



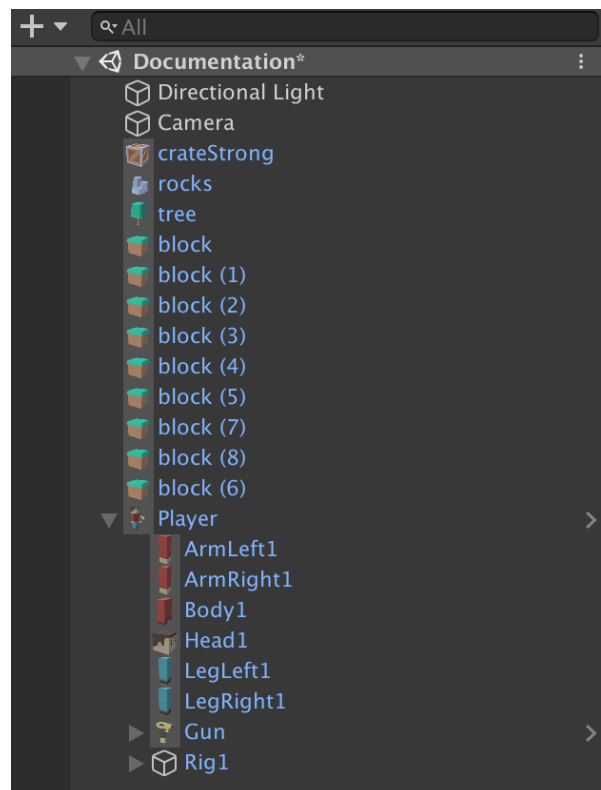
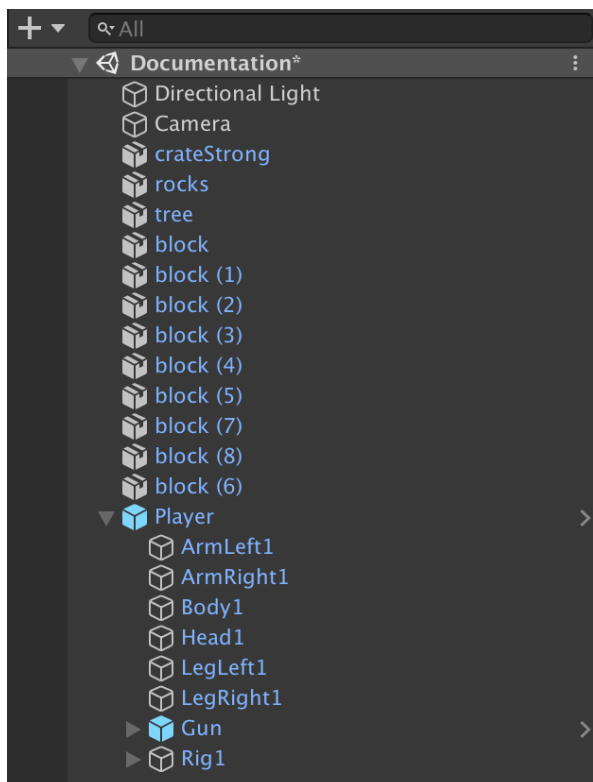
# Preview Icons

Objects in the hierarchy, project window and fuzzy finder can display an icon that is a little snapshot of their 2D, 3D or material preview. This increases visual clarity when parsing lists enabling you to easily differentiate objects from one another.

You can enable or disable preview icons from the Peek preferences.



We are currently working on swapping the underlying Unity preview renderer with our own improved implementation. This would allow us to properly support sprite renderers, GUI elements, realtime update and custom lighting.



Preview icons disabled

Preview icons enabled