

Instructions for set up:

1) Click on "Ground and Water" sprite sheet

2) In the **Hierarchy**, set the following:

- Sprite mode to "Multiple"

- Pixels per unit to "16"

- Filter Mode to "Point (no filter)"

- Compression to "None"

3) Click apply, then click on Sprite Editor

4) Click "Slice" dropdown in the top left.

Set Grid by Cell Size to to "16 x 16", click slice.

5) Click "Apply" in the top right.

6) Create a new pallet and drag the newly sliced sprite sheet into your pallet.

Some of these tiles, such as the water and shoreline tiles contain multiples of the same tile (with small differences) so they can be animated, as shown in the demo scene.

Animated Tiles:

1) Create a new - 2D- Tiles - Animated tile. If you do not see this option, make sure you have 2D extras package in your game.

2) In the hierarchy, add the required sprites and set the animation speed.

3) Drag the newly created tile into your tile pallet.

If you have any questions, or recommendations please feel free to email me at

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