**How Not to Have Blurry Sprites in Unity**

Most of these are performed in Unity BEFORE PUTTING THE SPRITES INTO THE SCENE. It’s not the worst thing in the world if they’re already in the scene, but it would save you time and trouble if you just make these adjustments beforehand, otherwise you’ll have to spend time reorganizing all of the sprites in scene.

1. Make sure the main camera is set to orthographic and the size is set to 11.25 (it MUST be 11.25 for a 1920x1080 resolution. Once we add other resolutions we’ll discern what to change this to (the same goes for PPU, which is discussed below)).
2. Ensure the PPU (pixels per unit) is set to 48. It’s found in the inspector after selecting the sprite from the assets folder (NOT from the scene itself).
3. Make sure the Filter Mode is set to Point (no filter). This is found in the same place as PPU.
4. Make sure Generate Mip Map is disabled. Also found in the same place as PPU but under the Advanced tab.

Now once it’s in the scene the edges should be sharp and crisp and nothing should be blurred, assuming I didn’t forget anything above. I’ll update the list if I do.