Multiple Sprite Texture

Version 1.1.x updates

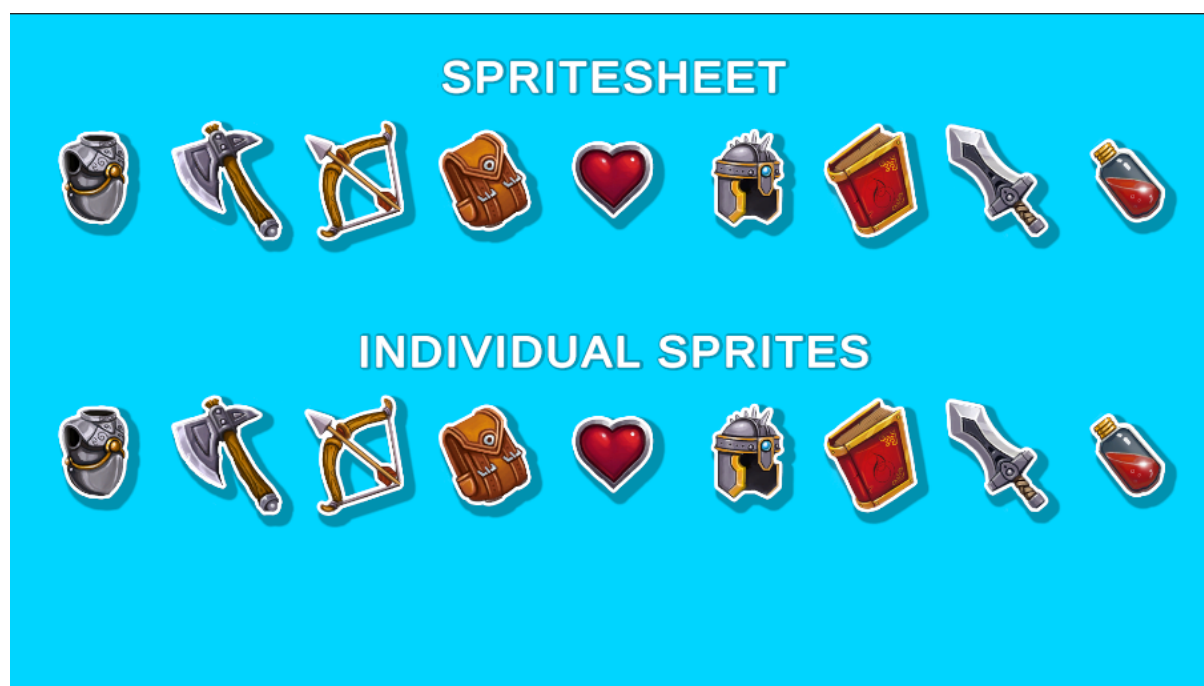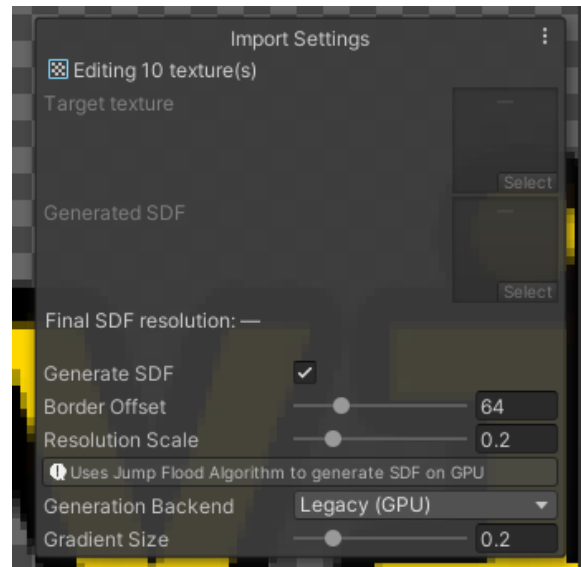Version 1.1.x improved multiple-sprites workflow, now it has no requirements on source texture.

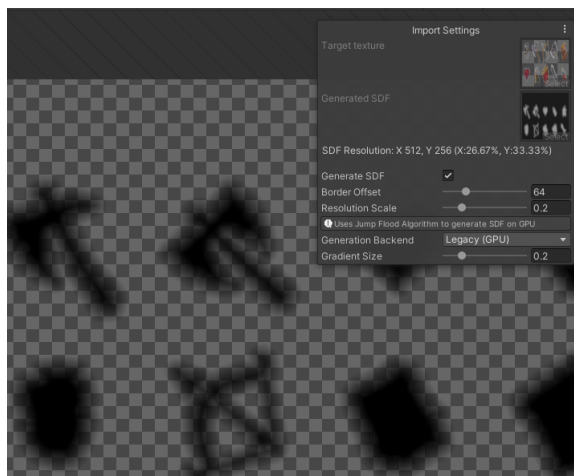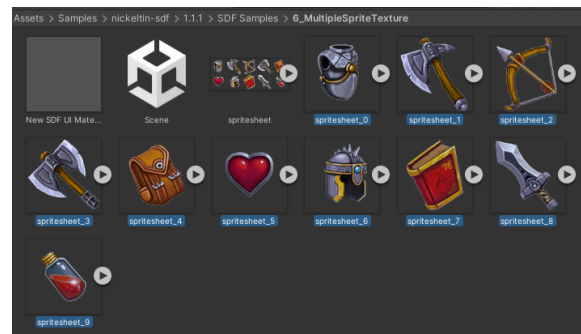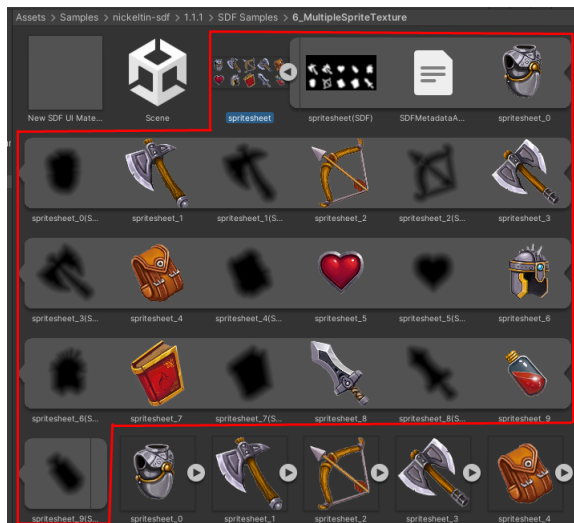Also `Gradient Size` now results into same final visual look for any texture size.

Regular and multi-sprite textures

Here is presented set of sprites, they are identical but first row is from single texture

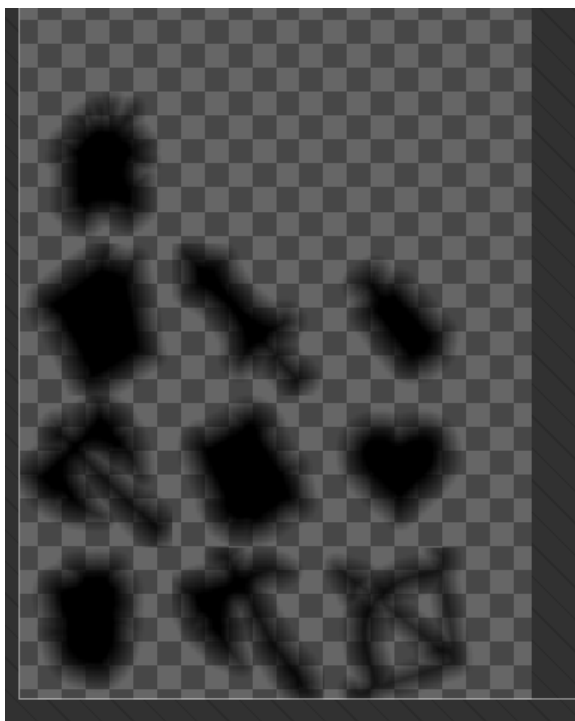And second row is each sprite on its own texture

Spritesheet and individual sprites has the same import settings, and do look same on the scene. This consistency was lacking in previous versions.
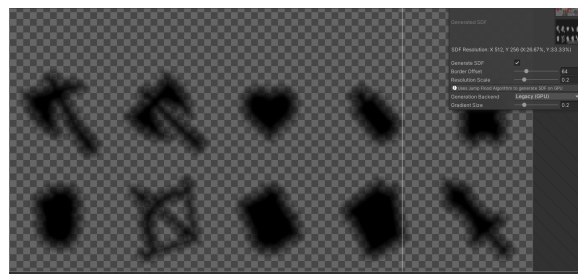
💡 **Basically now you don't need to do anything extra with source texture to work as spritesheet, border offset will be added for each sprite automatically and all of them will be compiled packed into single SDF texture.**

SDF sprites packing update

Sprites with 64 `Border Offset`

In new pipeline each sprite is treated as separate texture upon generation, therefore Border Offset can be added to them. After sdf generation all these textures compiled into one.

Sprites with 0 `Border Offset`