ExportFromSpriteSheet**. The individual sprites will be exported to the ExportedSprites folder located in the same directory as the original file.

## Demo

- The Demo folder contains a SpriteSheet named Animals which is sliced into 9 different Sprites. By executing the script in the way explained above, The 9 Separate PNG files will be exported in the ExportedSprites folder.

## Contact

- If you encounter any issues or have any questions, please feel free to contact me via email at [smahdifaghieh2001@gmail.com](mailto:smahdifaghieh2001@gmail.com) or connect with me on [LinkedIn](#).

## Review

- If you found it helpful or enjoyed using it, I'd greatly appreciate a quick review and rating on the [Asset Store](#). Your feedback not only helps me improve but also supports other developers in discovering this tool. Thank you for your time and support!

**Github:** [Click here](#)