Tilemaps, Tiles, Palettes & Brushes

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Tilemaps act as containers for Tile Assets

Tilemaps work with Tilemap Renderers to draw tiles

Tilemaps work with the Tilemap Collider 2D to enable collisions

A Grid GameObject is created automatically with the first Tilemap

The Grid component stores cell size and position information for its' child Tilemaps

Tile Palettes are used to hold collections of Tile assets

Tilemap brushes provide different ways to paint on Tilemaps