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Important Notes

Compatibility

Editor Version

2021.3+

Rendering

Rendering Pipeline	Compatible
Built-in	Yes
Universal	Yes
High Definition	No

If you are using URP, make sure that the depth texture is enabled when creating icons. [How to enable it?](#)

Warning!

- ♦ Don't use this tool during Play mode. Edit mode only!
- ♦ If you are using *EditorSceneManager* events or doing something fancy with the scene management in Edit mode, please note that this tool does load, set active, and unload a special scene every time it creates an icon.

How to use?

1. Open Icons Creator window

Open the window with the *Tools/Icons Creator* submenu or by pressing *Ctrl+Shift+I*.

2. Add objects

Add prefabs, models, objects from loaded scenes, or folders containing prefabs or models to the *Objects* list. The object you want to make an icon of has to have at least one active game object in its hierarchy with enabled *MeshRenderer* and *MeshFilter* components.

3. Create icons

Click the button. The time it takes depends on the number of objects and icon size. Icons will be saved to the *Assets/Textures/Icons* folder.

[Here](#) is a short video demonstration.

Miscellaneous

Enable Depth Texture for URP

- ♦ Select your current *URP* Asset and tick the *Depth Texture* property under the *Rendering* section.
- ♦ If you cannot locate your URP Asset - go to *Project Settings/Graphics* and click on the asset referenced in the *Scriptable Render Pipeline Settings* property.