2D Casual Isometric Tile Pack
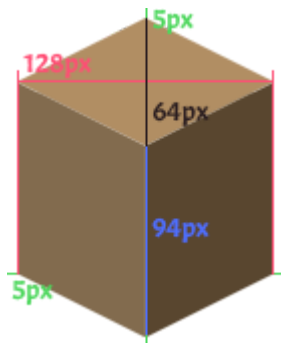
Thanks for your purchase! I wish you to enjoy this package.
If you any questions using this asset packages, please contact me via

Website: https://emeldalee.artstation.com/
E-Mail: einferia90@gmail.com

Specification

Image size

Width : 128 px
Height : 64 px
Depth : 96 px
Margins : 5 px

Contents

Over 150 tiles.
6 Categories : Bricks, Woods, Dirt & Grass, Gravel, Stone and Water.

Update History

Version 1.1.0(Current)
166 Tiles(145+21)
6 Categories : Bricks, Woods, Dirt & Grass, Gravel, Stone and Water.
6 Sample stages (for Unity 2018.3 or Above)
6 Sample stage images
*Add Brick_Dirt / Wood_Dirt tiles (+21)
*Sample stage fix

Version 1.0.1(Jul 1,2019)
145 Tiles
6 Categories : Bricks, Woods, Dirt & Grass, Gravel, Stone and Water.
6 Sample stages (for Unity 2018.3 or Above)
6 Sample stage images
*Color fix
*Sample stage name fix
 - Sample_03.jpg -> Sample_02.jpg
 - Sample_02.jpg -> Sample_03.jpg

Version 1.0.0(Apr 15,2019)
145 Tiles
6 Categories : Bricks, Woods, Dirt & Grass, Gravel, Stone and Water.
6 Sample stages (for Unity 2018.3 or Above)
6 Sample stage images

Grid palette [Unity 2018.3 or Above Required]

If you use Unity of 2018.3 or above then you can use Grid Palette to paint tile map.
**Info : 2018.3 or above version of Unity is required to use isometric tile map.**

Prerequisites

To make grid palette work properly, there are a few steps to follow.

1. Go to Edit > Project Settings… > Graphics > Camera Settings to set the 'Custom Axis' settings. And set the Transparency Sort Axis XYZ values to (0, 1, -0.26).
2. Create a tile map by go to GameObject > 2D Object > Isometric Z as Y Tilemap.
3. Set tile map mode to individual. **This is required to render tiles properly in the scene view.**

See detailed description on Creating an Isometric Tilemap.

Texture properties
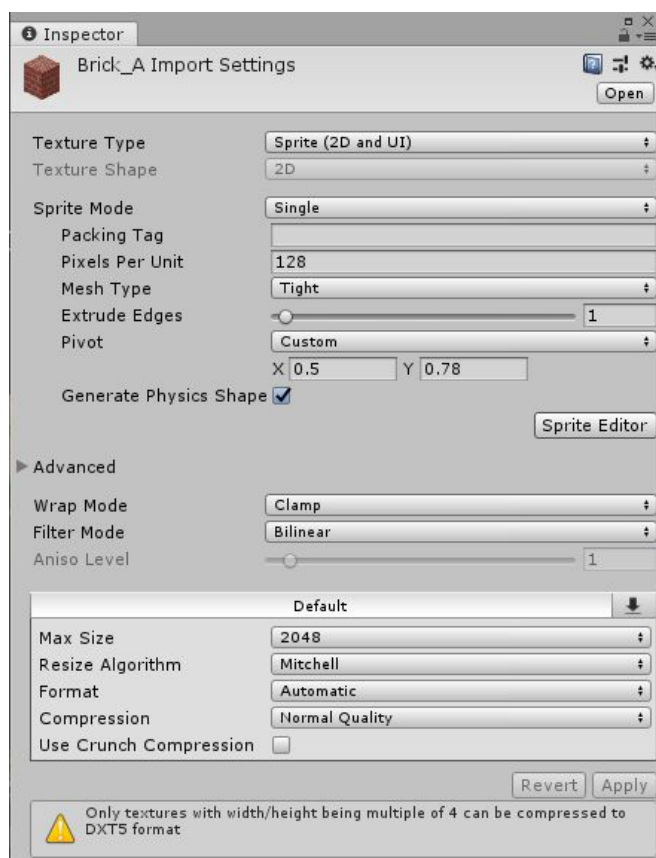
All properties of the tile texture was set. So you don't need to worry about texture properties.

About the performance

Setting tile map mode to individual may drag performance. To avoid that, you can use the sprite atlas and chunk tile mode. See detailed description on Tilemap Renderer Modes.