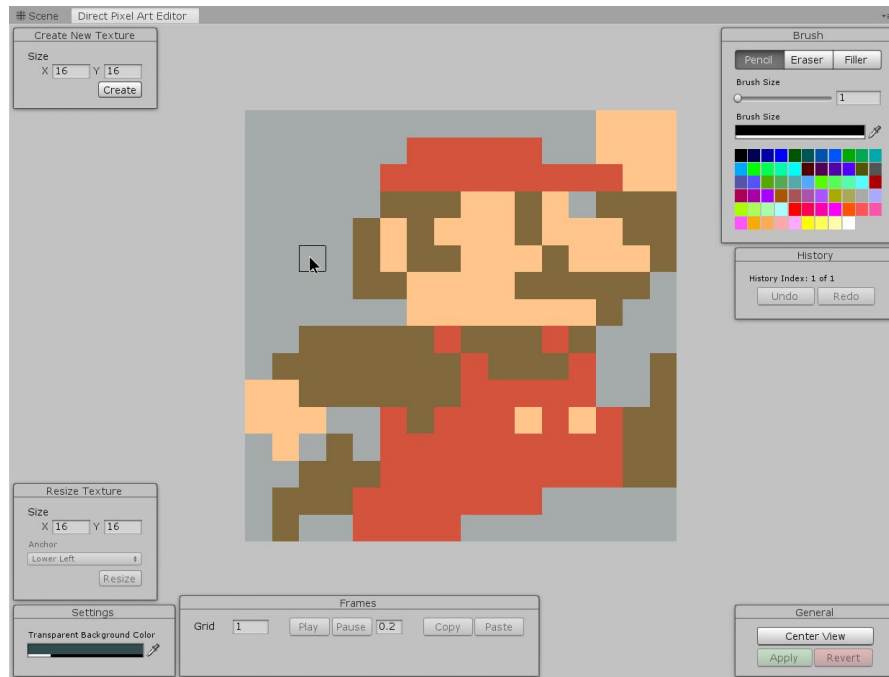


Direct Pixel Art Editor | Unity Asset

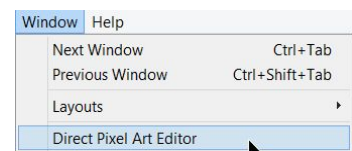


Introduction

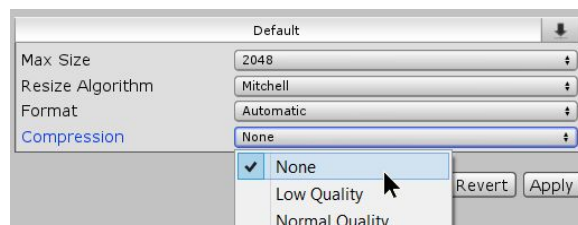
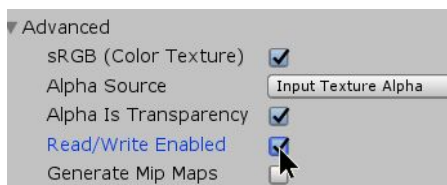
With the **Direct Pixel Art Editor** you can simply create new Sprites (*Textures*) or edit an already imported *Texture* without leaving the Unity Editor. This tool is perfect for quick edits of existing Sprites because the workflow is really simple: Select a sprite, draw some awesome pixels and hit **“Apply”**.

Get Started

After importing this Unity Asset, you are ready to go. Just open it by clicking in the top menu on **Window ► Direct Pixel Art Editor**. I prefer a big area where you can dock the new editor window.



Now select a Texture in your project folder. Make sure that following requirements are met:



And now you can start editing.

Controls

Left click uses the current selected brush tool type (Pencil, Eraser, Filler).

Right click works as a pipette. The brush color becomes to the color of the hovered pixel color.

Middle click is used for panning.

Scroll wheel is used for zooming.

Tools

All **Tool Windows** are draggable and works seamlessly with the environment.

Brush	Setup the brush type, size and color
History	Undo and redo texture changes
General	Reset the view, revert all changes or apply your pixel art to the Texture.
Create New Texture	Set the size and select a location where the Texture should be created.
Resize Texture	Set the size and resize the loaded Texture
Settings	Here you can define the display color of the transparent background.
Frames	Define the frame size by the "Grid" Field Value . 2 means 2x2, 3 means 3x3, and so on...