

OneP Packer:Create And Optimize Sprite Atlas Texture



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[I.Create Sprite Atlas:](#)

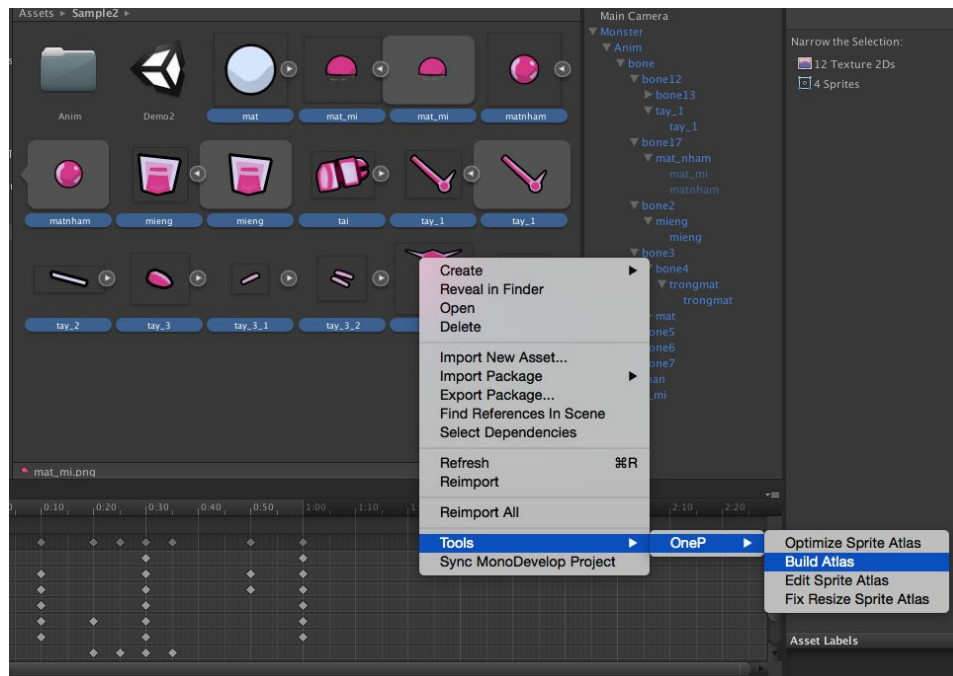
[II.Remove sprites in atlas:](#)

[III.Resize Atlas:](#)

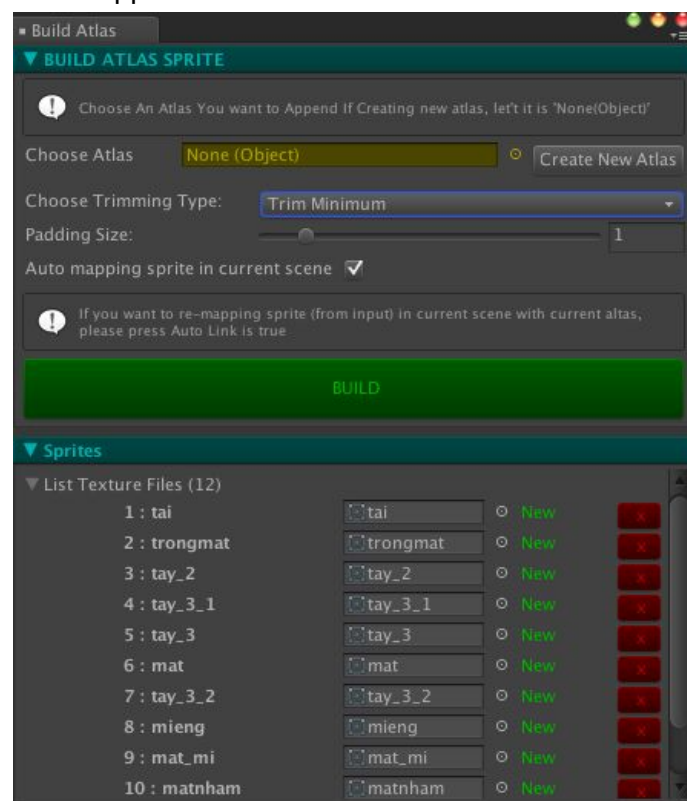
[IV.Optimize Atlas Sprite:](#)

I.Create Sprite Atlas

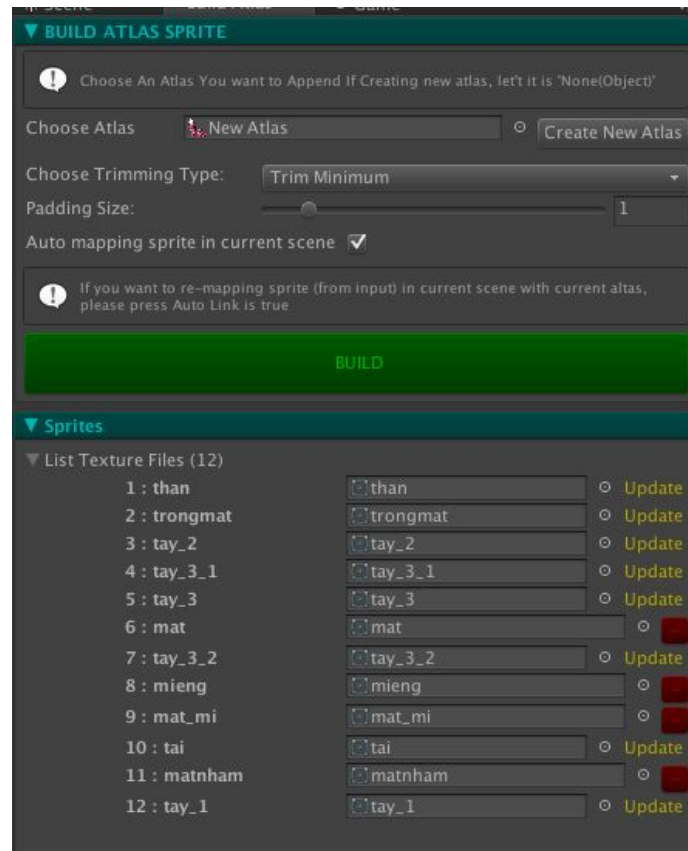
- Pickup all selection images you want to build Atlas, Then Right Click and Choose Tool->OneP Packer->Build Atlas



Then Tool Build sprite will appear like this :



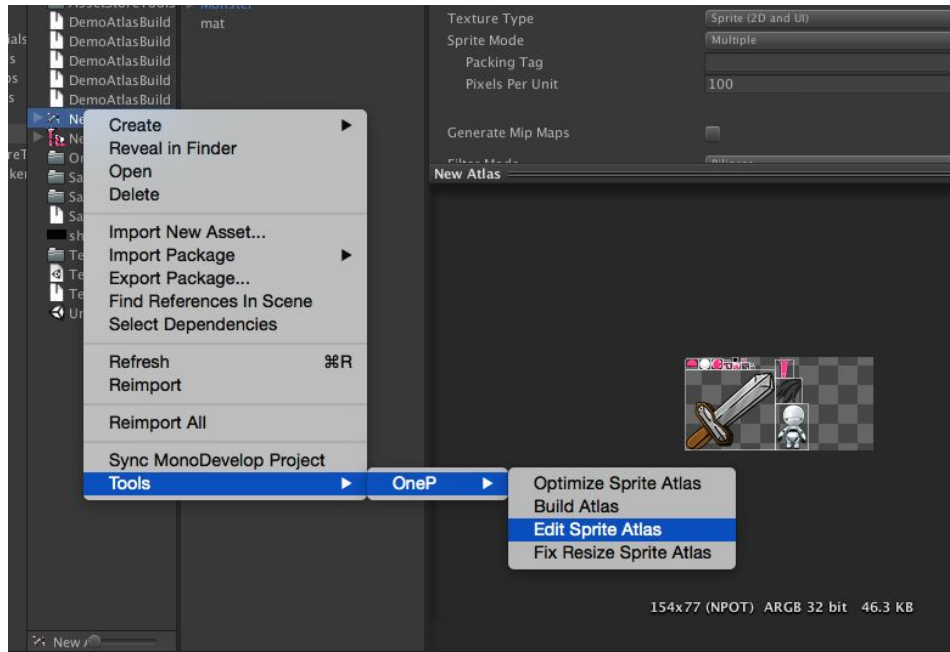
In this window, Default it will create new sprite atlas, if you want to override or adding new sprite inside exists sprite atlas, Please choose a texture sprite atlas, for example:



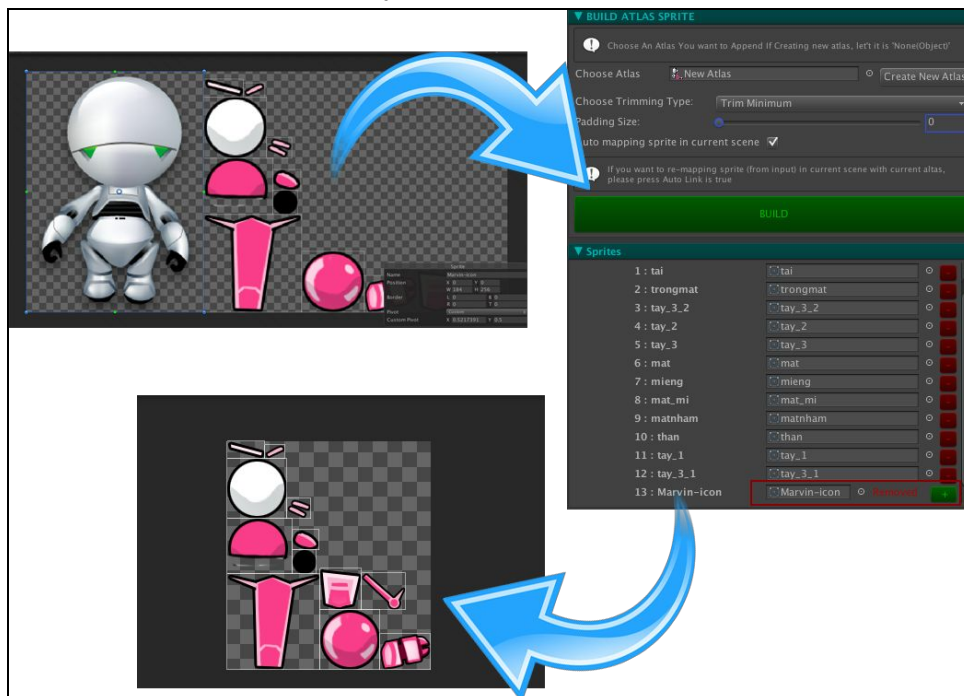
- **Trimming:** you can you three option to build Texture Sprite Atlas:
 - + **Trim to minimum Texture:** Build with minimum image size and remove All empty space for all sprites inside.
 - + **Trim to 2(n) Texture Size:** Build power 2(n) texture size, and remove all empty space for all sprites inside.
 - + **Not Trimming:** Just build Atlas Texture. Not Trimming.
- **Padding size:** the distance from two sprite (from 0-8)
- **Auto Mapping sprite in current scene:** If select is true, after build atlas success, it will find out all reference sprites inside sprite renderer in current scene(which connect with sprite in input) and replace by sprite in current atlas creation.
- After build, atlas will be create all sprites and it's also keep old pivot and alignment of images from selections. Trimming will be not effective to pivot of images.
- You can choose some atlas sprite, this tool will collect all sprites inside atlas and build them into a sprite atlas for saving draw call for your game.

II. Remove sprites in atlas:

- If you want remove some sprite in current atlas you can follow the step
- + Choose atlas sprites.
- + Right click and choose Tool->OneP Packer-> Edit Sprite Atlas

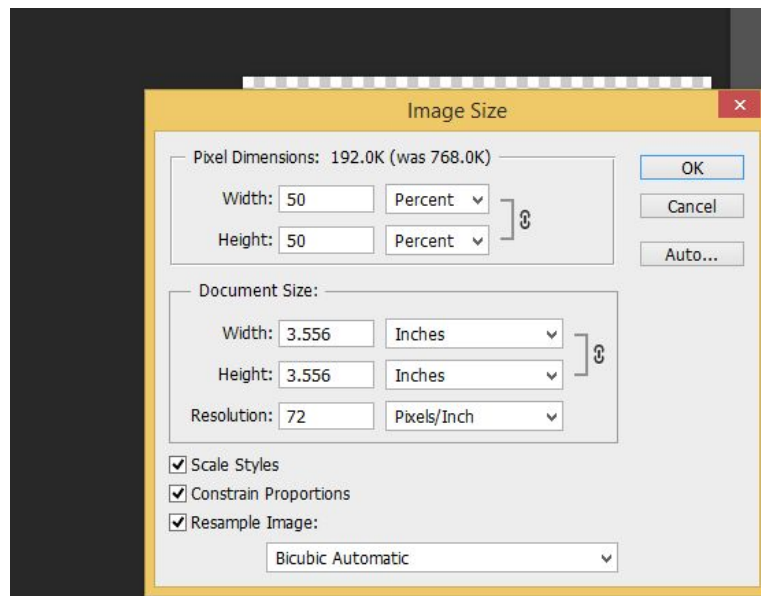


Then press “-” button in some sprite you want to delete, and press Build, for examples:

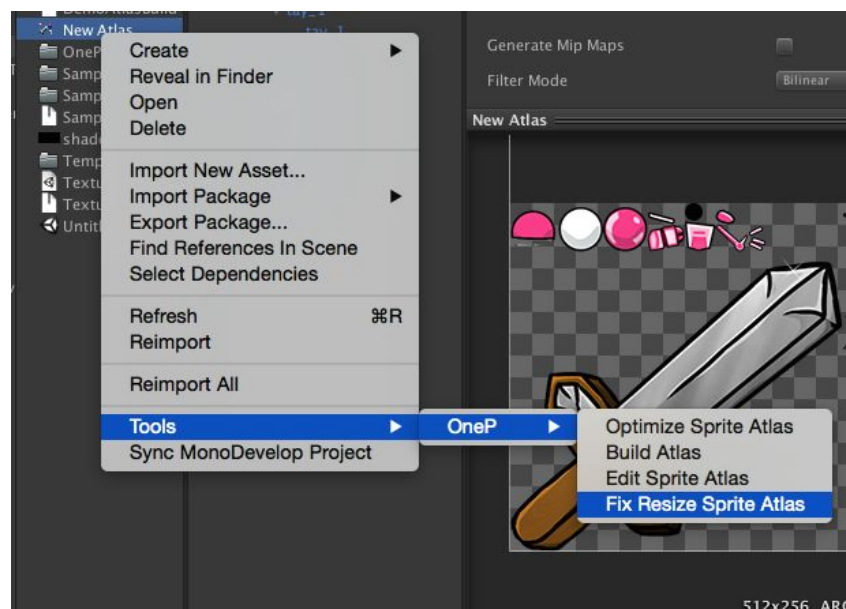


III. Resize Atlas:

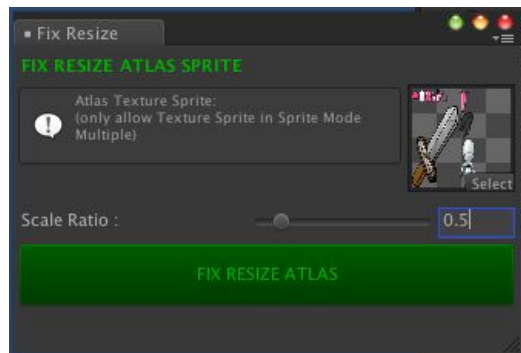
- If you want to reduce size of atlas sprite texture, for example from 1024*1024 to 512*512, 200*200, 100*100... You can follow the steps:
- + Step 1: Using 3th party tool to resize this atlas texture(Photoshop...etc), for examples if you using photoshop, Select Image->ImageSize then resize whatever you want. in this case is 50%, remember keep the same name after saving from photoshop



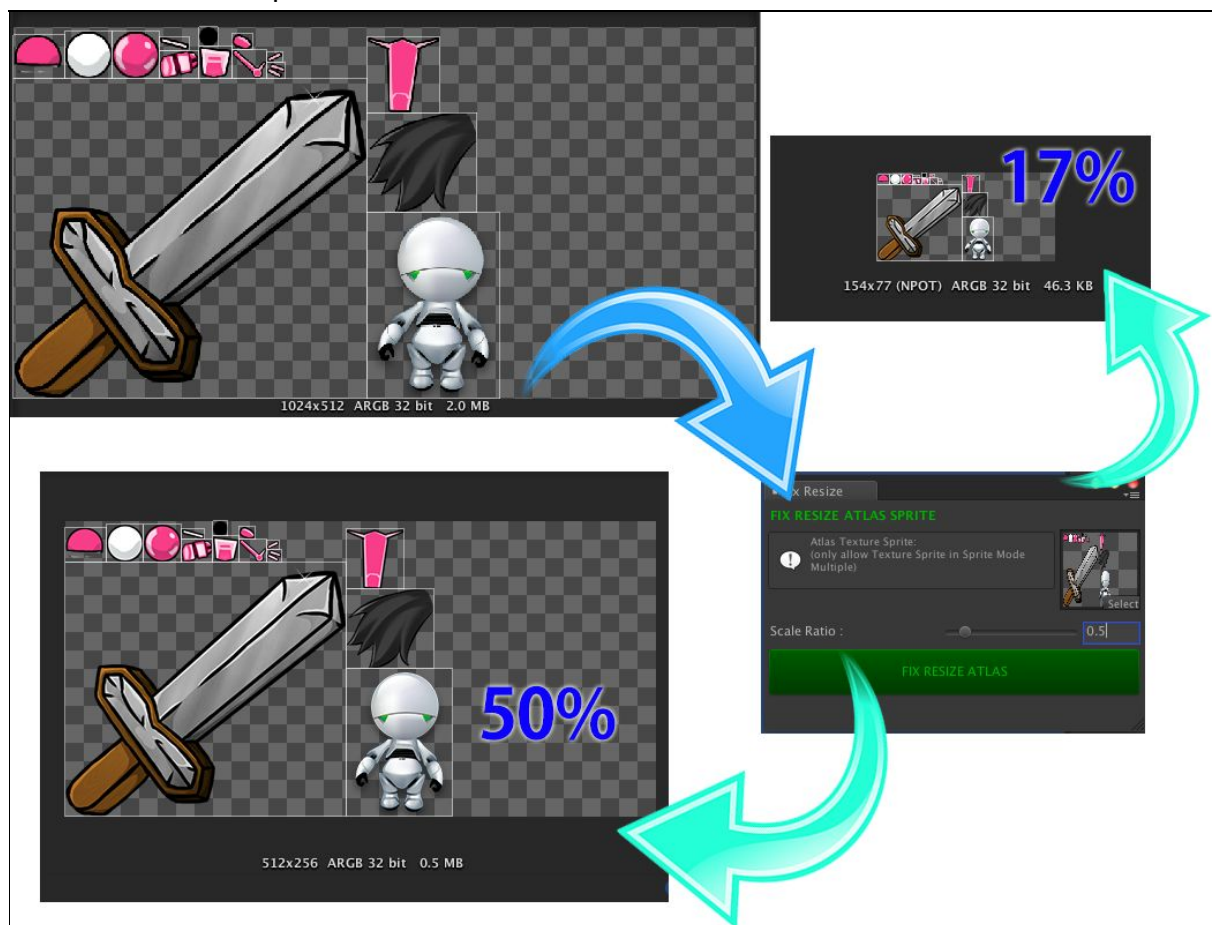
- + Step 2, in Unity, select the atlas sprite, right click and choose Tool->OneP Packer->Fix Resize Sprite Atlas.



- + Then the Resize tool will open, select scale ratio (if scale 50% in photoshop, put value 0.5 in scale ratio)



- + Here is examples:

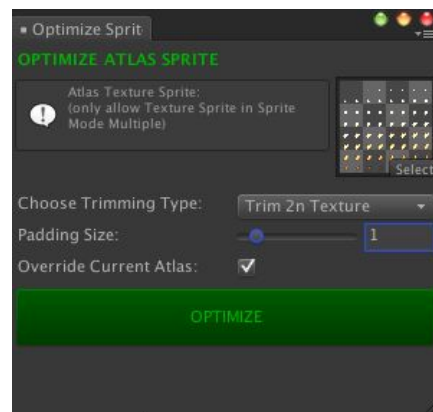


Here is some tips when you using Resize Image:

- In step 1, using trim 2n Texture to create 2n Texture. this size good for resize image
- If you want to scale smaller, You should choose padding size, for example, scale to 50%, padding=2, scale to 25% Padding=4, to create good image after resize.

IV. Optimize Sprite Atlas:

- After optimize all reference linking with old texture will be not change or missing. **All Sprite Names, Pivots and Alignments are also keep exactly** with old texture sprite.
- Step to follow:
 - + Step 1: Choose a sprite want to optimize, right click and Choose Tools-> OneP Packer-> Optimize Sprite Atlas.
 - + Step 2: in optimize Sprite Tool, you can choose option to trim or padding, and press Optimize.



- Examples:

