

The tutorial can be found here:

[https://www.youtube.com/watch?v=J\\_y-oc\\_b6co](https://www.youtube.com/watch?v=J_y-oc_b6co)

This tool is designed to quickly convert your sprites into prefabs.

To use this tool select all the sprites you want to convert into prefabs in the project view.

Right click and select Create > SpriteToPrefab

It will ask if you want to make a folder for each prefab. If you press yes each prefab will be inside it's own folder that is generated based off the texture's name.

Otherwise all the prefabs will be stored in a folder generated based off the texture's name.

Source code is included but is not necessary to use this tool.

If you have questions send an email to [michaelchugg@dietchugg.com](mailto:michaelchugg@dietchugg.com)