

Quick Level Generator

Open TextureToLevel scene and select TextureToLevel gameobject or Create an empty gameobject and add TextureToLevel.cs

TextureToLevel.cs

Mesh Renderer: The prefab that will represent a pixel

Texture 2D: The sprite from which level will be generated, should be a max size of 32 on import settings

Target Material: The material which will be instantiated

GPU Instancing: To turn on GPU Instancing on the generated materials or not? Generally keeping it on is good when same material is repeated

Create Asset In Project: Should the materials be saved in Project files? For the final version it's recommended to keep it to true

Keep Prefab Connection: Should the prefab contain it's connection or should it generate an instance of the prefab

Material Save Destination

Alpha Threshold: The value above which alpha value pixel will generate a prefab (out of 255)

Quality: How many materials should represent the generated level? More quality -> less performance

Final Parent Scale: Scale value of the generated level

Similar for MeshToLevel.cs