Sprite Exporter Documentation

version 1.0

Introduction

- The SpriteExporter script is a Unity Editor tool designed to Export sliced sprites from a specified Texture2D into individual PNG files. This can be particularly useful for extracting and saving individual sprites from a Sprite Sheet.

Execution Guide

1. Download and Import the Asset into your project.
2. Update the **spritePath** variable in the **ExportSlicedSprites** method to point to the texture containing the sliced sprites you want to export. You can get the path by right-clicking on the texture and selecting "Copy Path".
3. Ensure that the **Read/Write** property of the texture is enabled and the TextureType property of the texture is **Sprite (2D and UI)**.
4. In the Unity Editor, go to the menu bar and select **Tools > Export Sliced Sprites**. This will execute the script and export the sliced sprites.

Demo

- The Demo folder contains a SpriteSheet named Animals which is sliced into 9 different Sprites. In the SpriteExporter script and its ExportSlicedSprites method, by default the spritePath variable points to this file. By executing the script in the way explained above, The 9 Separate PNG files will be exported in the ExportedSprites folder.

Contact

- If you encounter any issues or have any questions, please feel free to contact me via email at smahdifaghih2001@gmail.com or connect with me on LinkedIn.

Github: **Click here**