



If you want your Unity Asset (or Unity Project) to be convenient and understandable for other people (clients or teammates), the following publisher tools will help you.

## Who needs Publisher Tools

- Unity Asset Store Publisher
- Unity Tutor
- Teammate

Whether you're a programmer, game designer, texture artist or 3D modeler, the [Unity Asset Store](#) is a great place to [share and sell your creations](#) with the growing Unity developer community!

## Publisher Window | Welcome Screen

**Publisher Window** is a **welcome screen** where the user can learn all the important information about the product (unity asset or project) and your company by visiting important links.

Welcome Screen is automatically opened when you import a new Unity Package or when you open Unity Project at the first time.

The asset is ready to design your own welcome screen:

- window title,
- header logo,
- links (titles, descriptions & icons),
- copyright info.


## Links by Default

- Documentation,
- Support (allow users to send an email),
- All our Unity Assets,
- YouTube channel,
- Facebook Page,
- VK page,
- Instagram Page,
- Twitter Page.

## Publisher Component | Custom Editor

**Publisher Component** is a decoration for your script inspector. Now your product will always look cool.

The asset is ready to design your own custom editor:

- Flexible Header
- 38 icons  for Property Field
- Help Box
- 5 strings of code – simplest implementation (Header + Help Box)

## Support

First of all, read the docs. If it didn't help, [get the support](#).