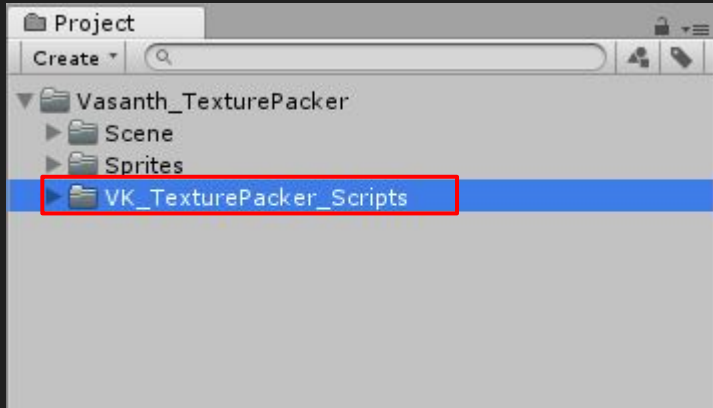
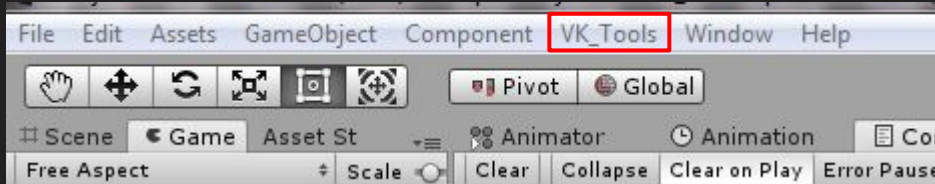


# VK Texture Packer User Guide

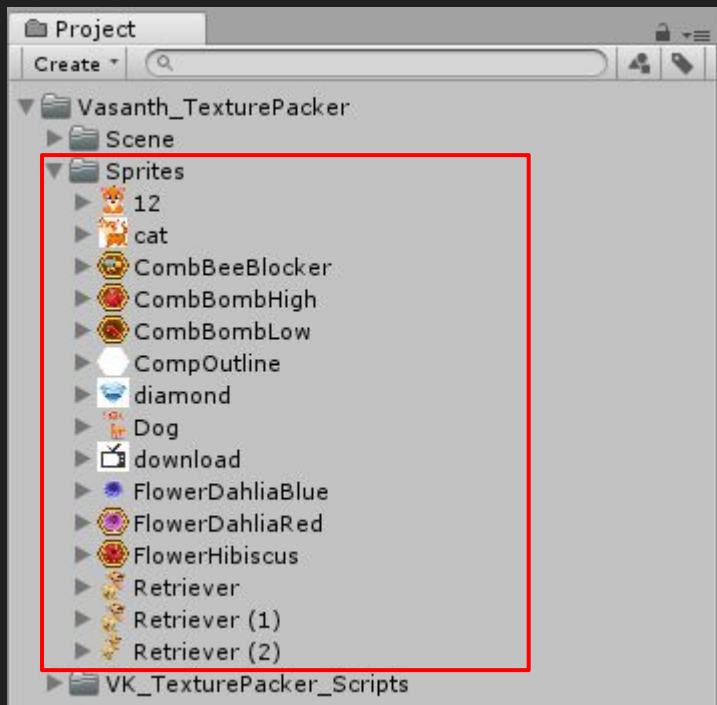
Created by Vasanth Kumar



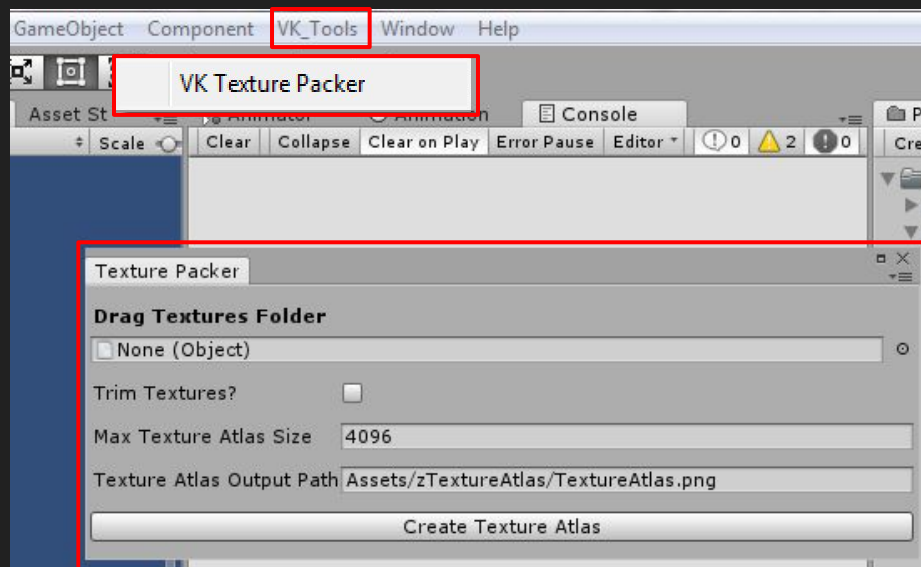
Add “VK\_TexturePacker\_Scripts” into your Unity project folder.



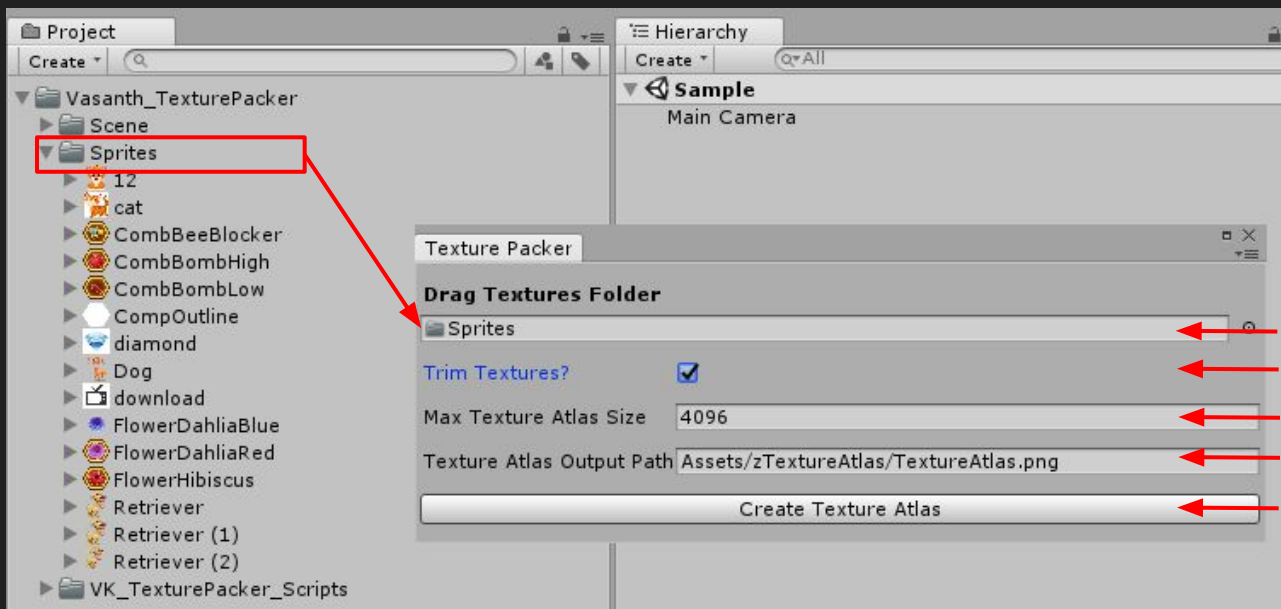
“VK\_Tools” appears in Unity menu.



Add all the textures into a folder which you want to pack.



Click “VK\_Tools”  
Click “VK Texture Packer”  
Texture packer window will open.



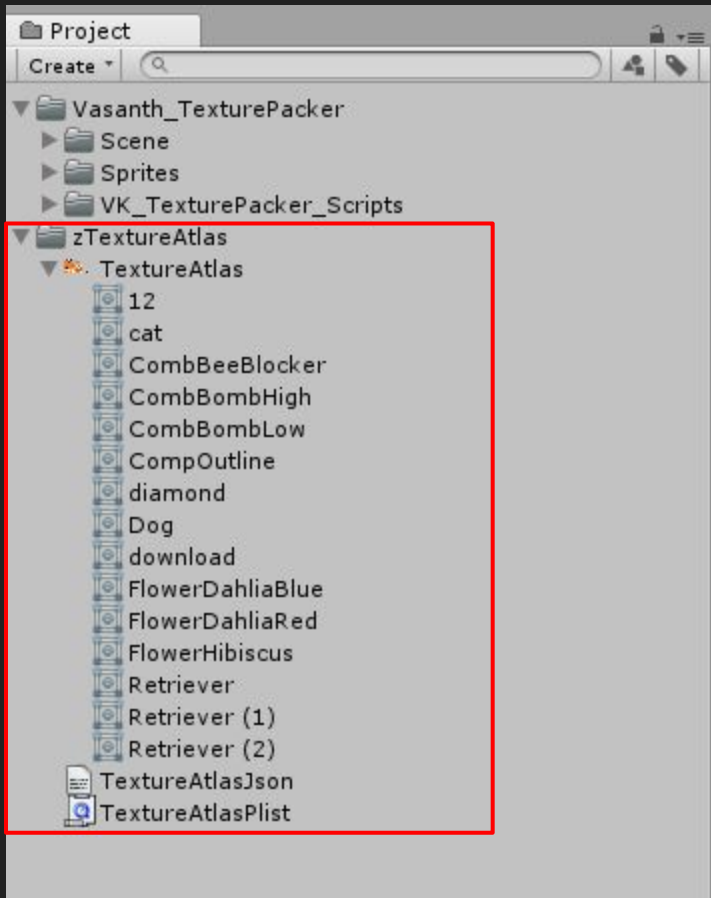
Drag the textures folder here.

Select it if you want to trim textures.

Define Maximum texture atlas size.

Define Texture Atlas output path.

Click to Create Atlas



Texture packer will create texture atlas with sliced sprites.  
You will get .plist and .json files on same path.