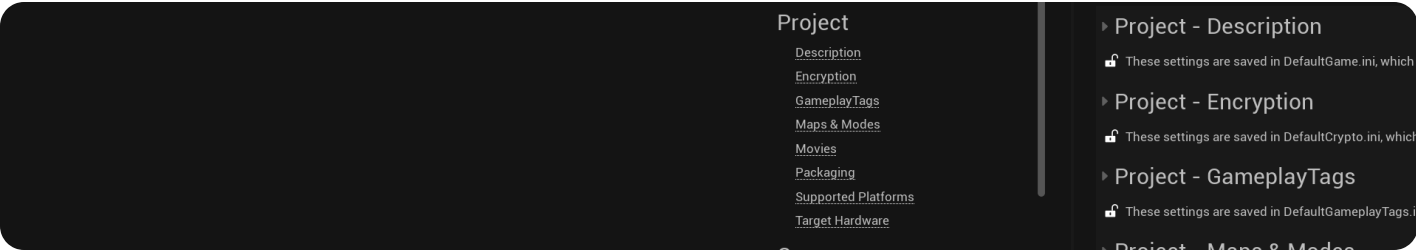


Paper2D - Import

Reference for the Paper2D - Import section of the Unreal Engine Project Settings.



Paper2D - Import New Asset Settings

Section	Description
Pick Best Material when Creating Sprites	<p>Defines whether the source texture should be scanned when creating new sprites to determine the appropriate material.</p> <p>If disabled, the Default Masked Material is always used.</p>
Pick Best Material when Creating Tile Maps	<p>Defines whether the source texture should be scanned when creating new tile maps (from a tile set or through importing) to determine the appropriate material.</p> <p>If disabled, the Default Masked Material is always used.</p>
Analysis Can Use Opaque	<p>Defines whether opaque materials can be applied as part of the "best material" analysis.</p>
Default Pixels Per Unreal Unit	<p>The default scaling factor between pixels and Unreal Units (cm) to use for newly created sprite Assets (for example, 0.64 makes a 64 pixel wide sprite take up 100 cm).</p>

Import Settings

Section	Description
Normal Map Texture Suffixes	A list of default suffixes to use when looking for associated normal maps while importing sprites or creating sprites from textures.
Base Map Texture Suffixes	The default suffix to remove (if present) from a texture name before looking for an associated normal map using <code>NormalMapTextureSuffixes</code> .
Default Sprite Texture Group	<p>The default texture group for imported sprite textures, tile sheets, and so on.</p> <p>This option is typically set to UI for modern-style 2D assets, or 2D pixels for retro-style 2D assets.</p>
Override Texture Compression	Defines whether the texture compression settings should be overridden on imported sprite textures, tile sheets, and so on.
Default Sprite Texture Compression	<p>Compression settings to use when building the texture.</p> <p>The default texture group for imported sprite textures, tile sheets, and so on.</p> <p>This option is typically set to UI for modern-style 2D assets, or 2D pixels for retro-style 2D assets.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• Default (DXT1/5, BC1/3 on DX11)• Normalmap (DXT5, BC5 on DX11)• Masks (no sRGB)• Grayscale (R8, RGB8 sRGB)• Displacementmap (8/16bit)• VectorDisplacementmap (RGBA8)• HDR (RGB, no sRGB)• UserInterface2D (RGBA)• Alpha (no sRGB, BC4 on DX11)• DistanceFieldFont (R8)• HDRCompressed (RGB, BC6H, DX11)• BC7 (DX11, optional A)• Half-Float (R16F)

Material Settings

Section	Description
Unlit Default Masked Material	The unlit default masked material for newly created sprites. "Masked" means binary opacity: things are either opaque or see-through, with nothing in-between.
Unlit Default Translucent Material	The unlit default translucent material for newly created sprites. "Translucent" means smooth opacity, which can vary continuously bewteen 0 and 1, but translucent rendering is more performance-intensive than opaque or masked rendering and has different sorting rules.
Unlit Default Opaque Sprite Material	The unlit default opaque material for newly created sprites.
Lit Default Masked Material	The lit default masked material for newly created sprites. "Masked" means binary opacity: things are either opaque or see-through, with nothing in-between.
Lit Default Translucent Material Name	The lit default translucent material for newly created sprites. "Translucent" means smooth opacity, which can vary continuously bewteen 0 and 1, but translucent rendering is more performance-intensive than opaque or masked rendering and has different sorting rules.
Lit Default Opaque Material	The lit default opaque material for newly created sprites.