



DOCUMENTATION



Pixel Life Studio.

Thank you for your purchase, we from Pixel Art Studio hope this asset brings you a good experience.

If you have any difficulties or problems you can contact us lobodeff@gmail.com.

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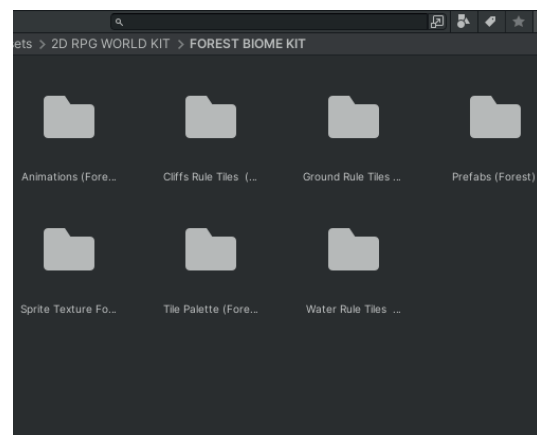
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First steps understanding the asset.

It may be a little overwhelming at first, a lot of folders and a lot of content may be difficult to understand. This explanation will help you understand this asset and the systems.

- The content is organized in respective folders.
- Each biome will have their respective files to prevent duplicating items.
- The 'Sprite Textures Folder' for each biome holds the master file/textures.
- The files have tags in brackets to facilitate locate items with the search bar.

example:





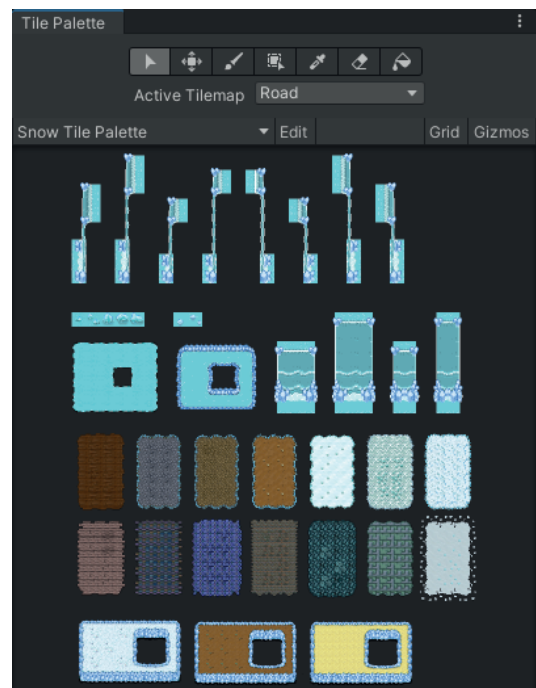
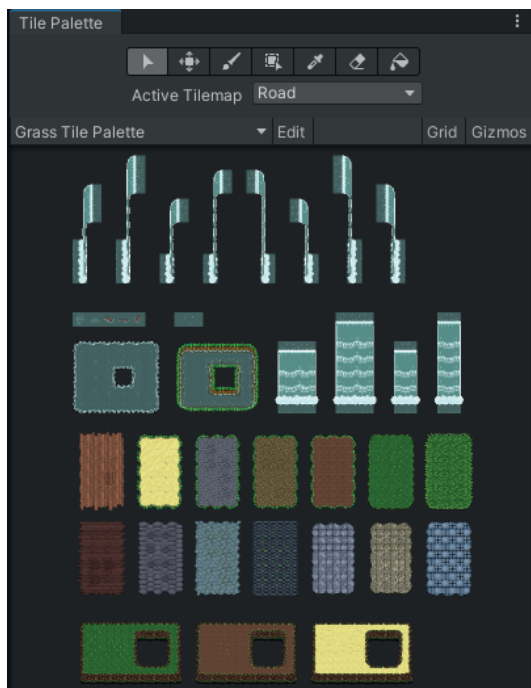
Tile palette window.

In the tile palette window you will find all the rule tiles and tilesets already configured and ready to use.

From top to bottom you have.

- Waterfalls animations (simple animated tiles)
- Water animations / water details animations (rule tiles)
- Ground textures (rule tiles)
- Cliffs textures (rule tiles)

example:



* Each tile palette are saved in their respective biome folders.

* Resolutions:

- Waterfalls 32x32
- Water 32x32
- Ground 32x32
- Cliff 64x64

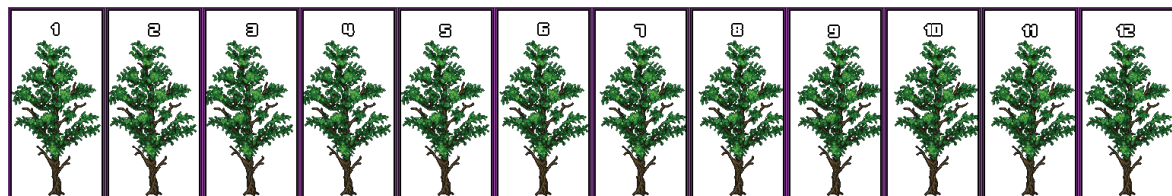
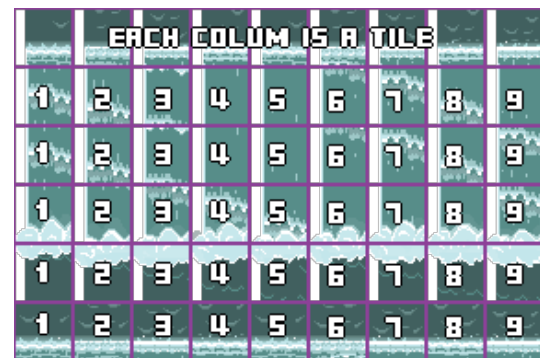
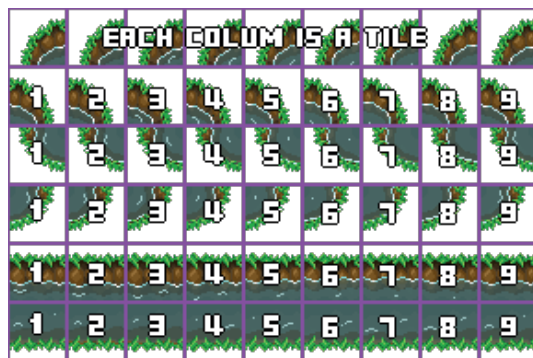




Animations.

The animations follow the Unity pattern from Left to Right sprites for easy understanding and to facilitate creating the animations.

example:



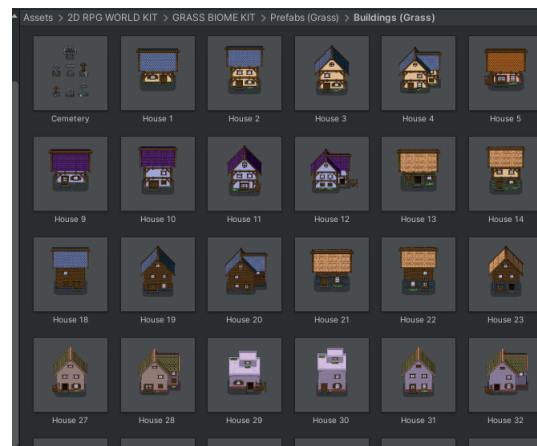
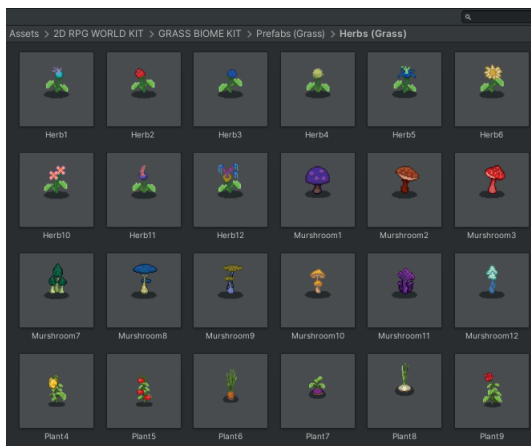


Prefabs.

All the items that compound objects already have a prefab example saved in their respective folder.

All the fisical objects such as buildings, bridges, trees, rocks and crystals already have a 2D colliders configured.

example:



* Objects that may be used as collectables do not have a 2D collider configured.





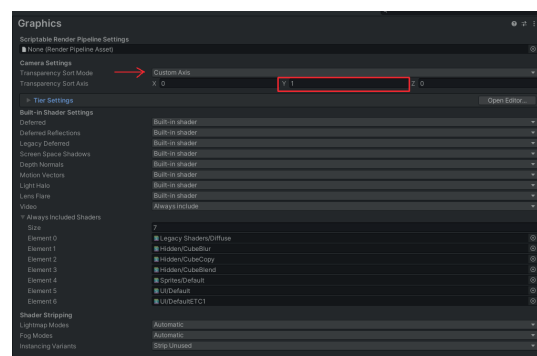
Common problems and glitches.

Animation tiles and tilesets flickering during Play Mode.
example:



***SOLUTION: TURN OFF ANTI ALIASING IN THE PROJECT SETTINGS.**

Sprite rendering in the wrong order.
example:



***SOLUTION: CHANGE THE RENDERING TO CUSTOM AXIS FROM Z TO Y IN PROJECT SETTINGS.**

