

# **2D Underwater World**

Version: 1.7

# **READ ME**

Thank you for supporting this asset!

We have created this asset-package to help you to create your own 2D games.

Our Asset-pack contains sprite textures to use for your projects.

The sprites are easy to use so you can quickly make your own commercial games.

All additional textures, C# scripts or animation files are for the "Example/Demo Scenes" and can be used as well.

If you have any questions, issues or feedback, then please **E-mail** us at:

**Support:** rafmanix.studios@gmail.com

#### Info:

If you have an older <u>Version of Unity</u>, make a copy of the sprites in your Project folder and set your sprite settings new, so these matches your version of unity.

### **IMPORTANT:**

If you want to make modifications of our textures or sprites, etc... please make a copy and change them as you desire.

**Reason**: If we upload a new version and you upgrade our Asset Package your work or modifications can be overwritten.

Thank you!

**RAFMANIX** Team

# License

### **Unity Asset Store License:**

The license terms are subject to Asset Store "Terms of Service" and "EULA" you can find these on the official <u>Unity</u> website.

Asset Store Terms of Service and EULA

https://unity3d.com/de/legal/as\_terms

## You need more content:

For more Informations look at our Website under Questions & Answers (Q&A).

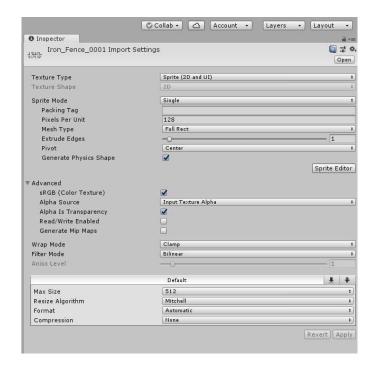
#### **RAFMANIX** Website:

https://sites.google.com/view/rafmanix/home

# **Asset Store Package**

### **Settings:**

All the graphics and sprites in our asset packages are created for the standard grid settings in the Unity Engine.



Make sure your texture type settings are:

- Pixels per unit is set to - 128
so it fits to the Unity standard grid.
Or scale it according to your game grid settings!

- We have used "None Compression" for quality upload on the Asset Store.

You can use the Quality setting & compression as needed for your project

For more Information about texture or sprite setting look in the unity engine documentation.

#### **Performance:**

If you do not use our ATLAS or in the package are only Single Sprite Sheets.

Copy the sprites in your project and choose your settings and use the same "**Packing Tag**" for the sprites, so the Sprite Packer reduces your drawcalls!

If the Sprite Packer is not working to save your sprites by batching, look at:

## **Edit / Project Settings / Editor**

- **Sprite Packer** / **Mode** = "Always Enabled" or as you need it!

Or

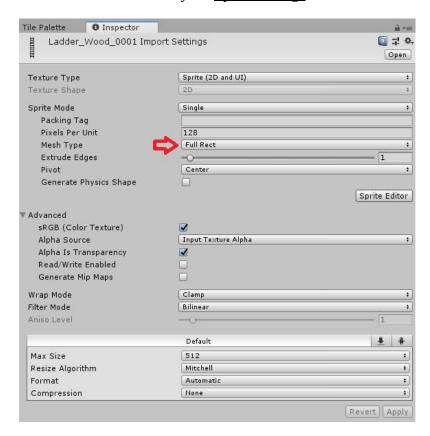
New at <u>Unity 2017.1</u>!

## Right Mouse / Create / Sprite Atlas

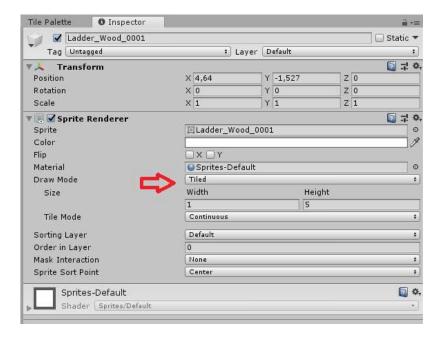
- Bake all sprites in the new "Sprite Atlas" from Unity!

# **Sprites Tiled:**

Some of the Sprites are "Tiled" make sure your Sprite settings looks similar like this Screenshots!

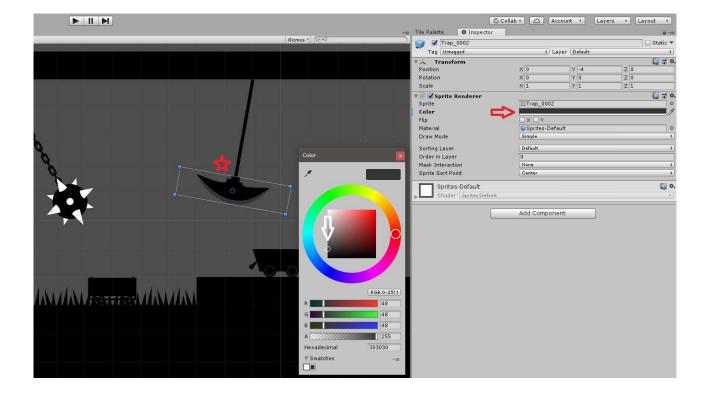


In the "Sprite Renderer" set the "Draw Mode" from Simple to Tiled.

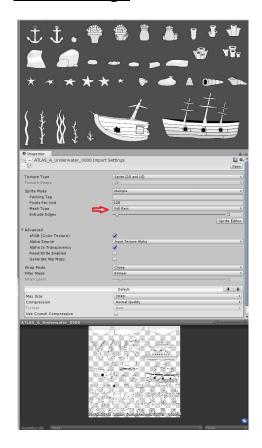


# **White Color Sprites**

If you don't want that some sprites are white in your game then set the "Color" as you desire:



# **Texture Settings:**



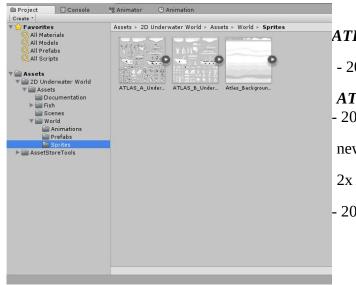
Make sure your Mesh Type settings are:

- "Full Rect"

so you can use them as **9 sliced** Sprite!

## **Choose your Atlas**

4 Atlases are included and are ready to use to build your own levels.



# ATLAS\_A\_Underwater:

- 2048 x 2048 sprites color white to black

## ATLAS\_B\_Underwater:

- 2048 x 2048 sprites color white to black & new with no "Freestyle effect" (black outlines)

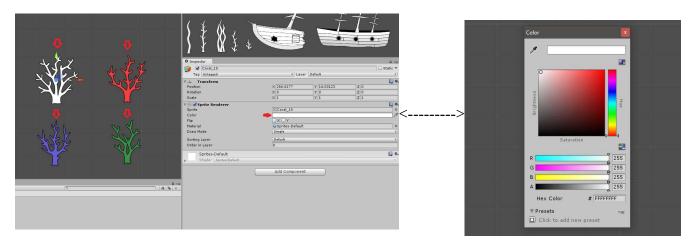
## 2x Atlas\_Backgrounds:

- 2048 x 2048 Sprites color white to black

# **Change the color**

In all sprite atlases, *ATLAS\_A\_Underwater*, *Atlas\_Backgrounds*, you can change the color yourself with the sprite renderer.

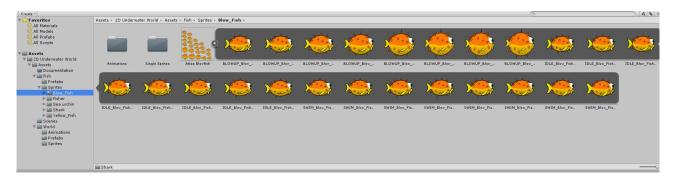
# **Examples:**



# **Player sprites and animations**

In the folder, **Fish-Sprites**, there are compressed atlases with animations included.

All animations and animator controller are in the folders "Animations".



Folders: "Single Sprites" build for Example Scene.

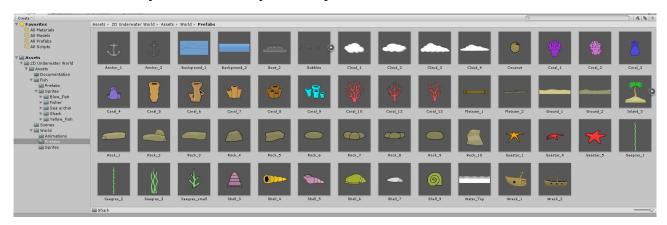
We have their animation sprites separated. If you want to build your own Atlas.

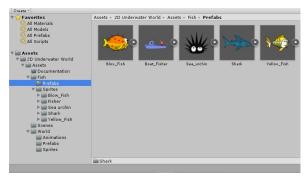
You will find the same sprites in the *Atlas* to reduce your draw calls and storage.

# **Prefabs:**

The prefabs, in the package, are only examples what you can make with this sprites.

You can use them, if you like or build your own prefabs!





There are 2 Folder with Prefabs:

- 1 for the World backgrounds colored
- 1 for the fishes animated

## **Support us:**

Please do not forget to write a **review** on the Unity Asset Store!

If you have any issue or questions please feel free to contact our support Team under this E-mail:

# rafmanix.studios@gmail.com

Please do not post your problems as a **review!** (Privacy Policy)

We try to provide good support and it is not possible to answer quick and in detail to a review post.

You would help us a lot. Thank you!