

SS2D

Sprite Generator & High performance RTS system

Tutorial

(Simple version)

1. First, we download & import a free 3d-model from the asset store.
2. Then change animation type of the model to generic.
3. Edit its materials for better quality (optional).
4. Model ready! Now we will create a scene for generating sprites from its animations
(From the menu: SS / TwoD / Generate Sprites, input the character name & character model, then hit 'Create').
5. A new scene is created automatically with your character model at the centre. If the model looks too small or too big, we can scale its 'Root Object'.
6. Under the 'Root Object', select the instance of your character model, then setup its animator. Just drag its animation to animator states.
7. When you done, just play the scene, then hit Enter key to start generating sprites of all animations on 12 directions.

Tutorial video: https://www.youtube.com/watch?v=pMes_Oliqzc

Demo video: <https://www.youtube.com/watch?v=kP6yCoGJwFc>

Other videos: <https://www.youtube.com/playlist?list=PLO6JOnPWYAu-6UMMmULXhdMsJpPCZU161>

THANK YOU FOR USING SS2D !

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