

PIXEL ART TOP DOWN – BASIC

Thank you for using this asset pack. For any questions, please email to _____

DEMO SCENE SORTING LAYERS

As you see, the demo scene has platforms of different height levels. To make them sorted correctly, each height level is put at a different Sorting Layer. Inside each sorting layer, objects also have different Order in Layer values.

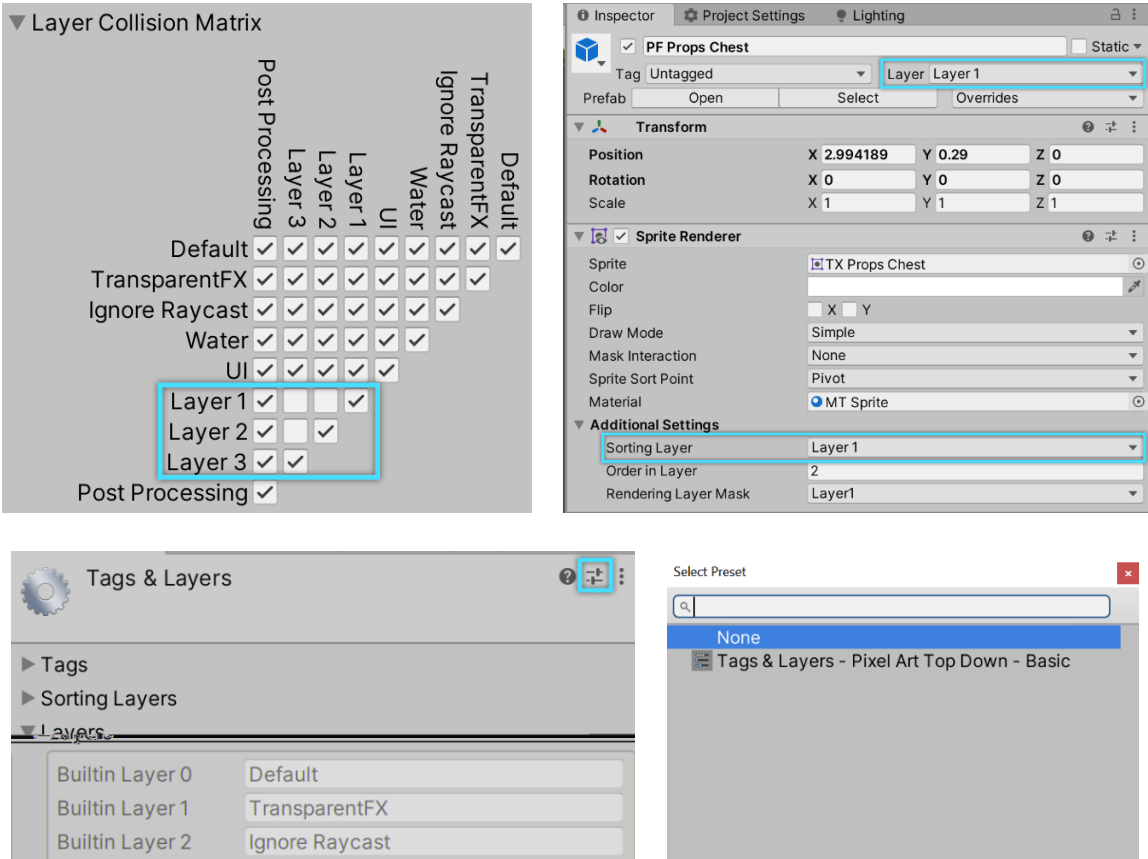


For collision to work correctly in each height level, objects in different Sorting Layer should also be put into corresponding Layer.

In order to make the player object able to travel between different layers. The stairs objects have two triggers with line collider. When the player object exits the trigger, it will be sent to the layer and sorting layer defined in the scripts attached to the trigger.

The demo scene needs proper tags & layers settings to work properly. In order to include the tags & layers settings, the asset is uploaded as a complete project. On import, you should be able to see the project settings included.

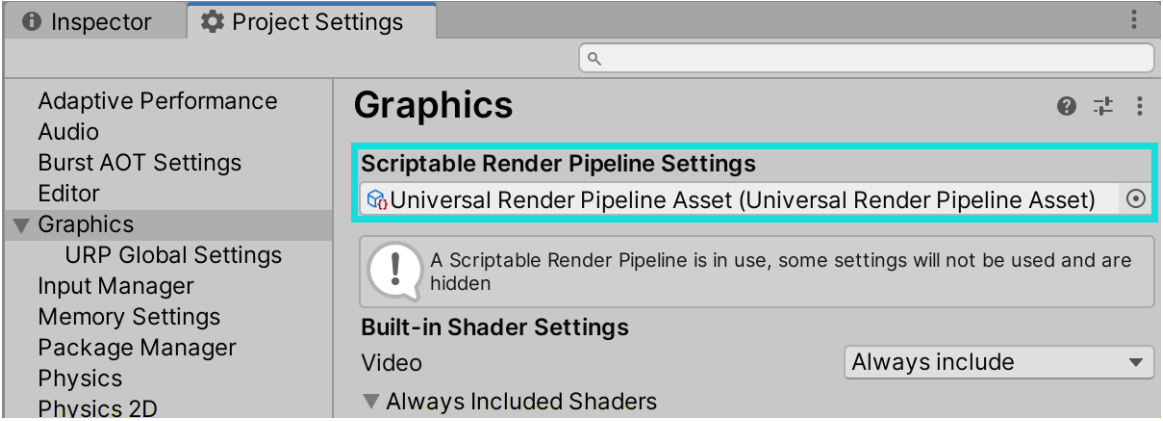
If you did not import the tags & layers settings on import, you can still set it by clicking the slider icon at the top right corner of the Tags & Layers settings and select the preset included in the asset.



RENDERING SETTINGS

The demo scene is made in **Universal Render Pipeline** with **2D Renderer**.
Make sure it is properly installed in your project before importing this package.

You can use the render pipeline asset comes with this asset at **[Cainos/Pixel Art Top Down – Basic/Rendering/ Universal Render Pipeline Asset]**



It is recommended to use **[Linear]** color space with this asset.
You can find it in **[Project Settings/Player/Other Settings]**.

