

2D Essentials Docs

Hello friend, thanks for downloading the 2D Essentials. This asset contains a few helpful utility textures that you can use in a variety of games. This document will briefly list each asset, suggest a use case, and explain the various sample projects. If you have questions, please reach out to me via my site; <https://cdhanna.github.io/brewedink/>
Thanks!

Assets

Every asset is prefixed with “2de” to indicate its origin from the “2d essentials” asset. By default, all assets are scaled to fit to one unit in space.

Name	Description	Possible use case
2de_box.png	A pixel image scaled to take one unit in Unity space	Use as a building block for arcade games, or debug tooling
2de_box_outline_32.png	A 32x pixel outline of a square	Use as a selection preview
2de_box_padding_1.png	A pixel image scaled to take a tenth less than one unit in Unity space	Use as a building block for arcade games, or debug tooling.
2de_circle_32.png	A 32x pixel circle	Use as a cursor
2de_circle_outline_32.png	A 32x pixel outline of a circle	Use as a unit selection preview
2de_dots_256_1.png	A 256x pixel image containing random white dots	Use as star field
2de_dots_256_2.png	A 256 pixel image containing many white dots	Use as a star field
2de_gradient_circle_32.png	A 32x pixel image of a circular gradient	Use as a shadow base
2de_gradient_corner_32.png	A 32x pixel image of a corner gradient	Use as an outer corner for a box gradient
2de_gradient_horizontal_32.png	A 32x pixel image of a horizontal gradient	Use for level transitions
2de_gradient_vertical_32.png	A 32x pixel image of a vertical gradient	Use for menu transitions
2de_noise_256_1.png	A 256px black and white noise texture	Use as a dirt texture
2de_noise_256_2.png	A 256px black and white noise texture	Use as a detail map
2de_noise_256_3.png	A 256px black and white noise	Use as a random map

	texture	
2de_noise_256_4.png	A 256px black and white noise texture	Use as a height map
2de_noise_transparent_256_1.png	A 256px white and transparent noise texture	Use as a height map
2de_noise_transparent_256_2.png	A 256px white and transparent noise texture	Use as a dirt map
2de_noise_transparent_256_3.png	A 256px white and transparent noise texture	Use as a cloud map
2de_noise_transparent_faded_256_1.png	A 256px white and transparent noise texture with transparent edging	Use as a dirt map
2de_noise_transparent_faded_256_2.png	A 256px white and transparent noise texture with transparent edging	Use as a space nebula
2de_noise_transparent_faded_256_3.png	A 256px white and transparent noise texture with transparent edging	Use as a cloud map
2de_noise_transparent_faded_256_4.png	A 256px white and transparent noise texture with transparent edging	Use as a detail map
2de_pixel.png	A single white pixel	Use for anything you'd like

Samples

There are a few sample scenes that use some of the sprites to demonstrate some possible use cases.

Sample Scene	Description
Arcade	A scene using the box image to create a snake like image, and a breakout like image.
SpaceVibes	A scene using the noise and dot textures to create a space nebula.
UI	A simple canvas showing the vertical gradient