

# Fantasy Tileset

Fantasy Tileset is a tile asset used to create Fantasy-style 2D game backgrounds.

The 774 of Sprites can be used to create different types of backgrounds.

Fantasy Tileset can represent day and night as it supports 2D URP.

Exquisitely designed Tile Image makes your game even more beautiful.

This article explains how to use Fantasy Tileset in a simple way, but you have to learn how to use Tilemap from Unity in order to use Tilemap smoothly.

Fantasy Tileset does not provide any Effects and Characters.

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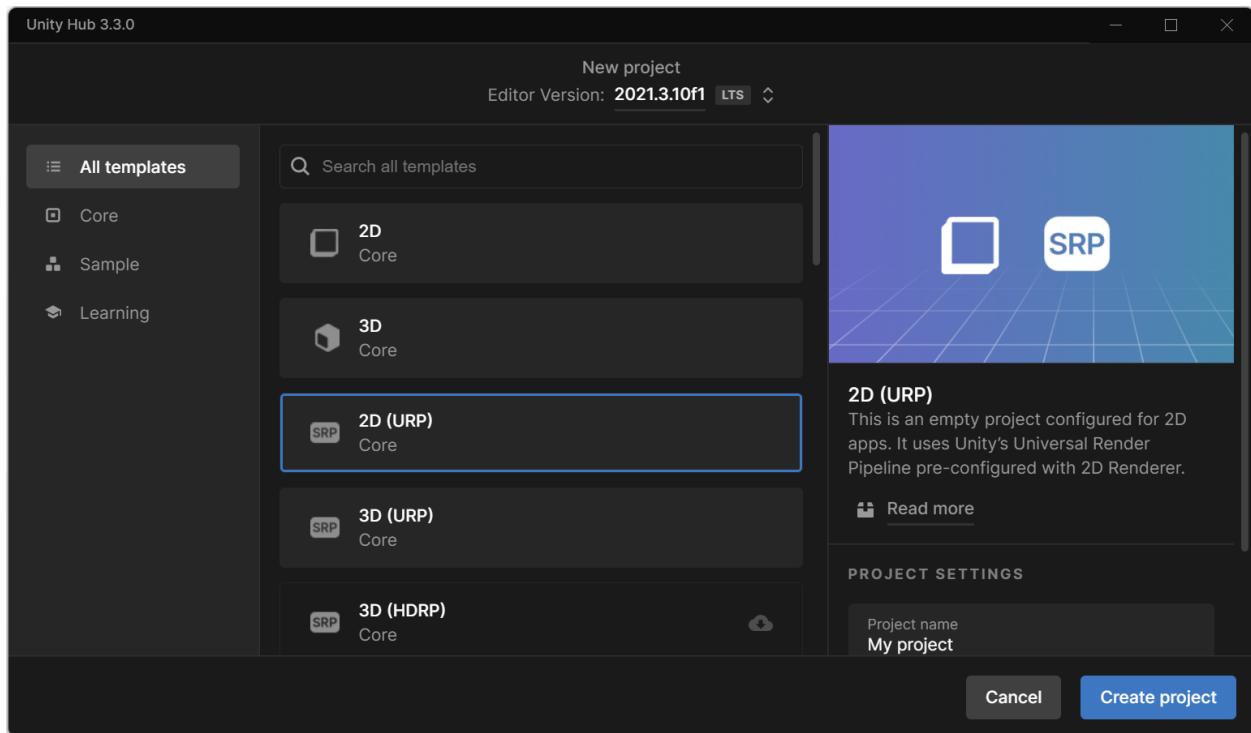
[Asset News](#)

# How to Install

## Create Project

This explanation is based on the Unity 2021.3.10f1 (LTS) version.

Create a new project in Unity Hub. Select either 2D or 2D (URP). Select 2D (URP) to represent Light.

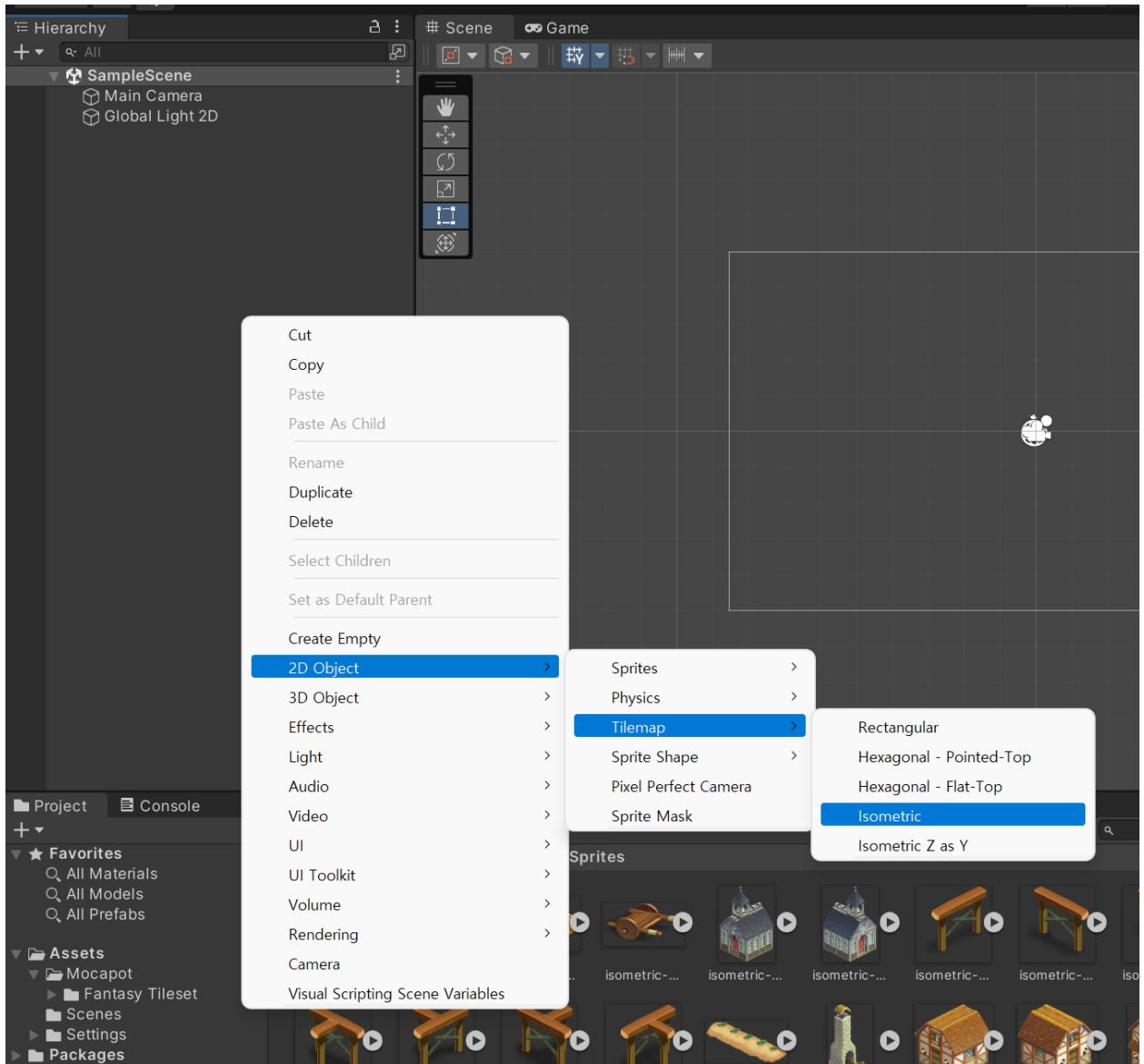


## Install Asset

## Using Tile

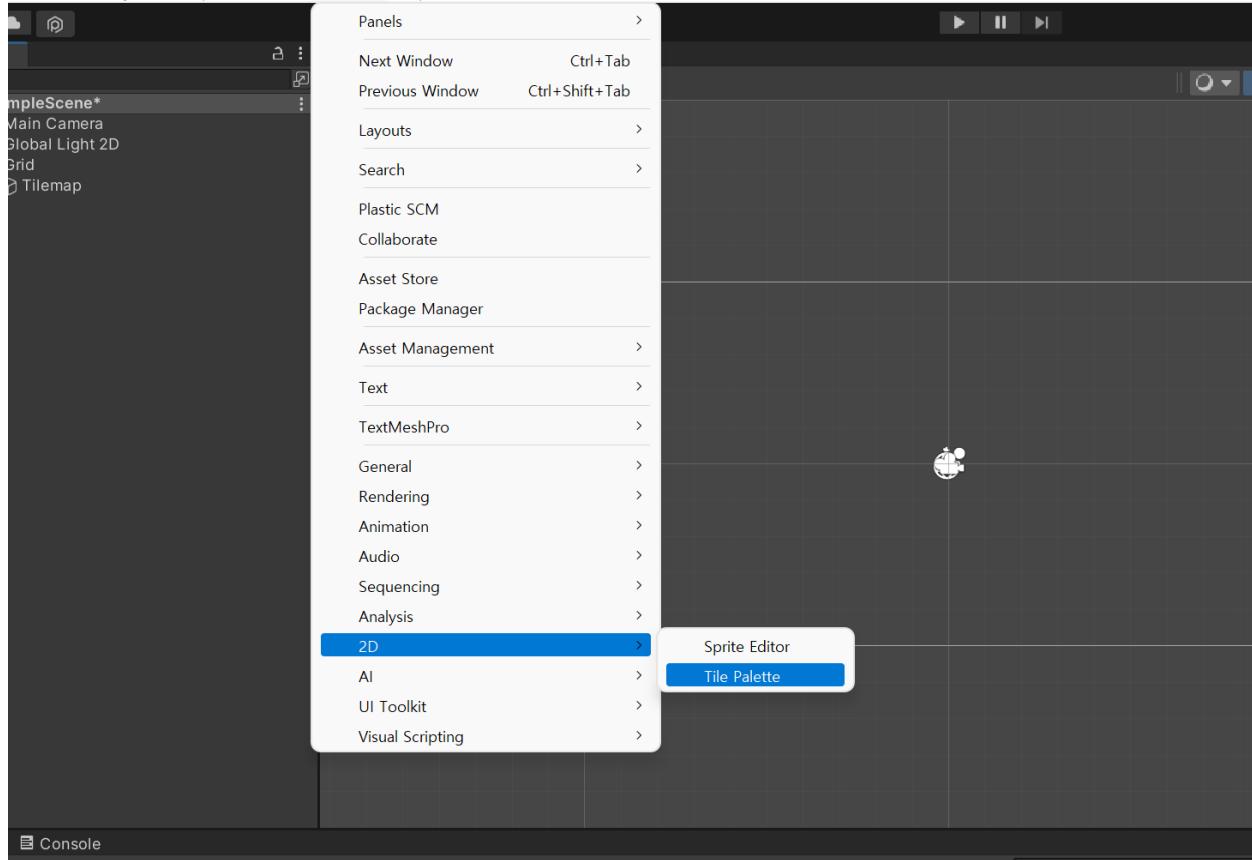
## Create Tilemap

Right-click on Hierarchy view and select 2D Object > Tilemap > Isometric.

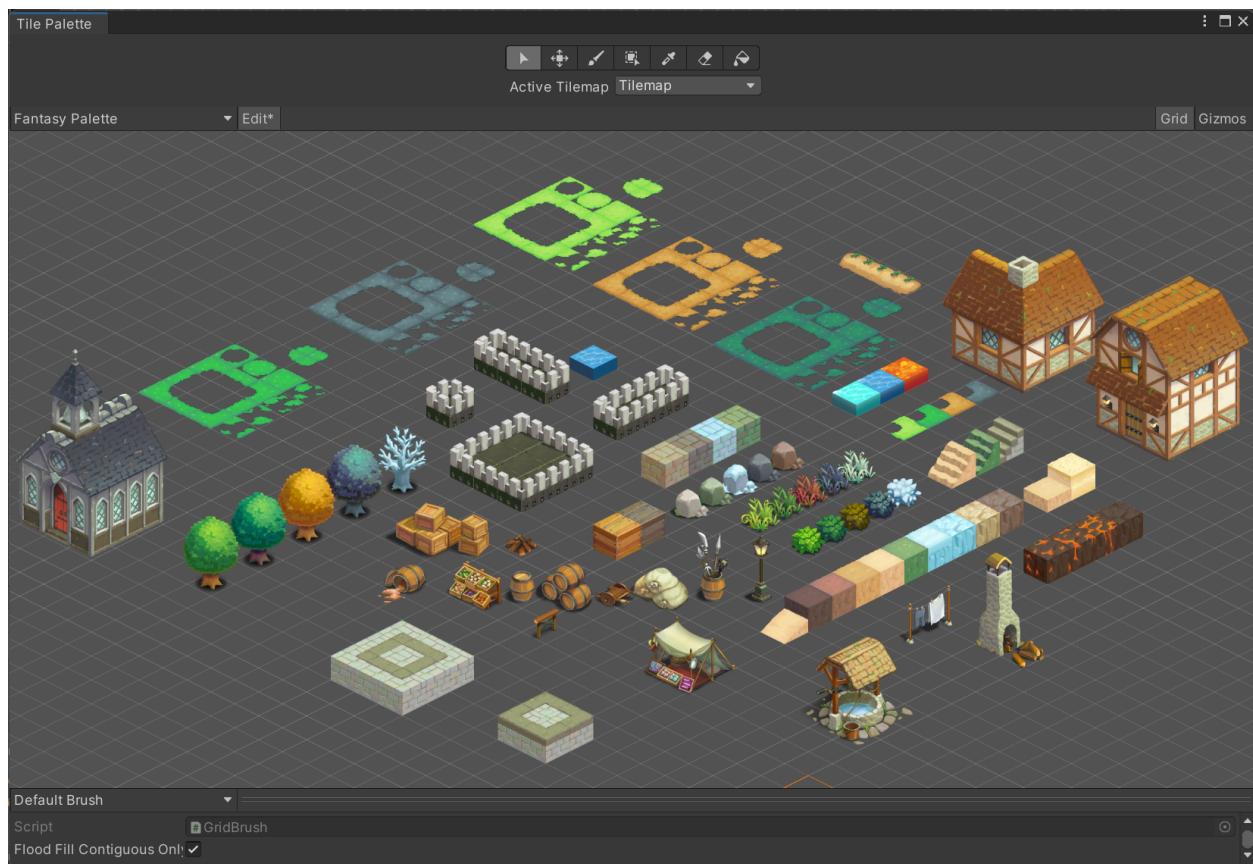


## Tile Palette Settings

On the Menu, select Window > 2D > Tile Palette to open the Tile Palette window.



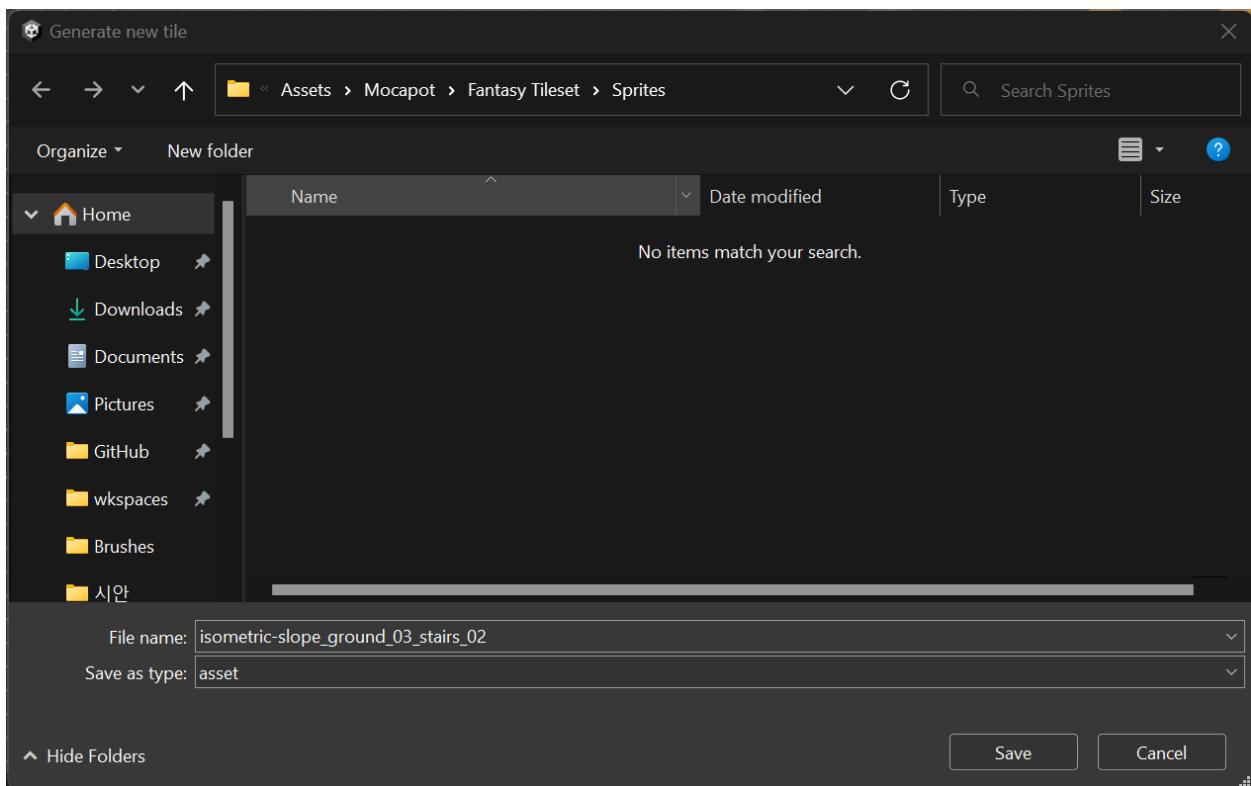
When the Tile Palette window is opened, several Sprites are listed as shown in the image below. However, not all the Sprites are listed, so if there is a Sprite that you need, you have to register it as Brush.



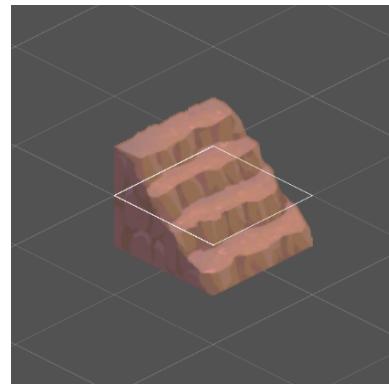
The list of available Sprites can be found in Assets > Mocapot > Fantasy Tileset > Sprites.



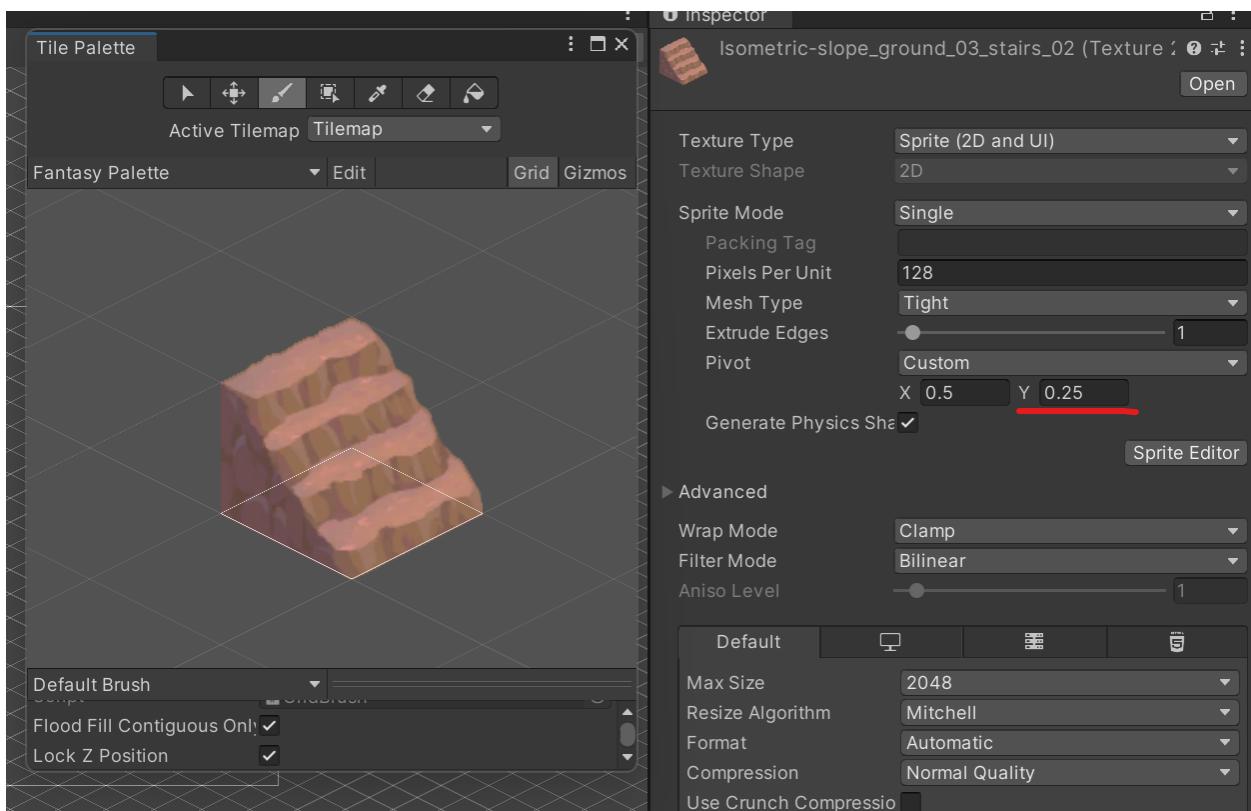
After selecting the Sprite you want to register, Drag & Drop it into the Tile Palette window. At this point, as shown in the image below, you need to designate a folder to save the Sprite you want to register as a Brush.



The registered Sprite may not be properly placed in the Grid as shown in the image below.



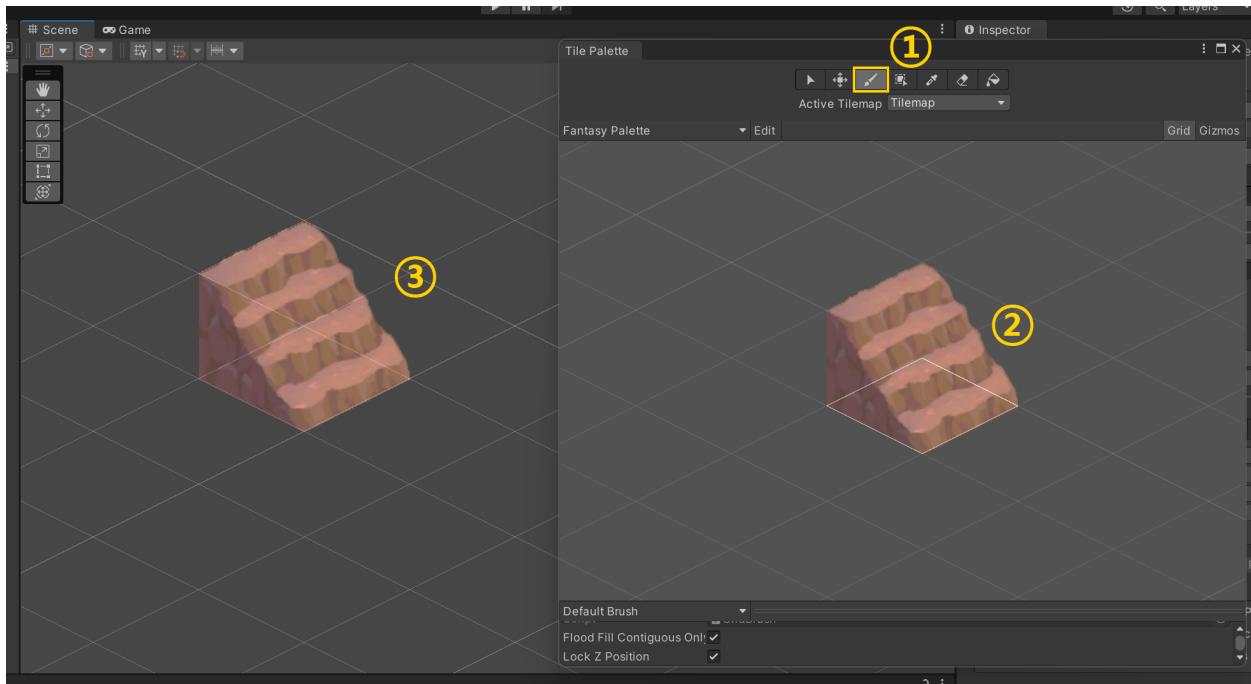
In this case, after selecting the Sprite in Project window, you can change the Pivot to Custom in Inspector window to specify the desired position.



## Draw Tile

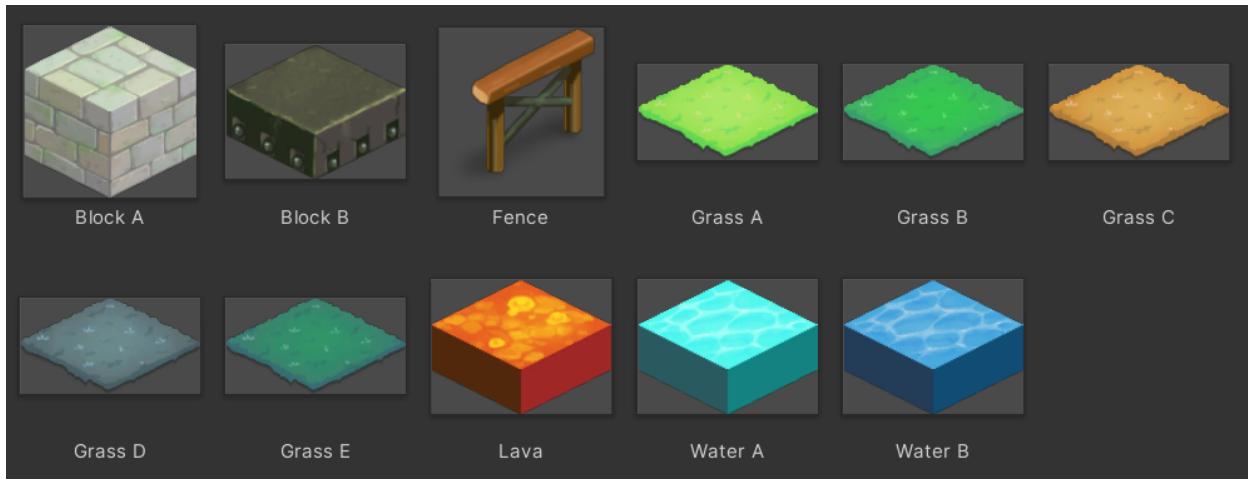
The Sprite can thus be placed in Scene after registering it in the Tile Palette window. For the placement in Scene, it can be placed in the following order.

1. Select Paint with active brush (B) from the Toolbar at the top of Tile Palette window.
2. Select the Brush that you want.
3. Draw with the selected Brush on the Scene.



## Using Rule Tile

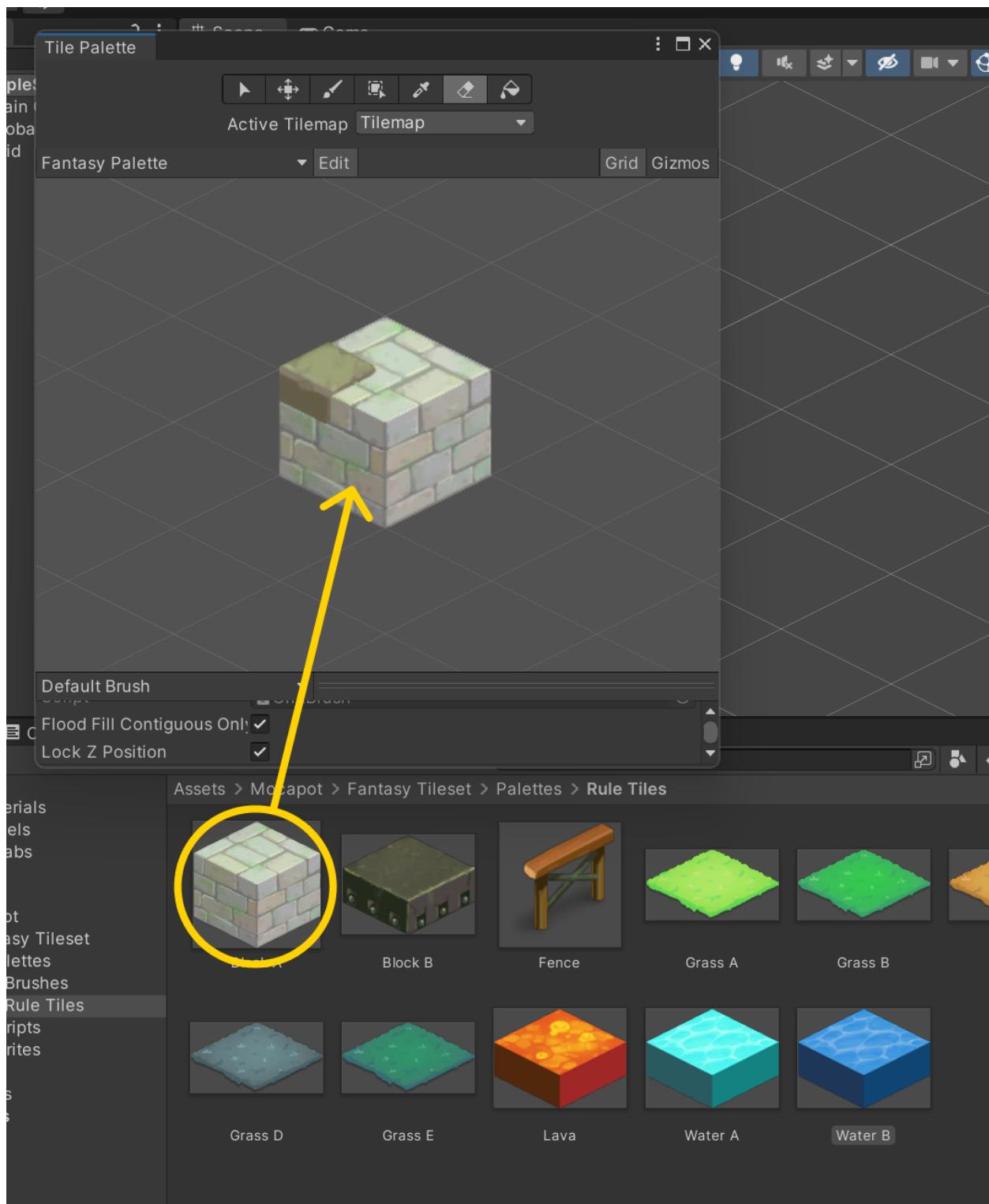
Rule Tile is a Tile that is automatically generated by rules. Fantasy Tileset provides 11 kinds of Rule Tile.



## Register Rule Tile

In order to use the Rule Tile, you must first register the Rule Tile in the Tile Palette.

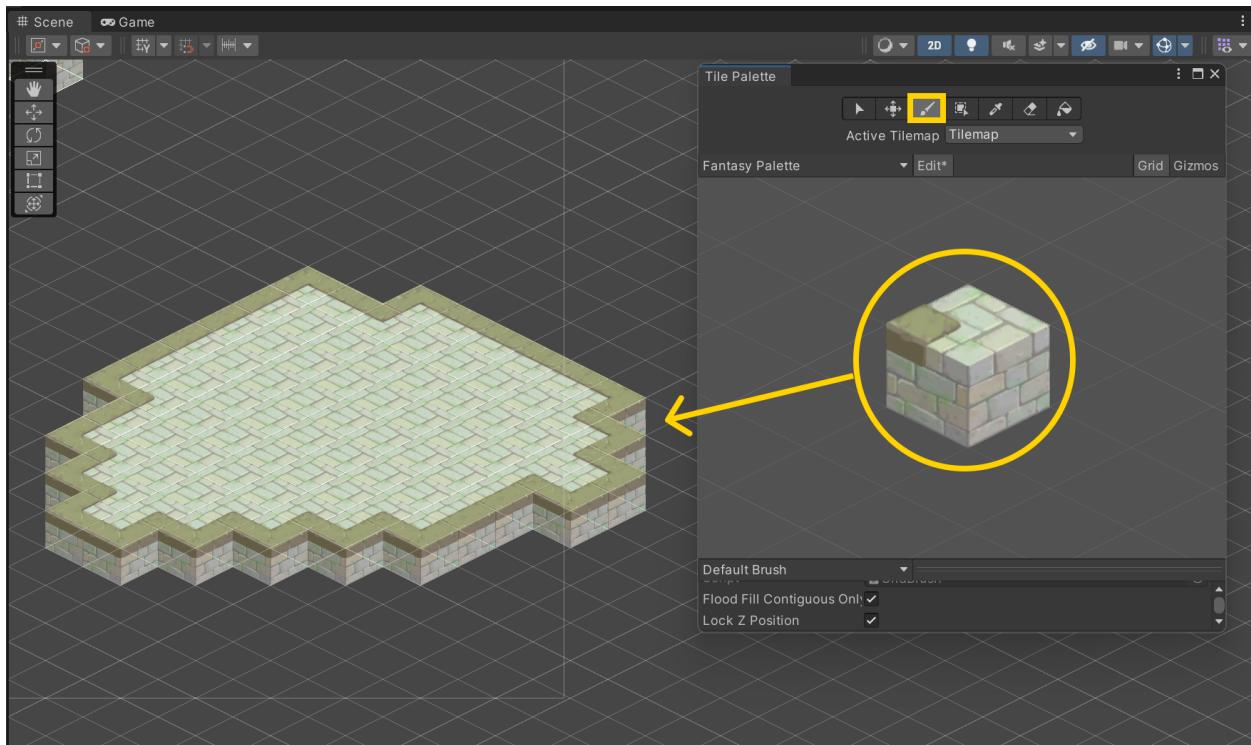
Open the Tile Palette and register the desired Rule Tile to the Tile Palette in Assets > Mocapot > Fantasy Tileset > Palettes > Rule Tiles folder.



## Draw Rule Tile

Once the Rule Tile has been listed in the Palette, use the Rule Tile in the same order as a regular Tile.

1. Select Paint with active brush (B) from the Toolbar at the top of Tile Palette window.
2. Select the Rule Tile that you want.
3. Draw with the selected Rule Tile on the Scene.



If the order of the background drawn with Rule Tile is not displayed correctly, select Grid > Tilemap in Hierarchy window, then change the Mode property to Individual among the properties of Tilemap Renderer Component in Inspector window.

## Support

### Question and Bug report

Please let us know through Discord if you have any questions or bugs about Fantasy Tileset.

- [Discord](#)

## Asset News

You can check news of the new Asset on Twitter or YouTube.

- [Twitter](#)
- [Youtube](#)

