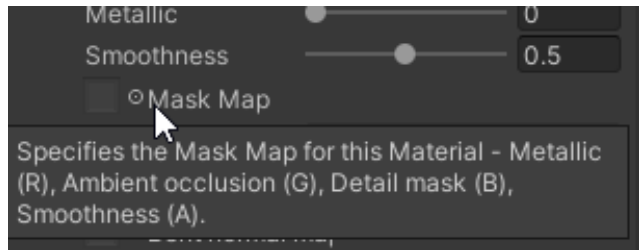**Opening Texture Channel Packer:**
To open Texture Channel Packer, navigate to Unity's Window menu and select Texture Channel Packer, this will open up a new window.


Adding Textures:
To start packing, first you need textures to work with. What type of textures you need depends on the shader you're using. When using one of the Unity standard shaders you can hover your mouse over a materials texture slot to see which type of textures are expected in which channel.
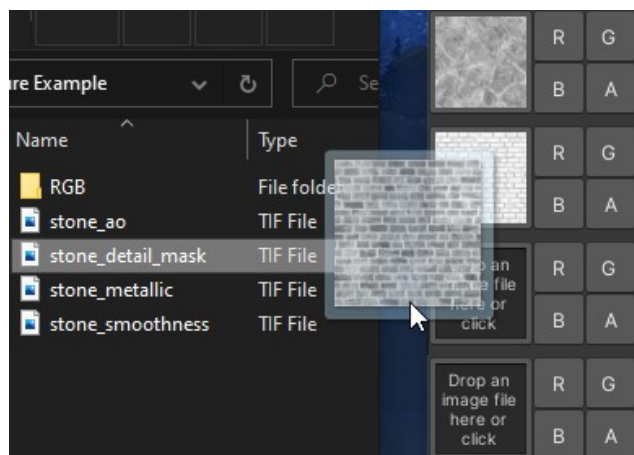

Once you know what kind of textures you need (and have them), simply drag and drop the textures from anywhere on your system inside the texture slots, or click to open up a file browser. The order in which you place the textures does not matter. (Supported formats are: png, tif, tga, psd, jpg and gif).
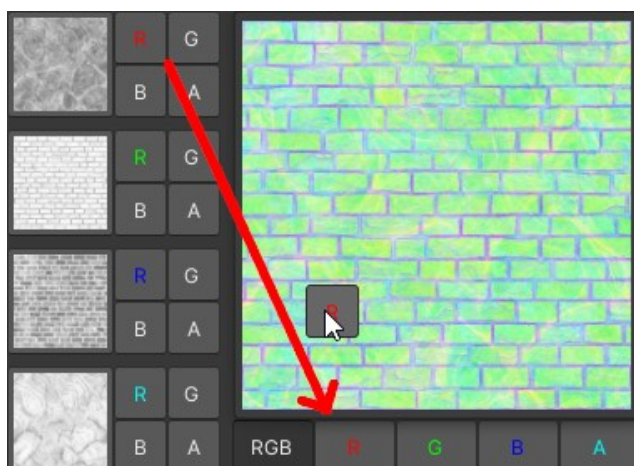

Assigning Color Channels:
Now that we have our textures ready it's time to assign the color channels. To assign color channels simply drag and drop the color channels on the right of the texture slot onto the output channels below the texture preview. Once linked the buttons will be assigned a random color and output information will be displayed below. You can preview each channel by left clicking the output button.

For colored textures such as albedo and normal maps, you'll generally want to put the RGB channels in their respective output channel. For grayscale textures the RGB channels should all be identical and you only need to assign one of them to an output channel. (Again, depending on the shader you're working with). See below for examples:
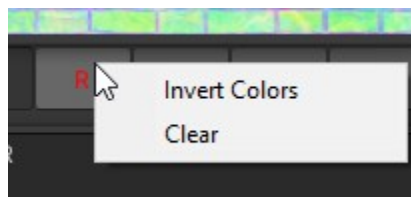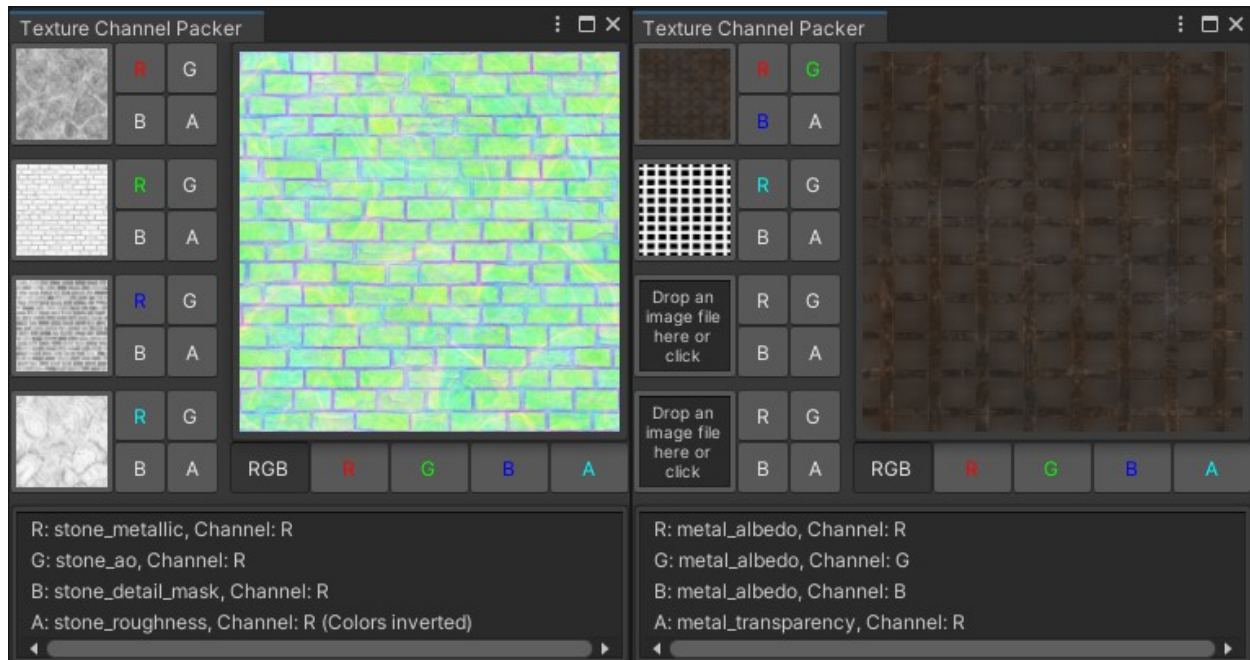
Inverting channel colors, clearing texture slots and channels:
In some cases you'll want to invert the colors of a channel (converting roughness maps to smoothness, or inverting a solid white to a solid black texture for example). To do this you can right click on the output channel below the texture preview, this also shows the option to clear the output channel. Right clicking a texture slot also clears it.
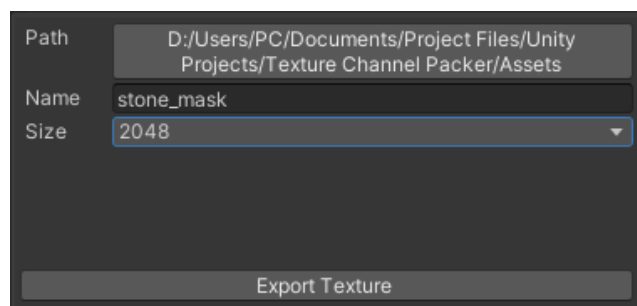
Exporting the texture:
Once you have your texture set up it is time to export. Choose a path, name and texture size and hit the export button.