



Pixel Life Studio.

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First steps understanding the asset.

You will find a DEMO scene ready with all the PREFABS, MATERIALS, TEXTURES setup and ready to use.



The textures resolution is 64X64.

An update with a rework for all the sprites included 100x100 resulotion.

The filter mode is set up by default (POINT)
The compression is set up by default (NONE)
For better pixel perfect sprites

All the sprites has its own PREFAB so can be easely exported or scripted.



The sprite sheets is saved on Texture folder.

All variants includes:

- Normal black outline.
- White outline
- Faded white outline.

Textures Renderer compatibilities.

All textures and materials are compatible with:

- Universal Render Pipeline.
- High Detail Render Pipeline (Using the convertion window guide).



