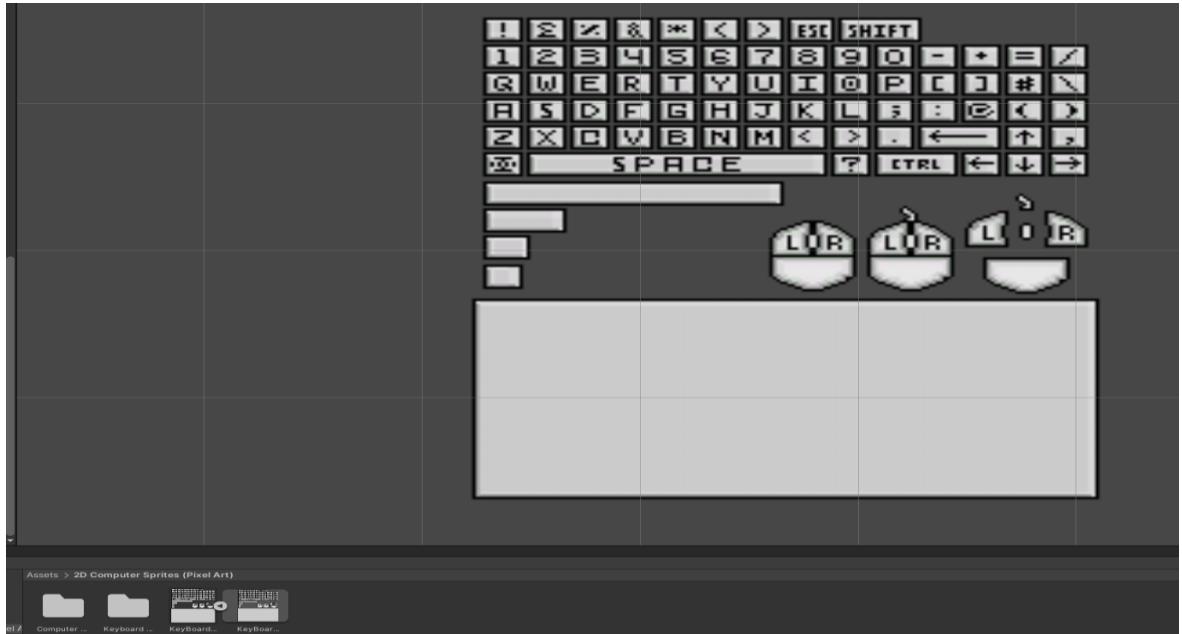
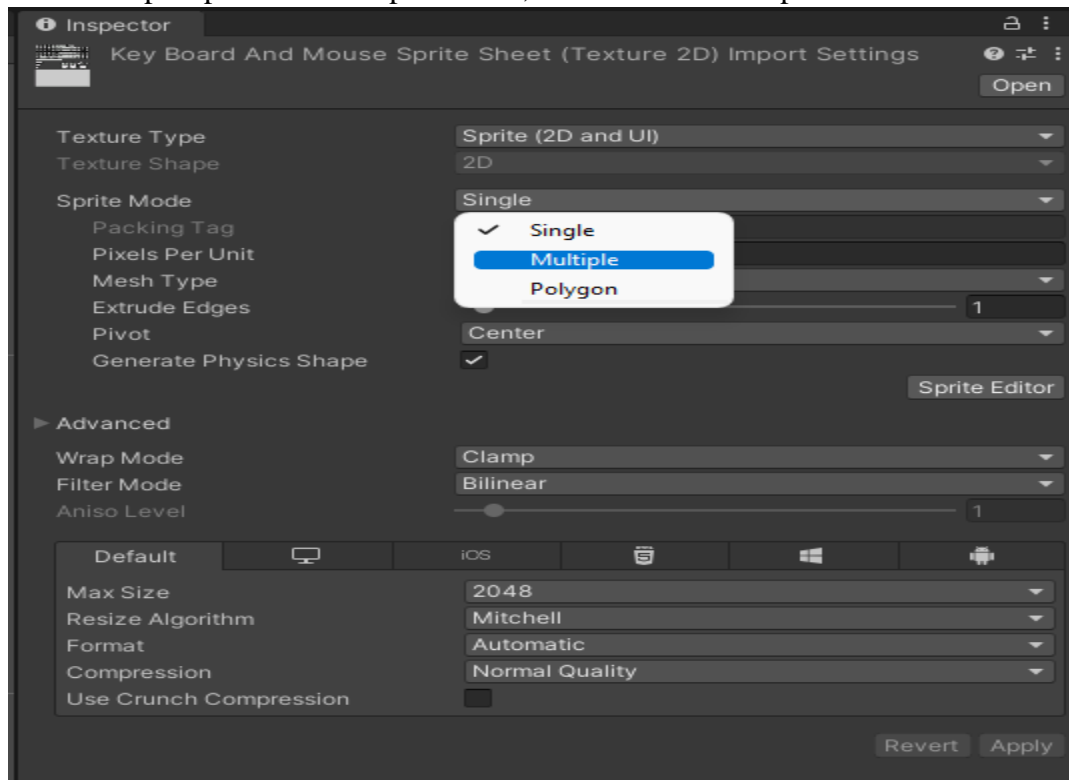


In order to have good quality sprites no matter how much you manipulate, warp or increase/ decrease its size you must follow these steps. (If you don't then your sprites may be discoloured or blurry when enlarged)

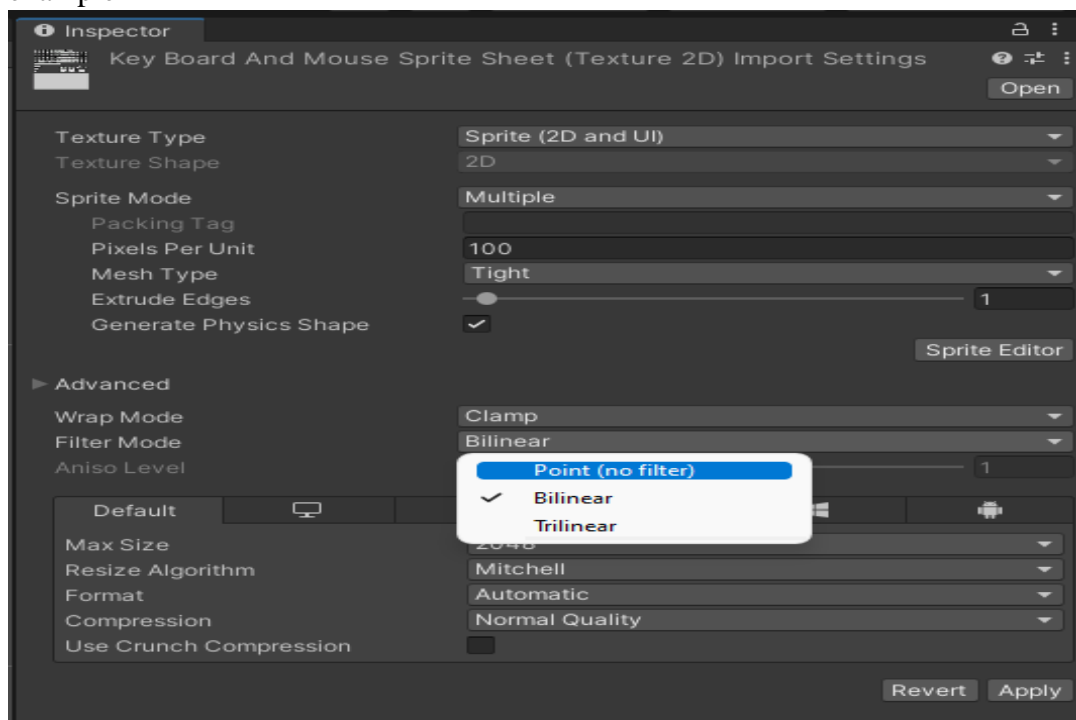
1. Insert your new sprites into your unity project.



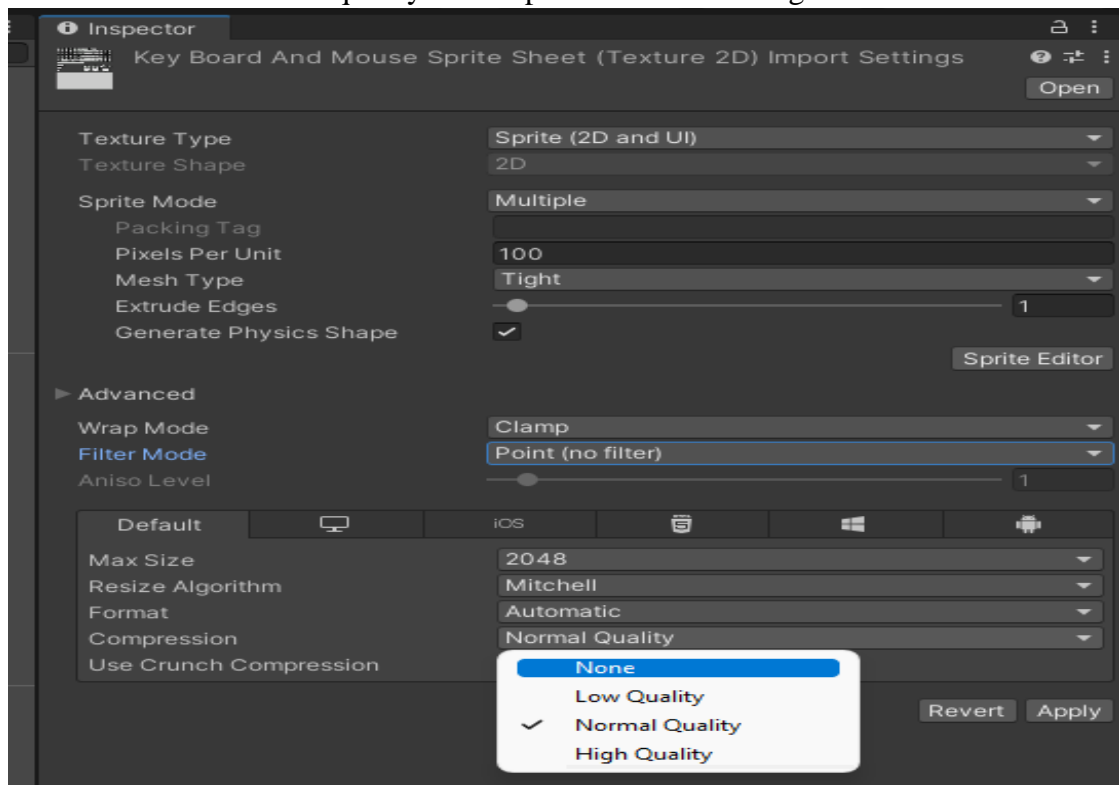
2. Go to the inspector panel and select either Single or Multiple depending on if you have multiple sprites on one sprite sheet, which in this example there are...



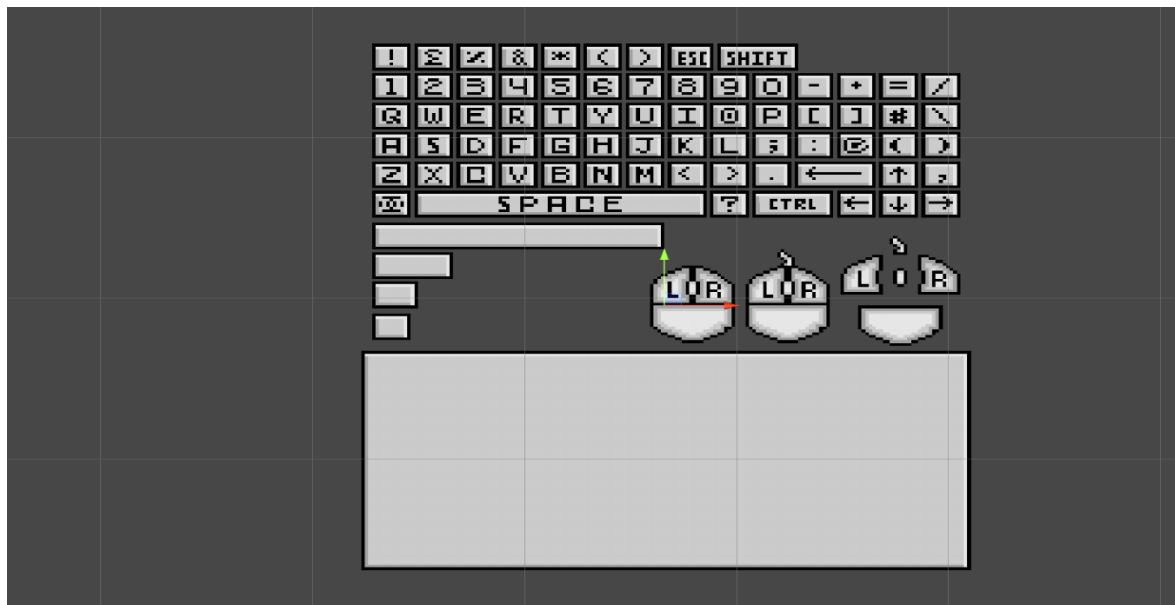
3. Make sure you set all the sprites “Filter Mode” to Point (no filter) To maintain the colour quality of the sprites-This is also in the inspector window as shown in this example...



4. Go down to Compression and make sure all your sprites selected are set to “None” This should maintain the quality of the sprite when it is enlarged...

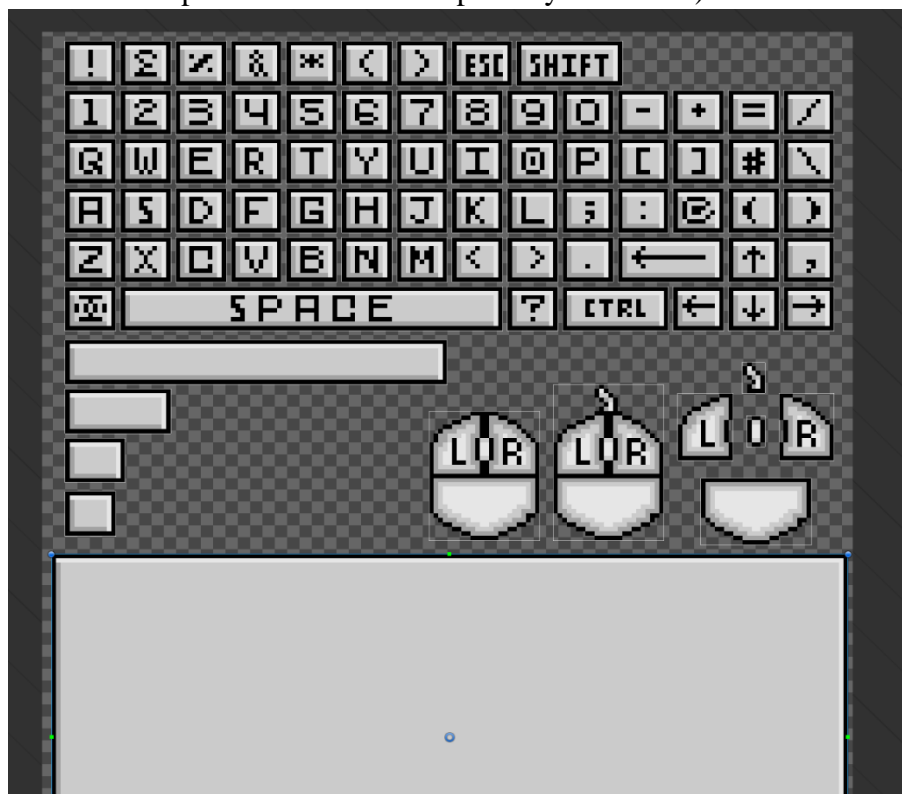


5. Your final product should be a clear sprite which you can shrink or enlarge and still maintain good colour quality and sharpness...

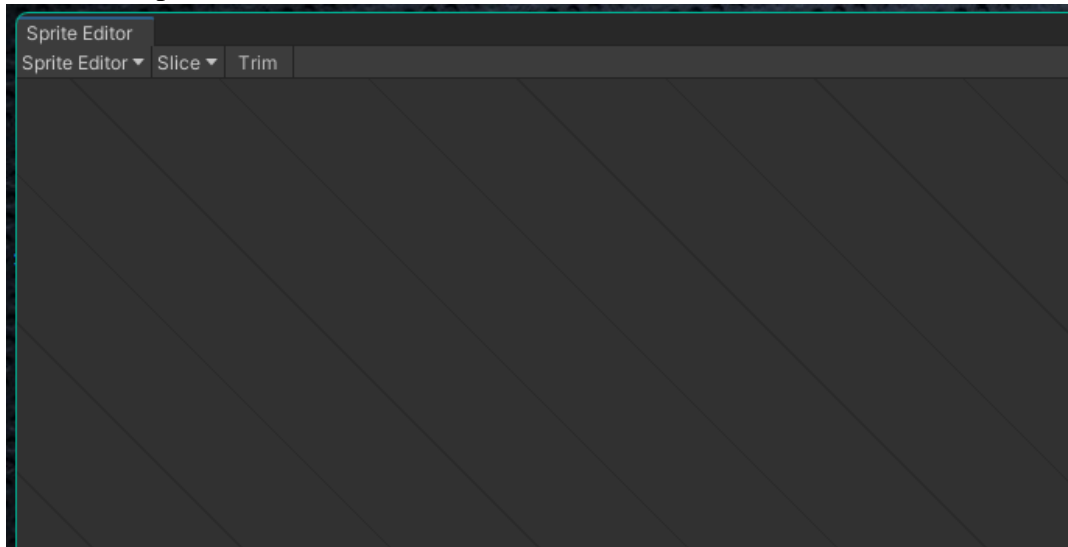


(If you have multiple sprites on the same sprite sheet)

1. Go to the Inspector window once the sprite sheet is selected and click on “Sprite Editor” a new window should pop up, showing the full sprite sheet (here is where you can trim the sprites into individual pieces you can use)



2. Go to the top left corner of the new window and select the slice drop down and select “slice” once complete white boxes should automatically appear around each individual sprite.



3. If any seem incorrect you can manually adjust each box to the size of the sprite. Once you are complete and happy with the slices you have made go to the top right corner of the window and select “Apply”, Then close the window and all your sprites should appear separately in your folder where originally stored.

