Tutorial 7 – Launcher Icon

1. Create a new project. You can name it anything you’d like, I named mine “LauncherIcon.” Keep everything else generic as we won’t be working with the Main Activity at all this tutorial.
2. Find a picture you like online, usually the smaller the better. Keep in mind that this is a launcher icon and will be very small – thus, if you have a large image of some battle scene, it probably won’t be the best choice. Android Studio supports most image types, but for the sake of this tutorial, try to find an image that is a .jpeg or .bmp. Save this image to your desktop.
3. Let’s find the mipmap folder. Start from app > res > mipmap. Within mipmap, right click on the first subfolder, which should be named ic\_launcher.png, and select New > Image Asset.
4. Asset Studio should now be open. From here you may already “get the big picture.” There are tons of options to play around with. For now, near the top, you can see a search box with the title “Image File.” Go to the desktop and find your image file. Once complete, your new icon should look like your image in some way. Please adjust this image until it looks awesome. Click Next.
5. A warning will appear, saying that existing files will be overridden by this operation. This is perfectly fine. We are changing the icon, so it’s pretty obvious that a file will be overridden. Hit Finish.
6. Run your emulator and find your new launcher icon in the apps list!

Video Link: <https://www.youtube.com/watch?v=O-CNYuHZfeY&index=4&list=PLFVlCGwfyegYi8G0yxIVlGfjT3xGzCZOz>