

Colored Mipmap Texture Documentation

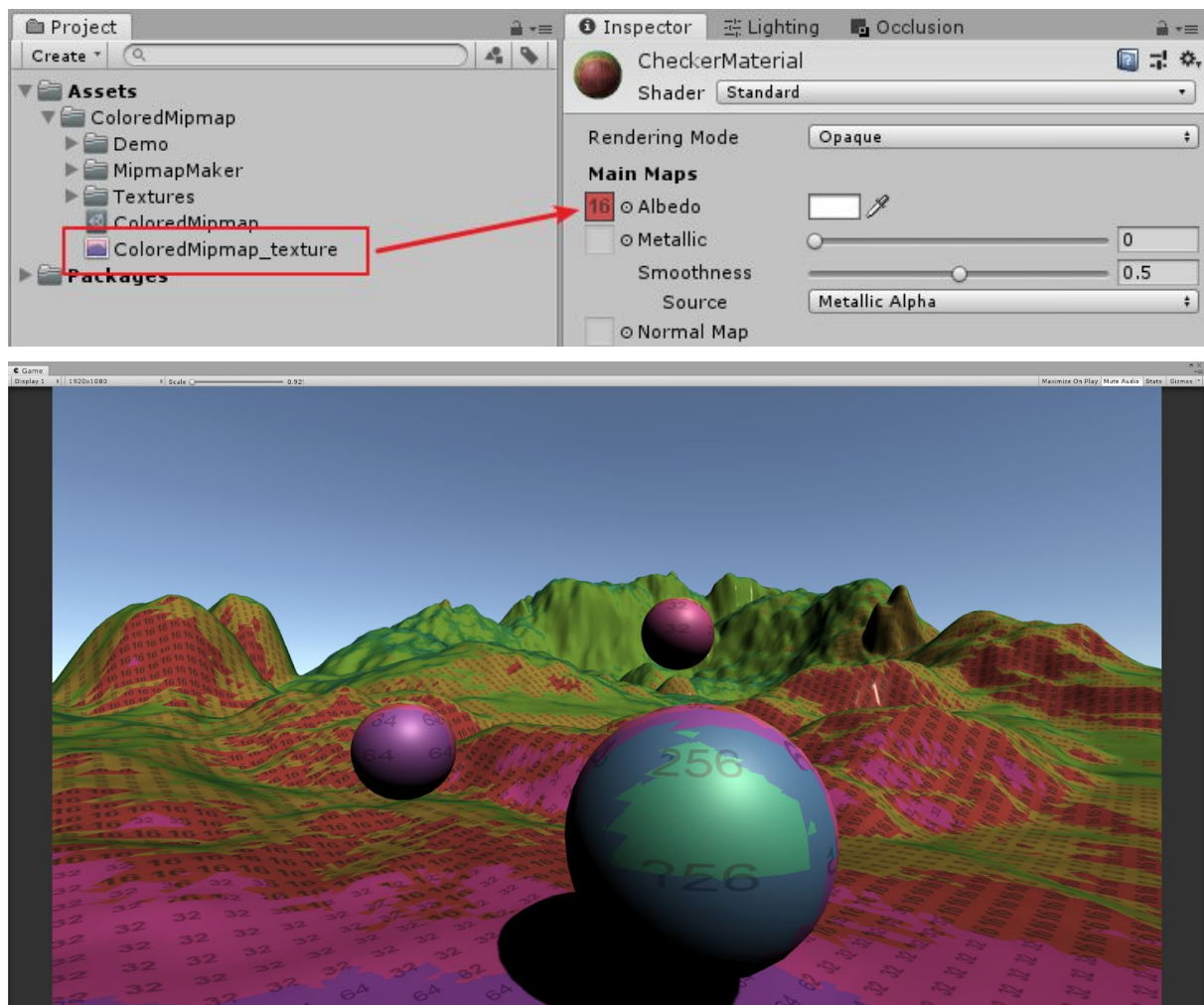
Introduction

《Colored Mipmap Texture》 is a texture with customized mipmaps. Helping game developers to check the exact mipmap level used in rendering, and make the decision on the size of textures included in the game.

Quick Start

ColoredMipmap_texture.asset is a texture asset. It can be used in material or terrain layers as the base color map, and display the mipmaps level usage in the game view.

Simply set ColoredMipmap_texture.asset on your material or anywhere using color texture.



MipmapMaker

MipmapMaker is a ScriptableObject which is used to generate textures with customized mipmaps.

You can create an empty MipmapMaker asset in Assets Menu > Create > Mipmap Maker or duplicate ColoredMipmap.asset to set up another customized texture.

Edit the Mipmap level settings in the asset, and click the “Create Texture” button. The customized texture will be generated beside the asset file, and named <MipmapMaker asset name>_texture.

