UNREAL ENGINE NOTE

Utiliser des images .tga de préférence ou au pire .png(bug possible)

Le sprite d’une d’une image permet de définir ses caractéristiques (position,etc…)

*Now that we have a Texture, let’s create a Sprite from it.  Again I will cover this later, but think of the difference between a Texture and Sprite as follows.  A Texture is the image file itself, contains the pixel information, etc…  The Sprite is an*instance*of your texture, or even part of your texture.  It contains positional information, etc… but all the image information comes from the texture.  You can have one texture with many sprites instanced from it.  More importantly, a sprite can be dragged into our scene and a texture cannot!*

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