Pixelator Documentation

Introduction

Pixelator was created to allow for the display of 2d sprites, entirely independent from screen resolution. What this means is that a sprite displayed at 32x32 pixels on a 640,480 resolution, will also be displayed as a 32x32 pixel sprite on a 1280,720 screen resolution. This method is emphasized by using the scaling factor(*explained in detail later*) to simulate retro style pixel art in high resolution screen modes, all while retaining pixel perfect display.

Usage

Step 1| Setting up the camera

Attach Pixelator.js to your main camera. Once this is done, *ZoomLevel* can be adjusted in the inspector. The default *ZoomLevel* is 1. What this means is that 1 pixel of a sprite will be exactly 1x1 pixels. Setting this value to 4 would make each pixel of a sprite equal to 4x4 pixels on screen.

Step 2| Setting up the sprite

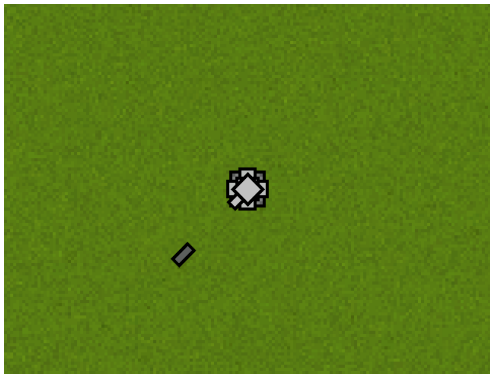
For each sprite, you must make sure that the *import settings* are set properly. *Pixels to Units* should be set from 100 to 1. Also, *Filter Mode* should be set to *Point*.

For each sprite that will be drawn with the Pixelator camera, you need to drag the *PixelSnap* material on to the sprite itself or set its material in the inspector. You can also skip this step as long as you manually set the sprite shader to have *Pixel Snap* turned on. This step is absolutely necessary to ensure pixel perfect sprites.

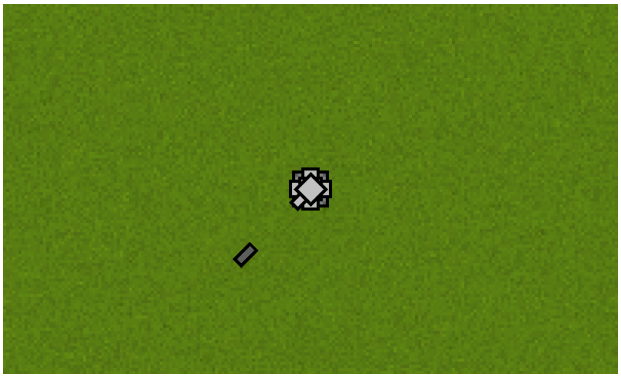
You are now set to create pixel perfect 2d graphics entirely independent of screen resolution!

Here is an example of different resolutions displaying the same scene at a *ZoomLevel* of 4:

640 x 480



800 x 480



1280 x 720