2D Fantasy House Interior Documentation

Room construction

Open the **Fantasy House Interior Tile Palette** inside the **Tile Palette** window (Window > 2D > Tile Palette). Make sure the 2D Tilemap Editor package (com.unity.2d.tilemap) is installed via Package Manager in order to view the Tilemap Palette window.

Create a new rectangle 2D Tilemap in your scene and paint onto it using one of the supplied tiles from the included tile palette.

Collision is set up for each tile and 2D physics can be utilised by adding a Tilemap Collider 2D component to your Tilemap GameObject.

Tilesets make use of the Rule Tile from the Unity 2D Extras package.

Props

Prop prefabs are located inside the Prefabs/Props folder. Drag and drop them into your scene.

Grid and Snap Settings

This pack uses 16 pixels per unit for the art assets. It's therefore recommended to use custom grid/snap settings (Edit > Grid and Snap Settings) for easier placement of pixel perfect assets.

For 16 pixels per unit a snap move amount of 0.0625 (1/16) can be used to help snap props to correct pixel world increments.

Recommended Unity Packages

- com.unity.2d.pixel-perfect
- com.unity.2d.tilemap
- com.unity.2d.tilemap.extras