

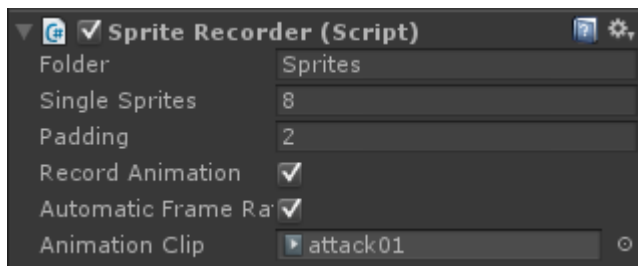
Sprite Maker

Convert 3D to 2D

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Setup the scene to start recording

Double click the scene „Recorder“ to open it up. You will see a game object called „Sprite Recorder“ in the hierarchy window. In the inspector you will see some properties that you can change. Those properties have tooltips, which will help you to understand the setting.



It is important to set the game view aspect to „Free Aspect“ in the game window.

Position of the 3D model

You should position your model in front of the camera. To change the resolution of your sprites just position the model nearer to the camera.

Start recording/capturing

Press the play button and wait until the editor stops to play. Your sprites/spritesheet should be now in the folder you set in the sprite recorder. Please note if the folder already exists, a new one will be created with an index at the end.

Capturing mecanim animations

If you would like to capture mecanim animations, please use the provided Temp Animator Controller and add the clip you would like to capture into the Sprite Recorder. It will play the clip automaticly.

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