



Golden Skull Studios

2D Isometric Tile Pack - Starter Edition

Introduction

Thank you!

If you are reading this, it means you have either bought the package or received a version from a kind friend.

We want to say thank you! Thank you for your interest in our works, thank you for getting the package and taking action to use it. We want to see the package in action and see many creations being made from it. If you have created something with it, share it with us on Twitter, Facebook, send us E-Mails and we will feature you!

Looking forward to seeing your creations.

Hope you'll have loads of fun.

About Golden Skull Studios

We are a startup Game Art and Development Studio. Right now, GSS is a side-project, but our dream and ambition is to make Golden Skull Studios a Studio that develops packs tools for game developers using Unity as well as developing our own games. So far the feedback for our packs is overwhelming, but we need your support to make our dream become a reality.

Get in touch via

Website: www.goldenskullstudios.com

Facebook: <https://www.facebook.com/goldenskullstudios>

Twitter @GoldenSkullDev

Unity Asset Store <https://www.assetstore.unity3d.com/en/#!/publisher/10686>

E-Mail goldenskullstudios@gmail.com

Package Contents

Summary

Tiles

204 Tiles, 1 Scene, 1 Documentation

Update History

Update 1.2(last update for now)

Release: May 2015

Tile Count: 219 (+145 new tiles)

New Tiles: water block, shore blocks, wood, another stone, hay roof, stone stairs, vertical&horizontal half overlays, dirt to snow transition and more

Update 1.1

Release: March 2015

Tile Count: 74(+48 new tiles)

New Tiles: burned ground, lava, path, snow; barious brick walls, dirt and sand variations

New Overlays: cracks, stones

Update 1.0

Release: January 2015

Tile Count: 26

Tiles: Dirt, Stone, Sand, Wasteland, Riverbed

Overlays: Water, Grass, Patchy Grass

Upcoming Other Packages by Golden Skull Studios

Art Packages:

More 2D Isometrical Packages (TBA)

More 2D Hexagonal Packages (TBA)

2D Sidescroller Packages (TBA)

2D TopDown RPG Packages (TBA)

3D Environment Packages (TBA)

Editor Toolkits

Isometric World Builder (TBA)

Create Worlds with one click

Load and save worlds and heightmaps

Editor Extension to Paint Sprites directly in Scene view

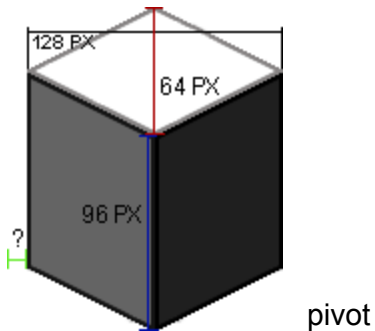
Editor Extension to manage and modify layers

Editor Extension to keep track of the tiles

Important Data

In case you want to add your own isometric tiles to use with this package, remember the following rules:

The Tiles



The basic ground tile is 128px wide and 64px high.

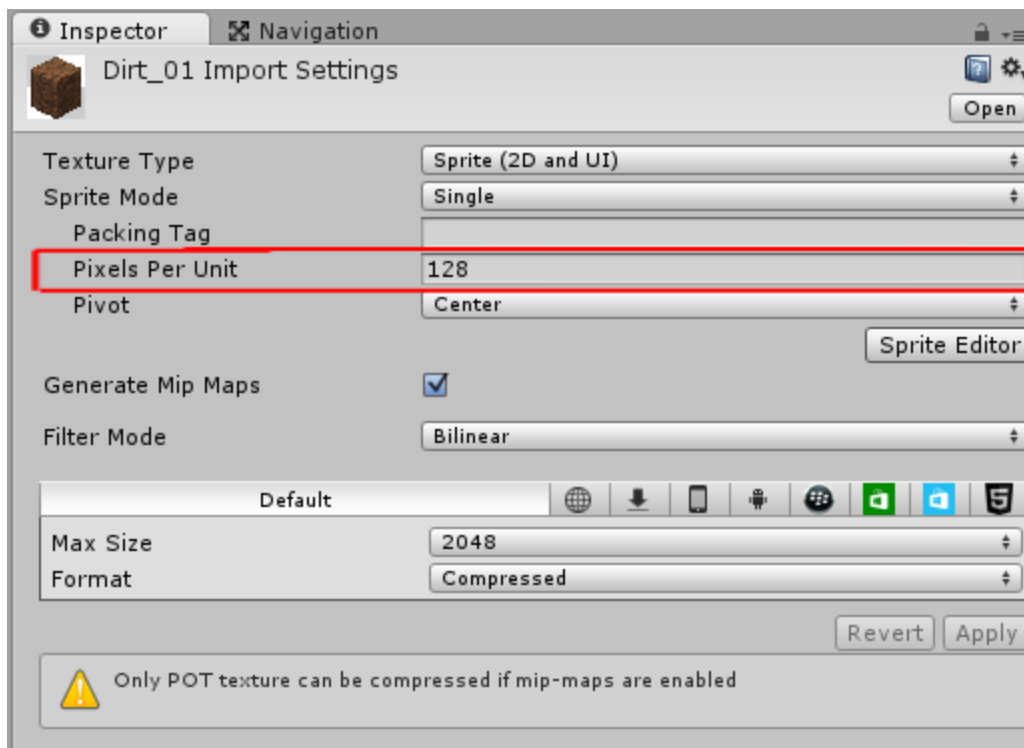
The high block is 96px high.

On the sides I added a little space, so it looks nicer when the tiles are lined up. It also looks more organic that way. If you add extra space on the sides as well as at the top and the bottom, remember to make it evenly to ensure proper alignment. Uneven margin causes the central

to move.

Import Settings

Importing into Unity



When creating additional files to work with this package, make sure the pixels per Unit setting is set to 128.

Everything else can be changed according to your needs.