To Pixel

This is a Tool that allows you to pixelate textures in Unity Editor.

Getting Started

1. Import the package into your project. In Unity version 2022, warning is normal.
2. Open the window in "Window/To Pixel".
3. Select files or folders that contain the textures you want to pixelate.
4. Adjust the parameters in To Pixel window. Tooltip describes the meaning of the parameters. If you are not sure, click the Preview button.
5. Click the Generate button.

Compatibility

Tested on Windows with Unity versions 2018.4.36, 2020.2.0, 2021.3.19 (LTS) and 2022.2.7.

Contact

Yong Qi Chen
2926382212@qq.com

License

This script is available for distribution and modification under the CC0 License, which allows for free use and modification. https://creativecommons.org/share-your-work/public-domain/cc0/