



# Atlases

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It was a long way to support atlases but it is now supported.

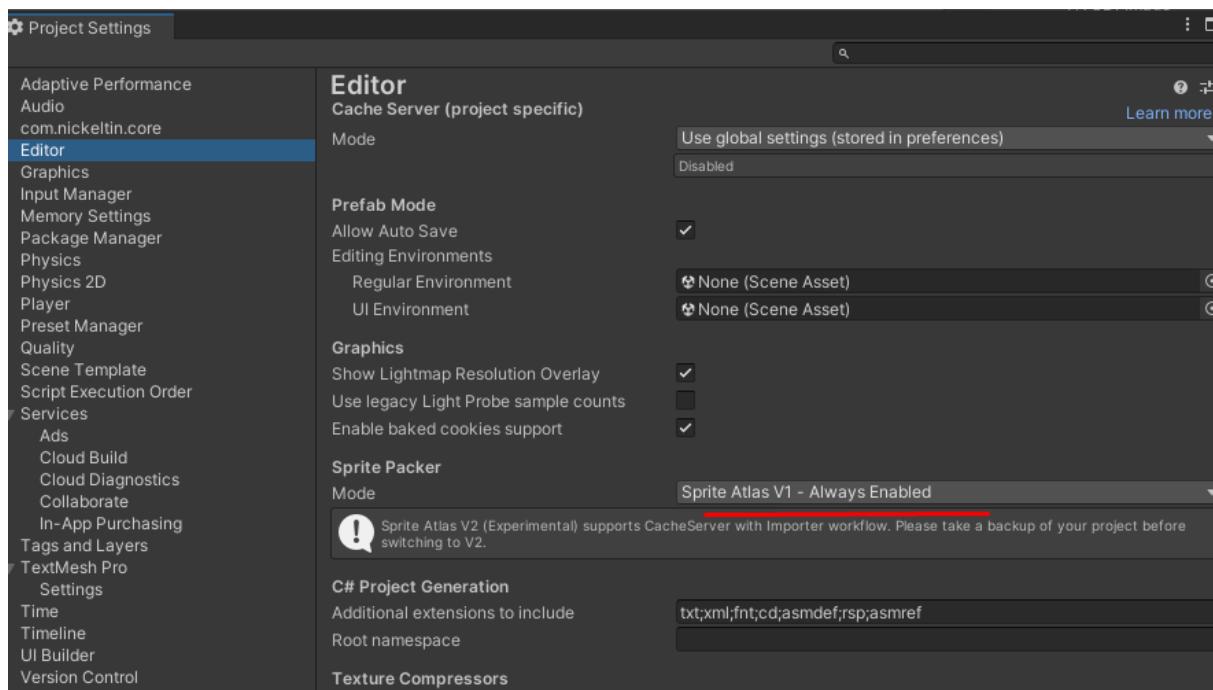
Atlases support became better with introduction of decoupled pipeline.

## Invalid atlas setup

Go to scene **Invalid**



Here is some sprites, each at its own texture.

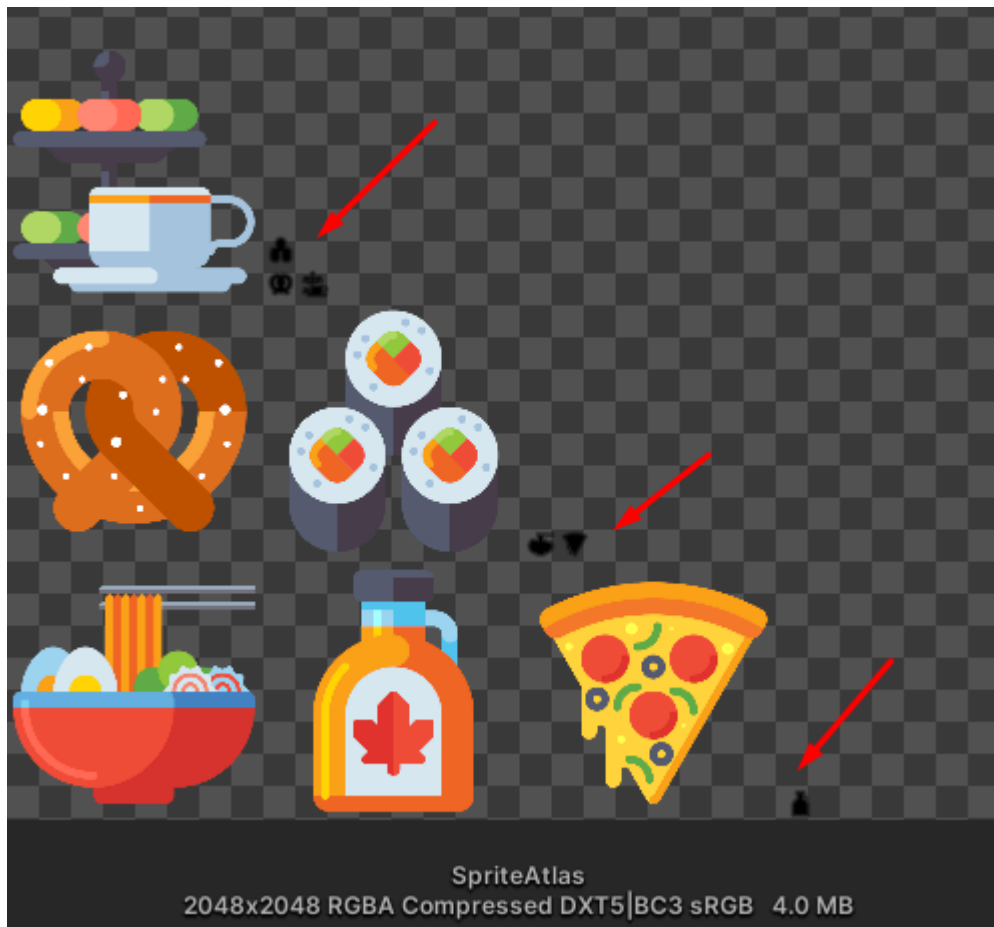


Set your project sprite packer mode to V1 Always enabled, and press playmode.



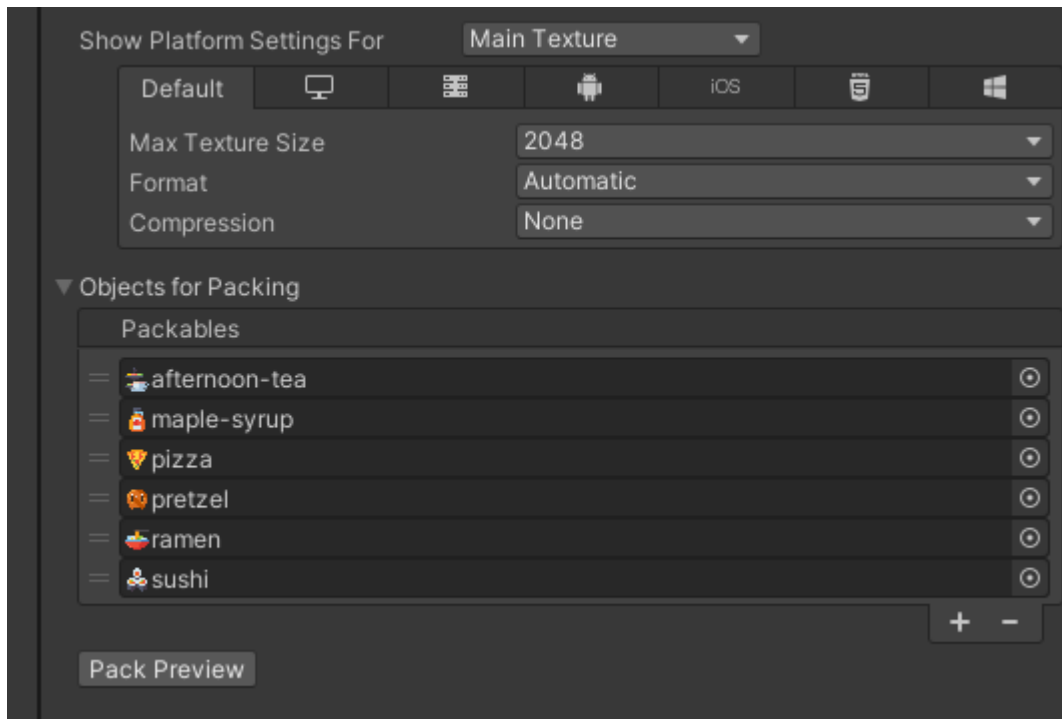
At playmode enter, as sprites gets packed, we can see how sdf is distorted now.

This happens due to compression, regular texture can be compressed, but sdf texture should remain uncompressed.



Unity atlas packs both SDF and regular sprites to one texture, and there is no proper way to pack them into different textures.

We can fix this distortion by simply setting texture compression to None in atlas

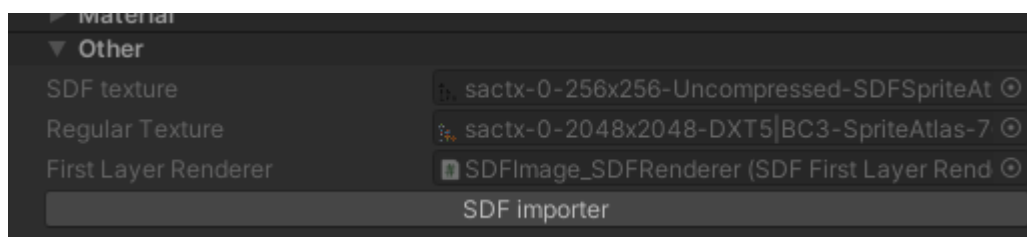


And this is one approach to use atlas, however build without compression is not the worst, but really bad idea in terms of size, so we need to figure out something else.

## Valid regular pipeline setup

Go to scene **Valid\_Manual**

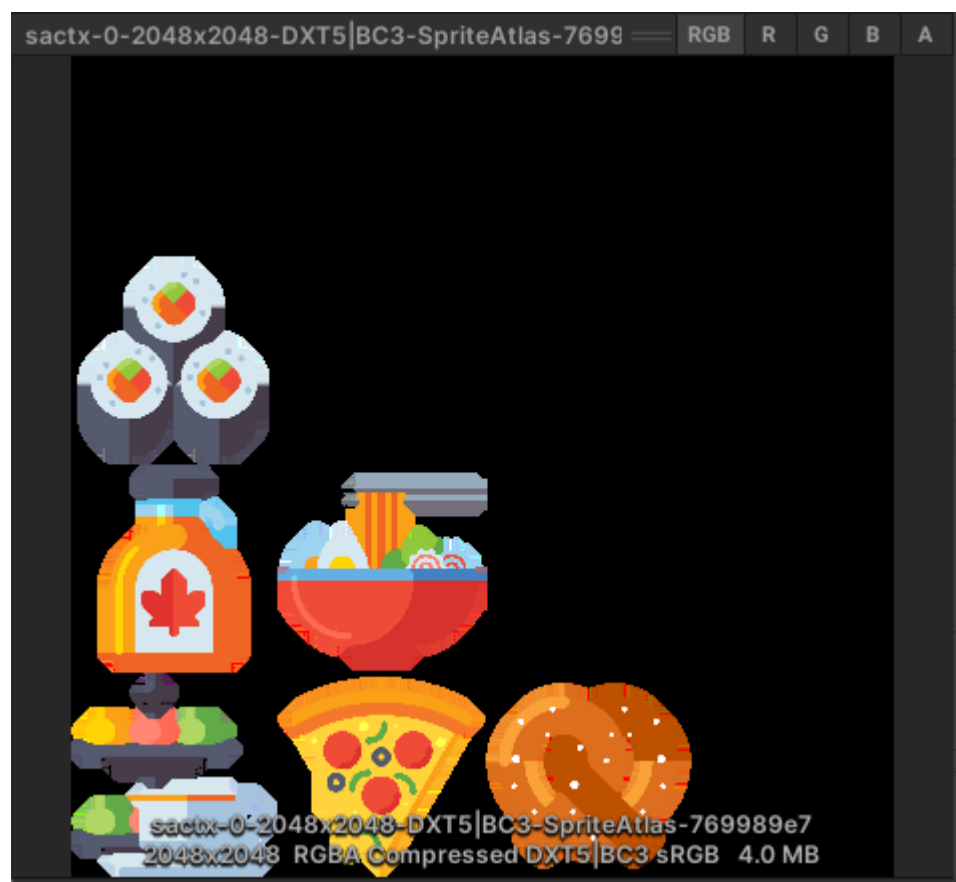
Start playmode and see that all images remains the same, without distortion.



In any image in **Other** section you can see currently used textures. Currently this image using textures from atlas.

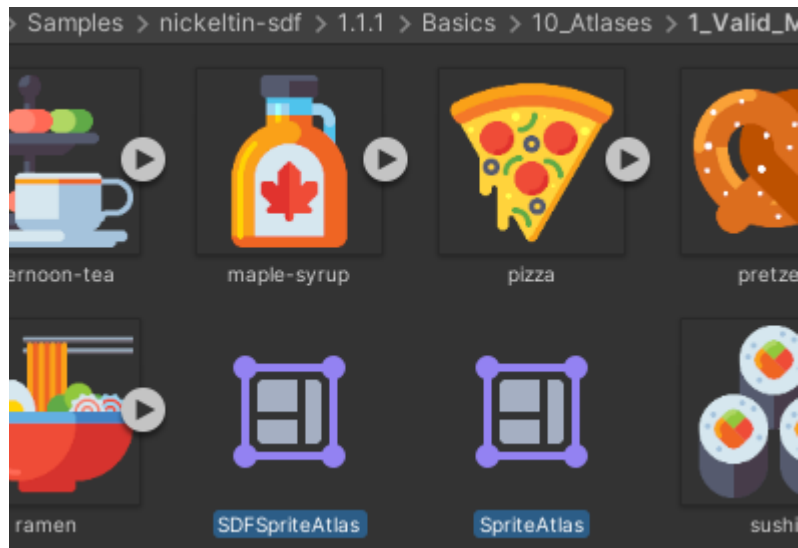


That's the SDF atlas texture.

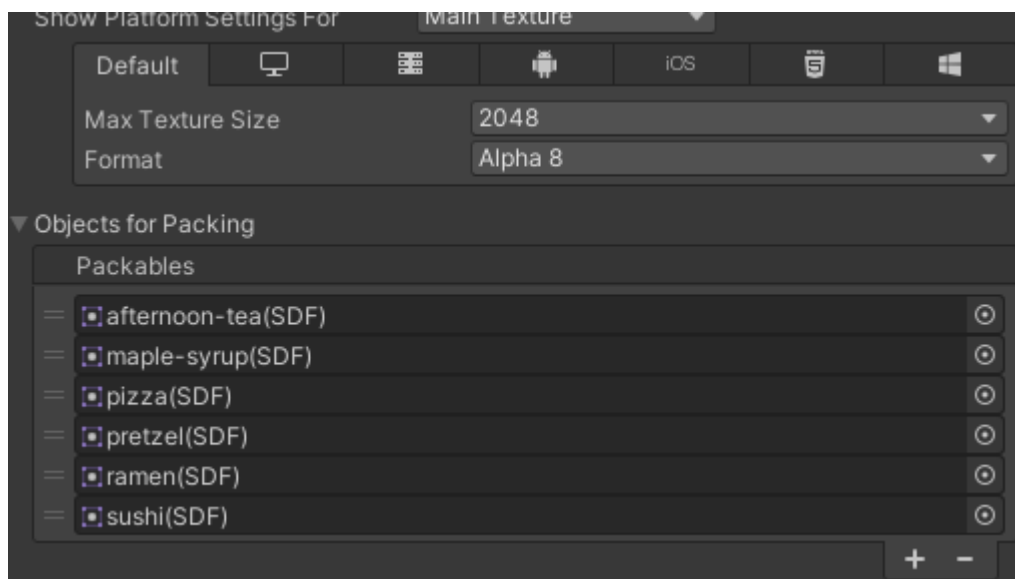


And regular atlas texture

Difference between previous setup and this is that this using two atlases.



Regular sprite atlas has default settings, but only regular sprites is referenced in it.



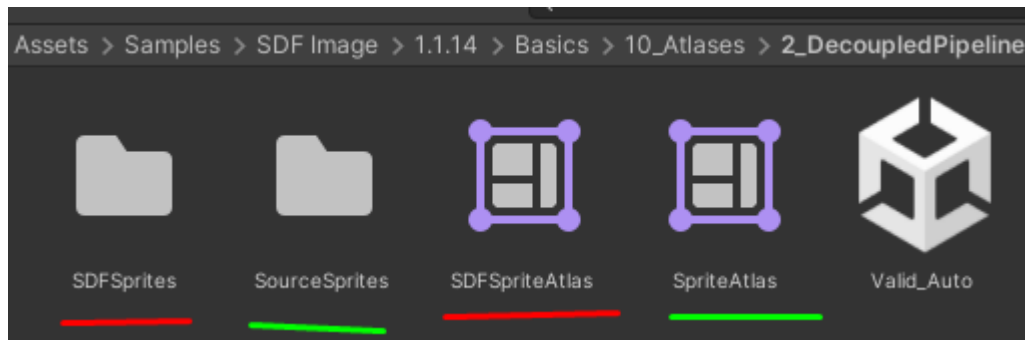
And sdf atlas references only sdf sprites and has format **Alpha8**.



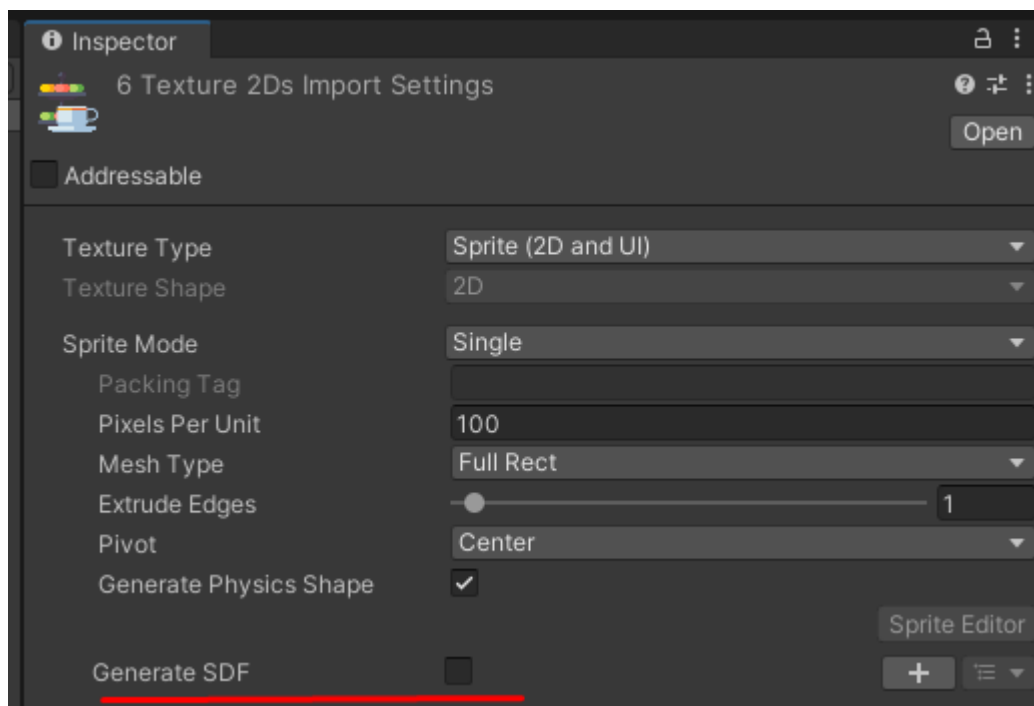
That's the simplest solution, just use two atlases, one for regular sprites, and one for sdf sprites. However manually assign sprites is inconvenient, so i tried to make at least some automation for this.

## Decoupled pipeline setup

Decoupled pipeline introduced simplest sprite atlas support, since now sdf assets and source assets is split its easier to define sprite atlas for particular folder.



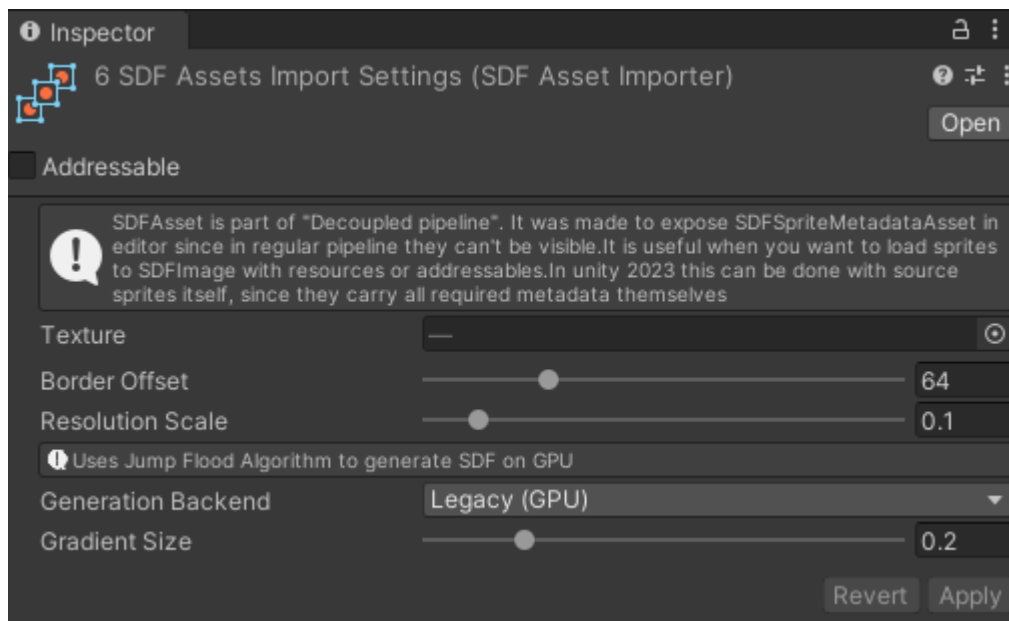
Now there is two folders, for source sprites, and for sdf sprites, with corresponding atlas for each.



Textures from SourceSprites folder has Generate SDF disabled



However for each source sprite SDFAsset is created in SDFSprites folder



They each have own SDF import settings