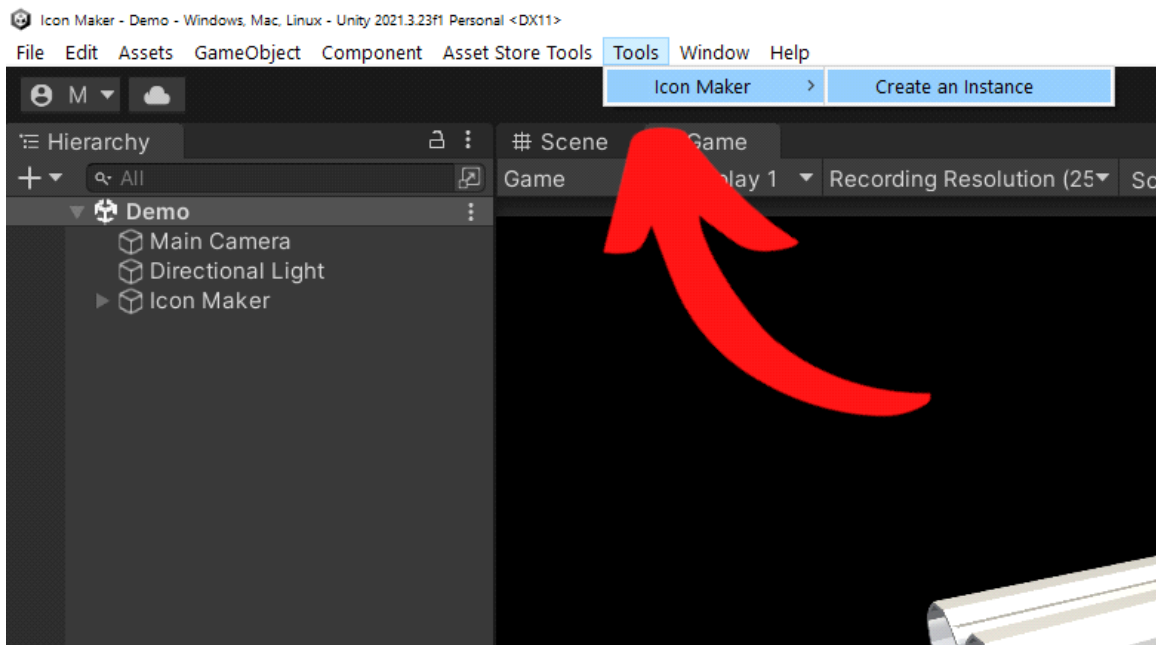# Icon Maker

version 1.0.1

Introduction

Icon Maker is a tool created by Mistyczny Arbuz. It's a tool created by developer, for developers. It   can be used to create icons, textures, preview images and much more. The main target of this tool is to create most comfortable, easy to use and fast tool to make icons / photos / textures.

It's support both URP and HDRP render pipelines. The tool is still under development process and I will add more functionalities and more stuff in the future !

1. Setup

To setup Icon Maker you will need obviously download and import whole package correctly.
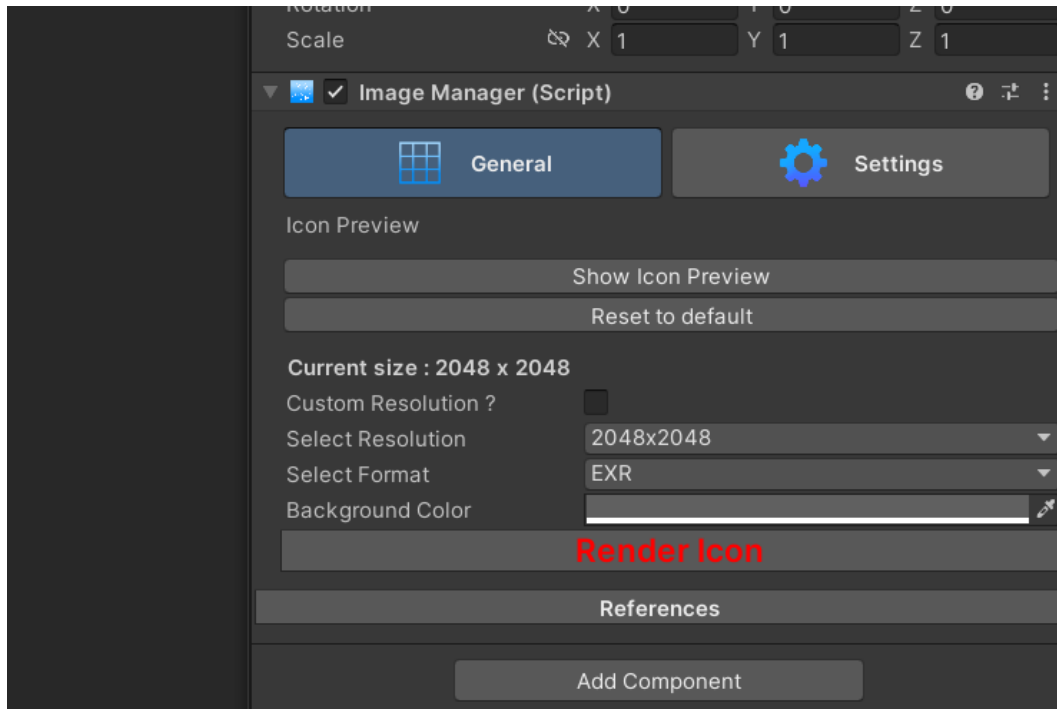

If you made everything correctly, there will be new tab on Unity's toolbar Tools > Icon Maker. By clicking on the "Create Instance" button, you will create instance of Icon Maker, which can

be used in every scene (Including game scene, testing scene etc).

2. Using the Icon Maker
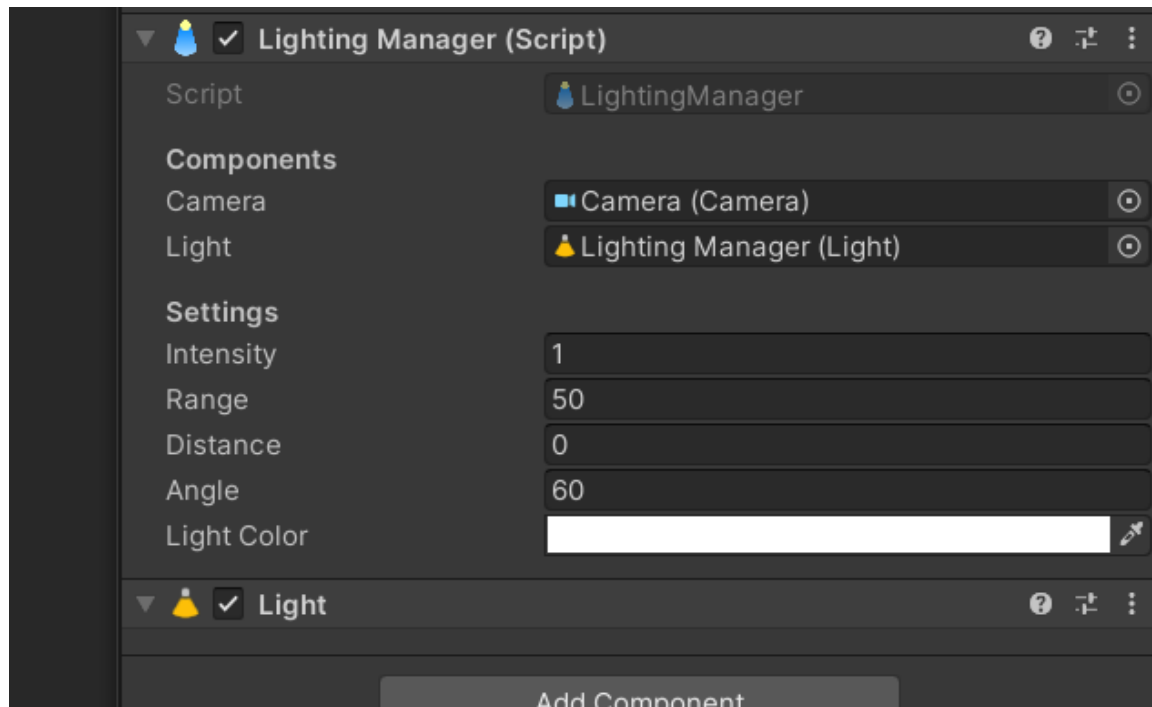
A.Image Manager

It's containing all basics functions such as :

- Setting icon transparent

- Changing icon size

- Rendering the icon

The "Choose a path" button is for choosing a file destination path.

The "Show Icon Preview" button will create icon preview in game window, it's useful to set

target object in the right position and right rotation.

B.Lighting Manager

As it's named, it's contains all the lighting features such as :

- Light intensity

- Light range

- Light distance from target

- Light angle

- Light color

Contact

If you want to contact by some reason or you found a bug :

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