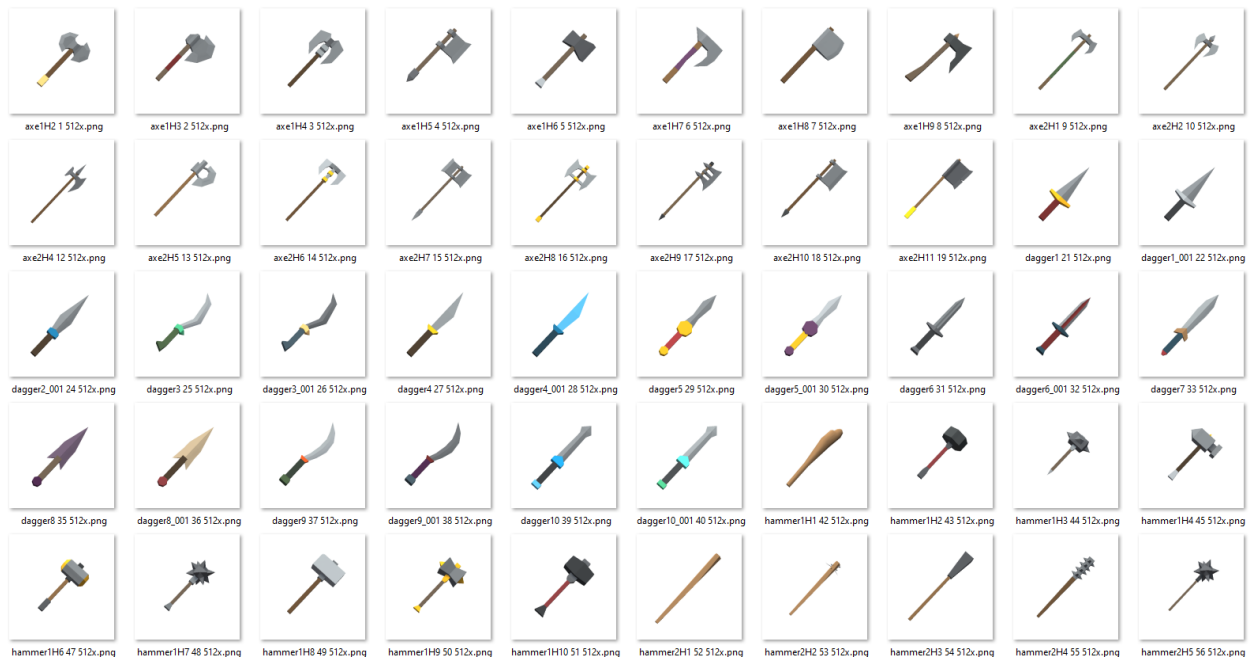


Icon creator documentation

Version 1.10



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What is Icon creator

Icon creator is a tool to help you save your time and create multiple icons of items and prefabs quick and easy! Simply open the Icon Creator scene, fill the list with the prefabs, hit the 'play button' and *voilà! A folder with all your ready to use icons will show up.*

Icon creator is a perfect tool If you have another asset that includes multiple 3D items and want to quickly create icons for these items.

Features

Automatic mode: With one click, you can create multiple icons of multiple prefabs (need to have mesh renderer or skinned mesh renderer).

Change materials: Do you have one mesh that can apply multiple materials? No problem, you can make icons of multiple materials with one mesh.

Manual mode: Easy and quick to create custom icons by rotating the prefab and changing the FOV of the camera.

Support transparency: Easy replace your skybox with a transparent background!
Multiple resolutions.

Dynamic fov: Automatically calculates the best Camera field of view to best fit your prefab into the icon .

Centered prefabs: Automatically center the prefab into the icon based in it's mesh center.

Easy to use: The asset has in-component ordered instructions to make it easier to use. Also it logs anything that is badly configured.

UI Help: Has an optional canvas that helps you create the icons.

-Works with a built-in, URP pipeline.

Post-processing: Create icons with post processing with the URP (post-processing + transparency is not yet supported)

Detailed documentation.

Icon creator folder can be placed anywhere you want in your project.

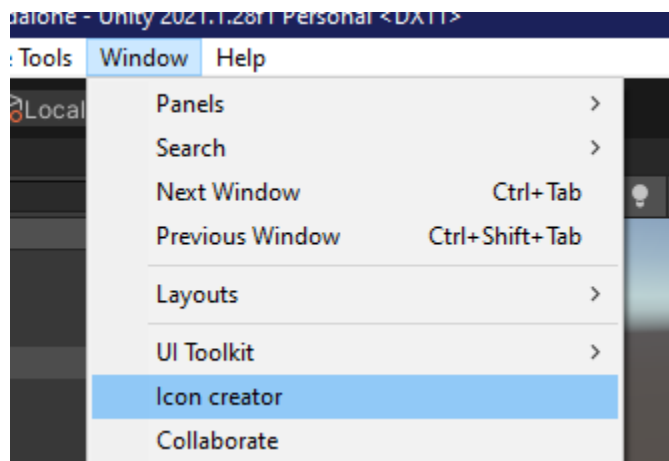
Quick Start

Quickly create your icons using the ready-to-use scenes: **Prefab Icon Creator** or **Materials Icon Creator**.

Materials Icon Creator scene: If you want to make a material showcase, use this scene.

Prefab Icon Creator scene: If you have multiple 3D prefabs, use this scene.

You can easily open a scene by going to Window > Icon Creator

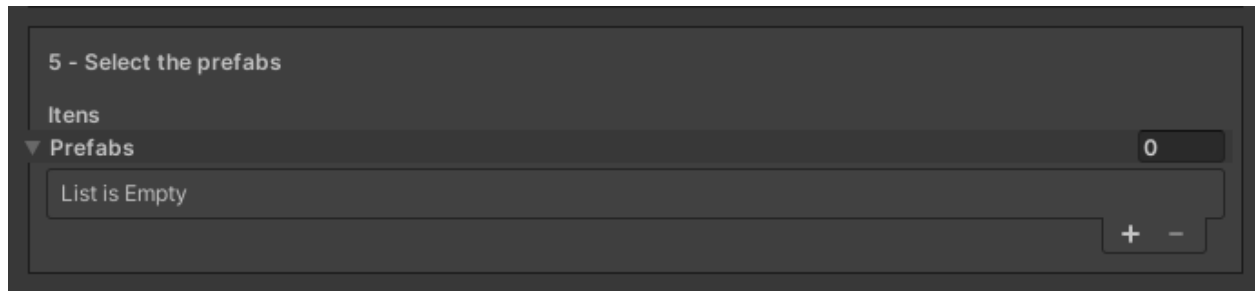


Obs: Do not forget to change the icon resolution in the game view!

Quick start video (outdated): <https://www.youtube.com/watch?v=heL2jMuAV8U>

Prefab Icon Creator scene

- 1- Open 'Icon creator Camera' object
- 2- In the inspector, go to the 'Prefab icon creator' component
- 3- Fill the list with all your prefabs

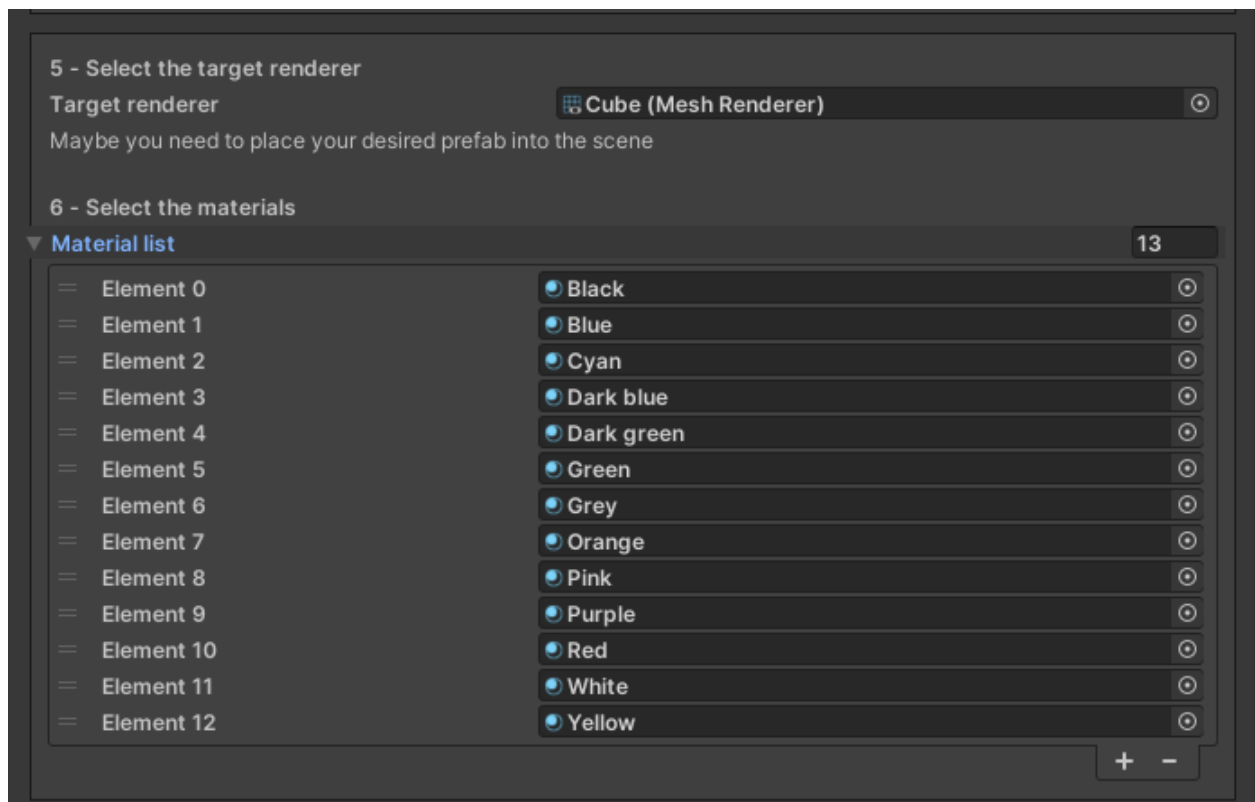


4 - Hit the 'play' button and then 'Build icons!' button.

5 - Wait or follow the game view's instructions and a folder with all your icons will show up.

Materials Icon Creator scene

- 1- Open 'Icon creator Camera' object
- 2- Place your object that will receive the materials in the scene. It must have a MeshRenderer
- 3- In the inspector, go to the 'Material Icon creator' component
- 4- Assign the target renderer (your placed object) and the materials



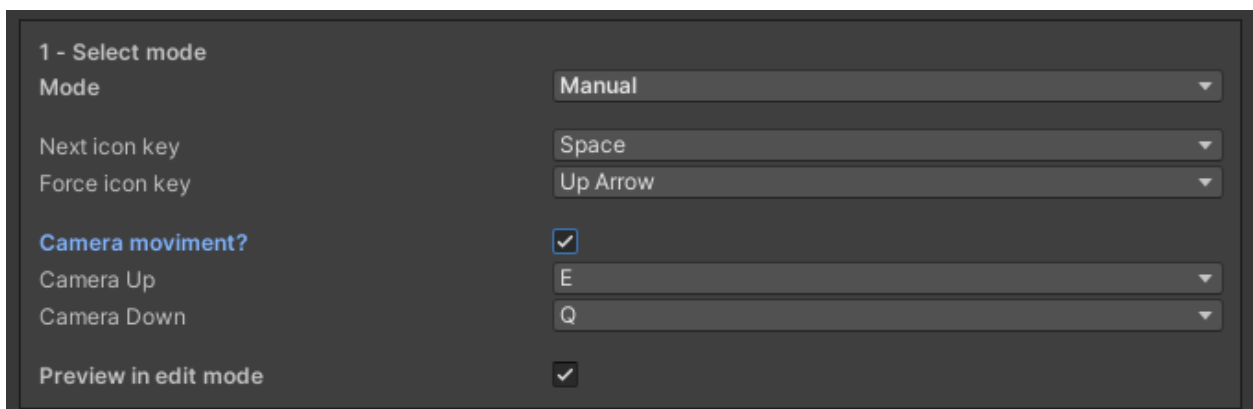
- 5 - Hit the 'play' button and then 'Build icons!' button.
- 6 - Wait or follow the game view's instructions and a folder with all your icons will show up.

Complete guide

Here we are going to explain all details of the Icon Creator Tool.

1- Select the mode:

- **Automatic:** Automatic places the prefab and makes the icon.
- **Manual:** : Automatic places the prefab, then you can rotate it and change the camera's FOV with the mouse scroll. When you find the perfect angle and fov, press the 'Next icon key' (Default space bar) and it makes the icon. Repeat the process for every icon.
- **Force icon key:** Forces the creation of an icon, does not go to the next object.
- **Camera movement:** If enabled, you can move the camera up and down. It's makes easier to adjust the angle of the object into the icon
- **Camera Up:** the key to translate camera in Y direction up.
- **Camera Down:** the key to translate camera in Y direction down.



The screenshot shows a settings panel for the 'Icon Camera Creator' tool. It has a dark grey background with white text. The title '1 - Select mode' is at the top left. Below it, there are several settings:

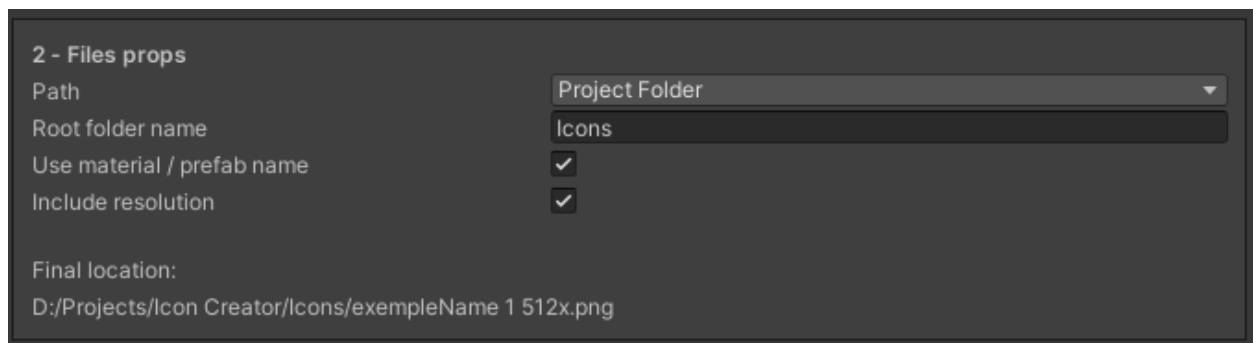
Setting	Value
Mode	Manual
Next icon key	Space
Force icon key	Up Arrow
Camera movement?	<input checked="" type="checkbox"/>
Camera Up	E
Camera Down	Q
Preview in edit mode	<input checked="" type="checkbox"/>

Preview in edit mode: Preview the icon in edit mode. Icon Camera Creator must be active in game view. 'Dynamic fov' or 'Look at mesh center' must be active. This is only available when working with materials.

2- File Props

This section is about how Icon Creator will save your files

- **Use material / prefab name:** Auto name the icons with the prefab or material name. Recommended.
- **Include resolution:** Includes the resolution into the icon file name.
- **Icon file name:** if you want to custom name your icons files, you can use this field as a default name.
- **Final location:** A sample with the final path and icon file's name.



Note: Project folder recommended.

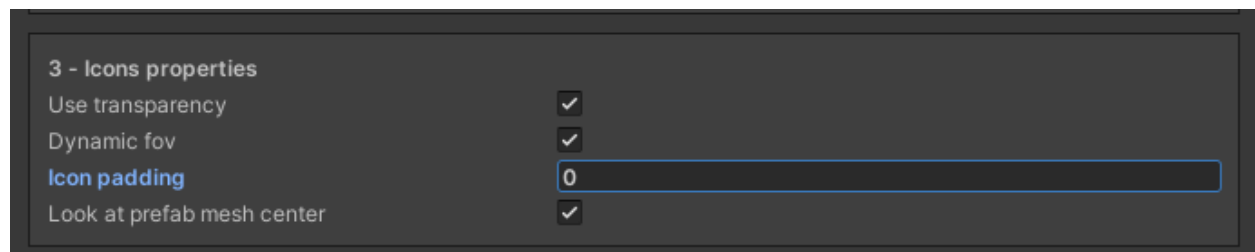
3 - Icon Properties

Use transparency: do you want your icon with transparency? It removes the skybox and makes it transparent.

Dynamic FOV: Automatically calculates the best Camera field of view to best fit your prefab into the icon .

Icon padding: Only with dynamic fov active. Adds some value to the camera's FOV and creates an effect that looks like a padding around the icon.

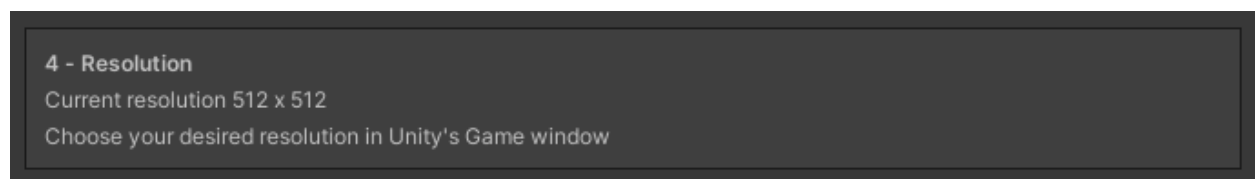
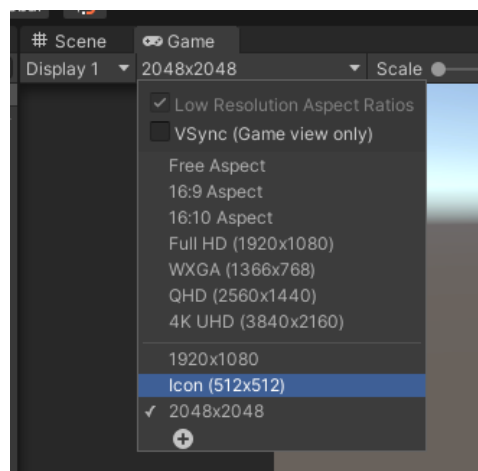
Look at the mesh center: Automatically center the prefab into the center of the screen (using the mesh center).



Note: transparency + post processing is not yet supported.

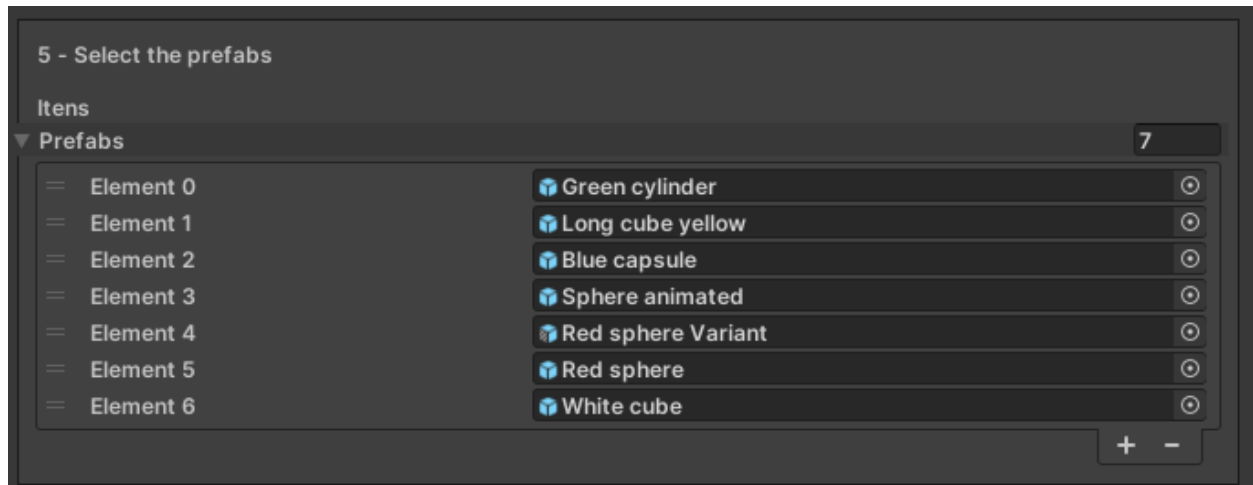
4 - Resolution

In order to change the icon resolution, you can choose it in Unity's game window.



5 - (**Prefab** icon creator) - Select the prefabs

Prefabs: the most important, here you can place all prefabs you want to make icons

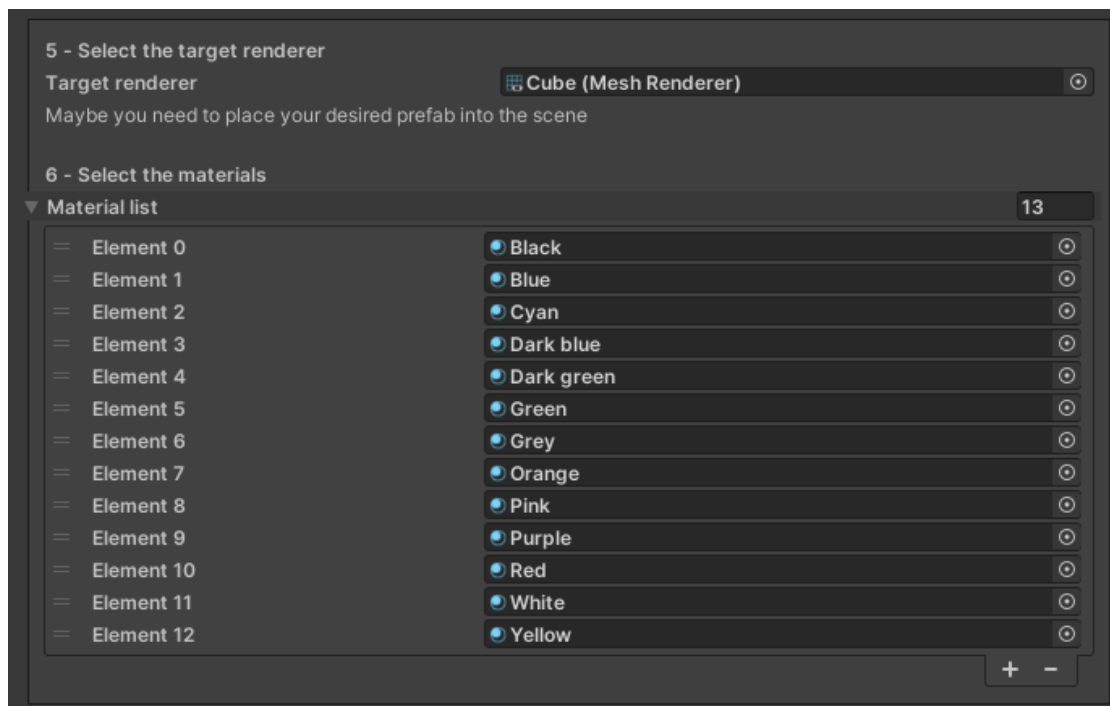


Attention: the prefabs must have a mesh renderer

5 - (**Material** icon creator) Select the target renderer

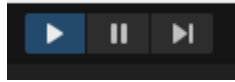
Target renderer: The renderer that will receive all the materials to make the icons

Material list: The most important, here you can place all materials you want

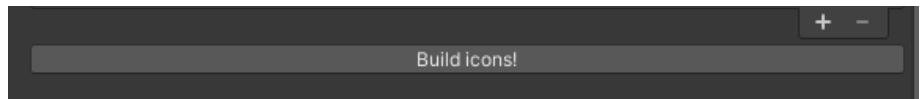


After setting up your inspector, yo can

10 - Enter the play mode



11 - Click “Build icons”



At the end, it will **automatically** open the folder with your icons!

Objects with animations

If your object have an animator, icon creator canvas automatically enables a special view controlling the animator

The view have 2 parts:

- 1- One dropdown with all animations states (1)
- 2- One Slider where you can select the animation time (2)



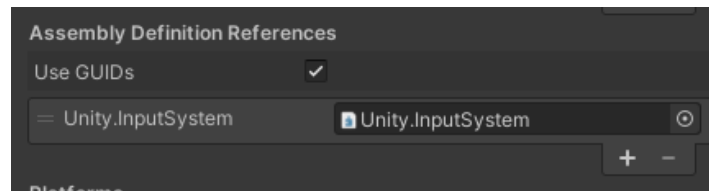
These UI items help you select the best frame of your object animations.

If your object does not have an animator, Icon Creator automatically removes the special view from the UI.

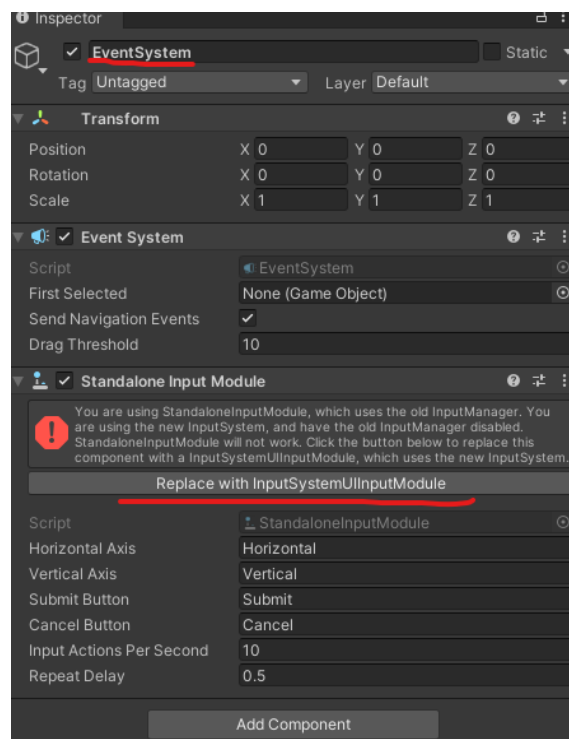
Using the new input system

Icon creator uses **Assembly definitions** to keep the performance of your project. To use the new input you need:

- 1- Go to
Assets > Harpia Games > Icon Creator> Scripts > HarpiaGames.IconCreator.asmdef
- 2- On the inspector check the “Use GUIDs”
- 3- Add the Unity.InputSystem to the Assembly Definition References



- 4- Do not forget to replace the EventSystem with the InputSystemUIInputModule



Tips

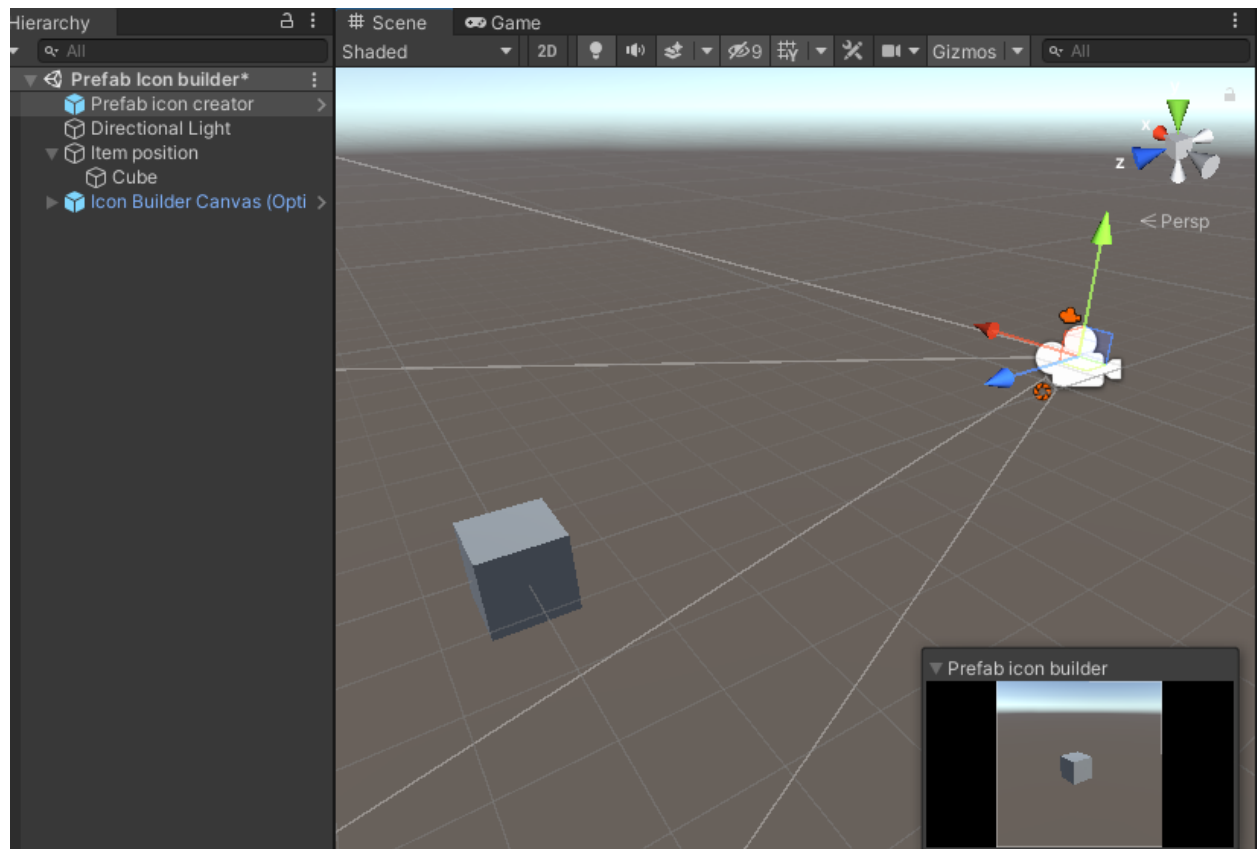
Place more lights

You can place more lights or edit the Directional Light in order to make your icons look better.

Position your camera while in manual mode

When using the manual mode, you can change your camera's position using the built in scene view.

- Place the icon creator prefab in the desired position
- Tip: Use Ctrl + Shift + F to align it with the view



FAQ

Q: *How can I easily center the object into the icon?*

A: Use the options “Dynamic fov” and Look at mesh center

Q: *Can I make different resolutions icons?*

A: Yes, use “manual mode” and then simply change the game window resolution while creating the icon.

Future upgrades

- Support for 2D items icons.
- Improvements to animated prefabs.
- Icons with post processing and transparent backgrounds

About

Access this documentation Online:

https://docs.google.com/document/d/1O7FnBUAFJEZwadJSbIgf5peQOi2QJfD_77_FMJ_i8g/edit?usp=sharing

Asset link: <https://assetstore.unity.com/packages/tools/game-toolkits/icon-creator-198488>

Support email: harpiagamesstudio@gmail.com

Demonstrative items:

Low poly weapons pack by Polysoft3D

<https://assetstore.unity.com/packages/3d/props/weapons/lowpoly-weapons-pack-121433>

Unity Chan- model

<https://assetstore.unity.com/packages/3d/characters/unity-chan-model-18705>

Thanks for using icon creator