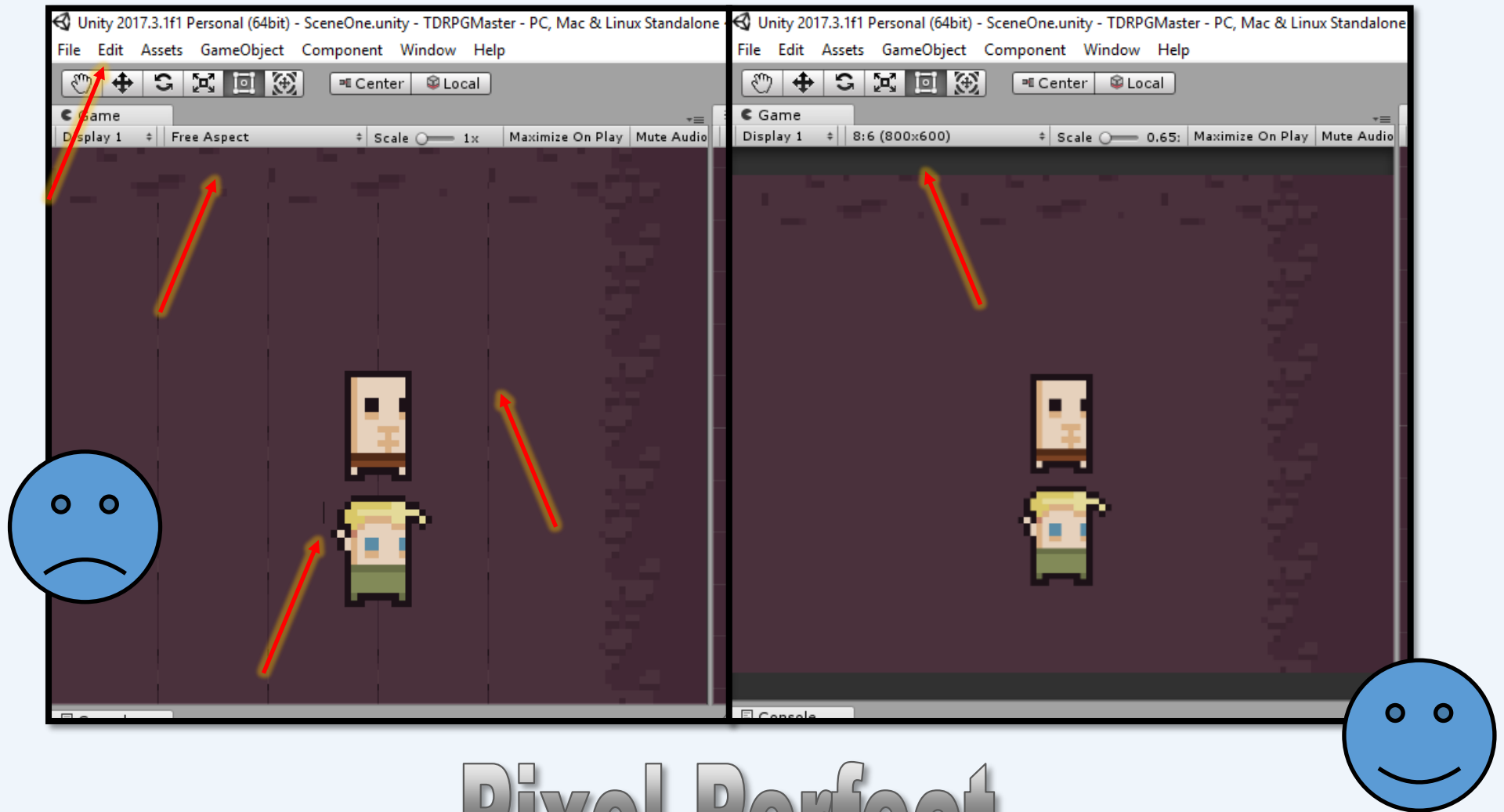


Better Window Layout

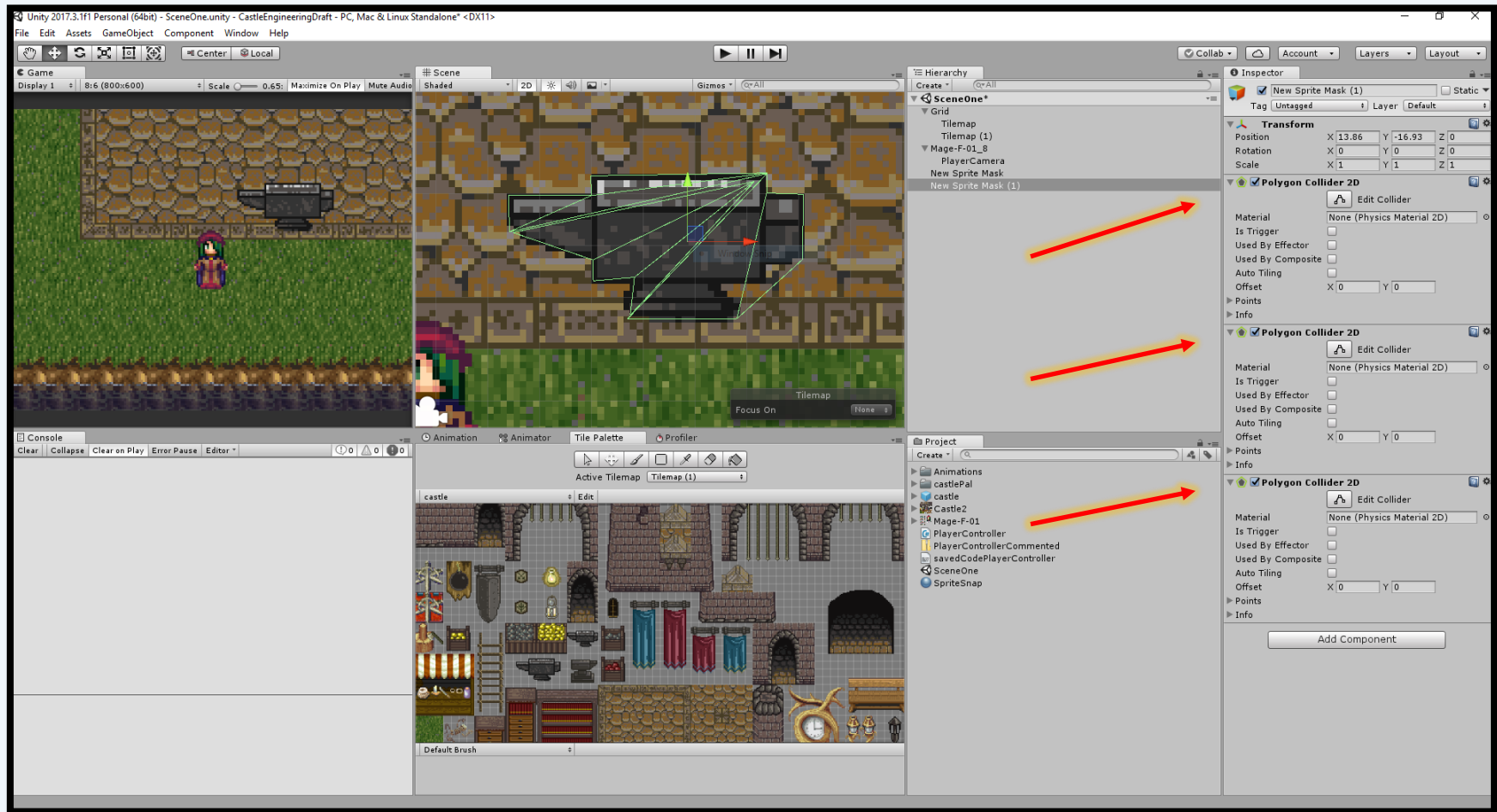
I recommend a customized 4 Split Window Layout. Nearly everything you need is right in front of you in this layout. You'll likely never need to overlap use of the busy window

Pixel Perfect Setup

- Set-up Sorting Layers
- Set-up 'Programming' Layers
- Alter Quality Preferences
- Create SpriteSnap Material
- Alter Sprite Properties
- Set Default Resolution to 800 X 600



Pixel Perfect



Compound Polygon Colliders

Complex objects can utilize multiple polygon colliders for ideal coverage. While writing this the research I've done indicates that these type of colliders work best on stationary objects, experimentation will reveal the results. The above example uses three polygon colliders, please see the example to see the arrangement, colorizing the sections is more work than I want to do ... If you zoom in very, very close you can see that they are very precise in not having any 'snags' that stop movement when sliding a direction while colliding with the object...

Pixel Perfect Setup

The above shows game objects titled sprite mask, these are not sprite masks and those should be renamed to AnvilObject. Instead of rendering this on the tile map, which renders the tile palette painting results, it should be rendered from the game object as a sprite renderer. This will allow for it to become a prefab which would translate to being able to place the art and collider at the same time.