



Pixel Art

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Invalid

Valid

Overview

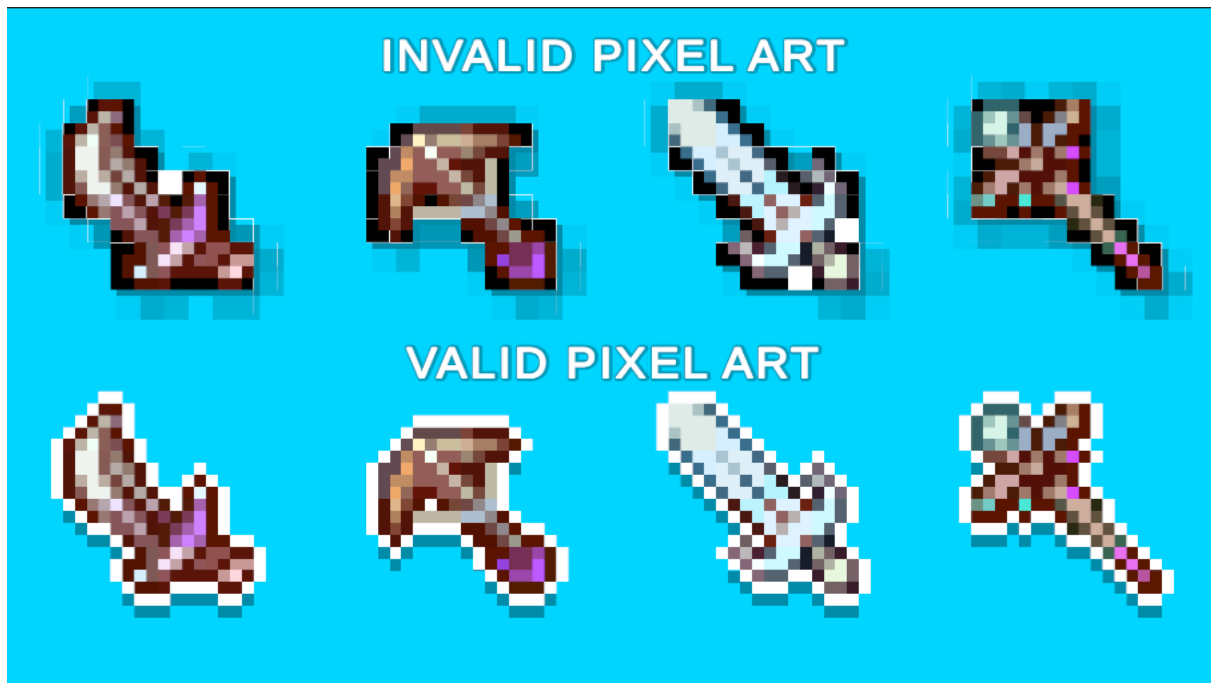


Here will be described how to setup pixel art

Sample files



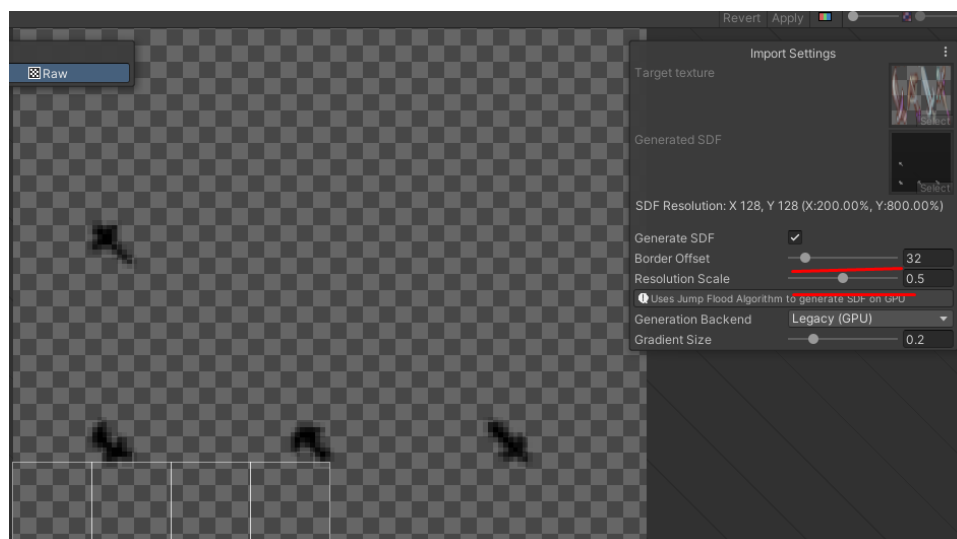
This section assets represents two setups, invalid and valid pixel art.



As you can see valid pixel art is looks nice, with pixel perfect outline, and invalid is full of artifacts.

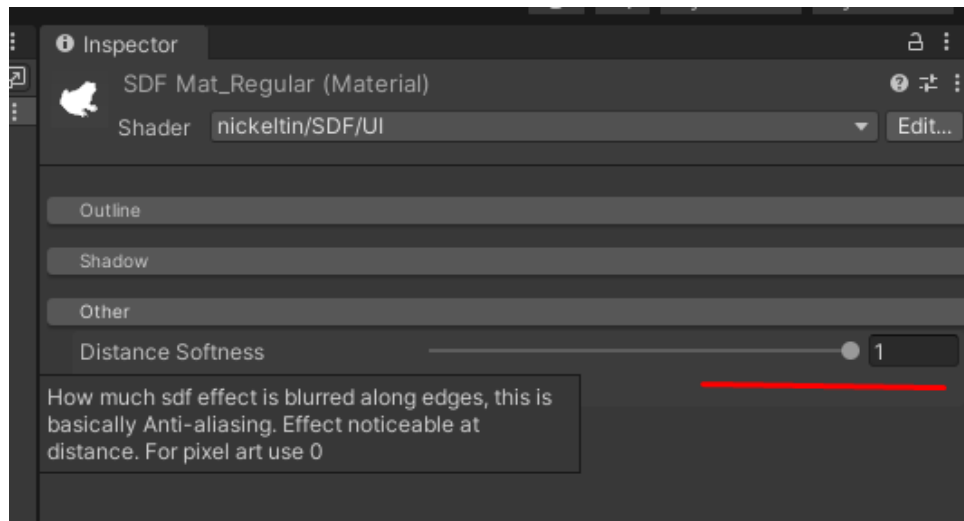
How to properly set-up pixel art?

Invalid



Invalid import settings

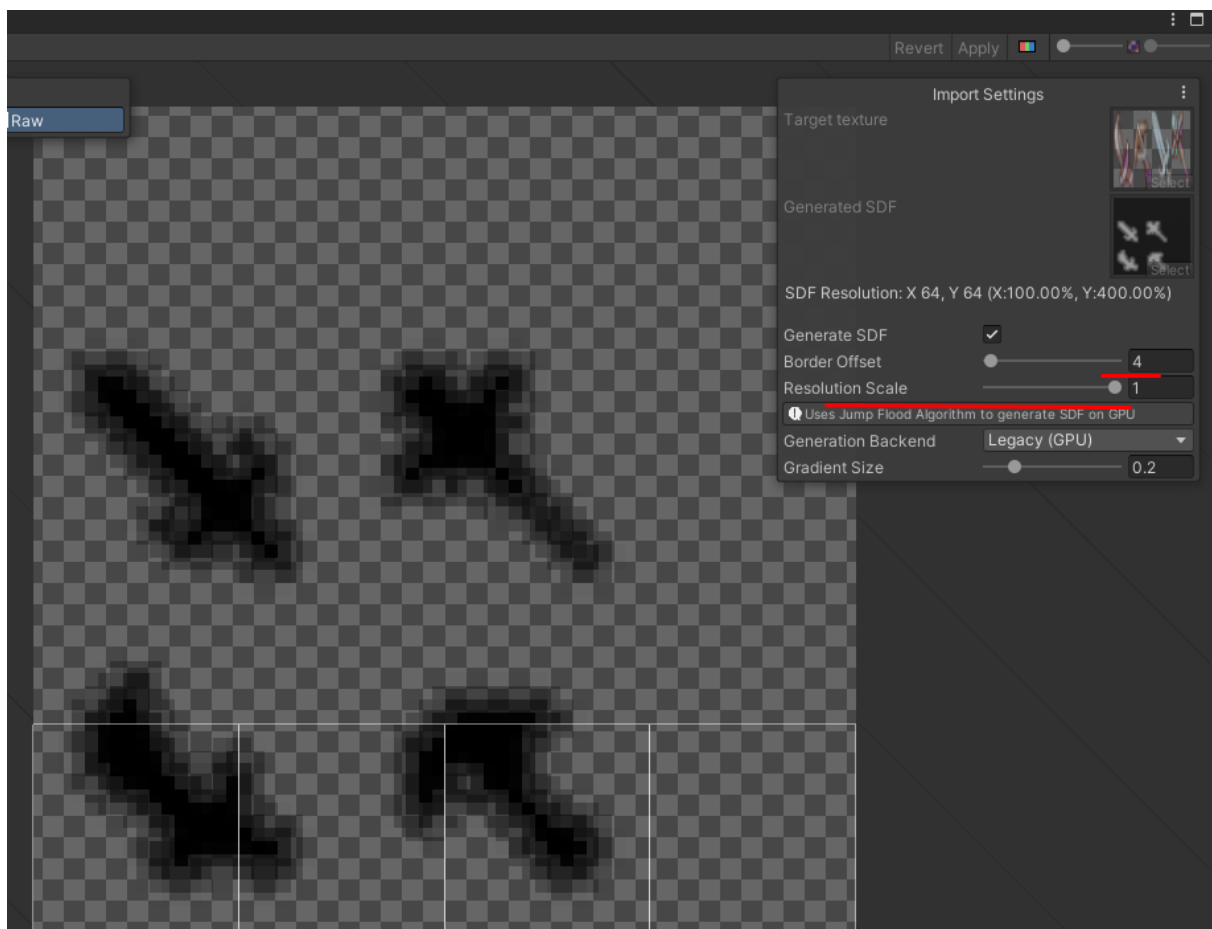
- Too big **Border Offset** , a lot of empty space between images
- To small **Resolution Scale**



Invalid material settings

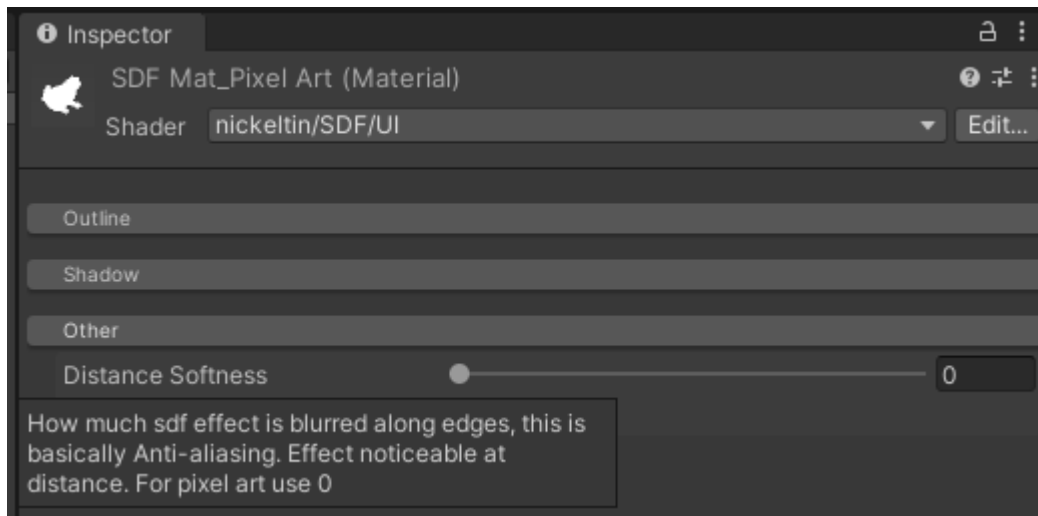
- **Distance Softness** is not 0

Valid



Valid import settings

- **Border Offset** is relatively small, since it is value in pixels you should set it depending on sprite size. This is 16×16 sprites so 4 is good value.
- **Resolution Scale** is 1. It is okay to use smaller SDF resolution for high res. art, but in pixel art each pixel is important, therefore we need to use full resolution for SDF too.



- **Distance Softness** is 0, meaning pixel art will be sharp at any distance.



That's all the setup required for pixel art, just some import settings and material settings.