

2D topdown sprites and tilesets



2D topdown sprites and tilesets pack is a complete tileset pack that includes everything you need to create stunning 2D environments in your Unity game. With **5 unique tilesets** of 47 tiles each and ruletiles configured, and background asset prefabs that match the tilesets, you'll have everything you need to create immersive, detailed levels.

The pack includes **565 background asset prefabs**, which can be used to add extra detail and depth to your levels. These prefabs include things like trees, rocks, other natural elements, towers, fountains, carpets, etc.

To help you get started, the pack also includes **example scenes** that demonstrates how all of the different elements can be combined to create a complete level.

We encourage you to leave a comment and share your thoughts about this asset, including any suggestions for additions or improvements. Additionally, if you enjoy using this asset, don't hesitate to leave a review on the Asset Store. Your feedback and reviews are greatly appreciated!

Contents

- **5 configured tilesets :**
 - Snow tileset
 - Magma tileset
 - Grass tileset
 - Crackled Marble Tileset
 - Blue Stone Tileset
- + 1 bonus tileset not setup in ruletiles
- **5 ruletiles :**
 - Snow
 - Magma
 - Grass
 - Crackled Marble
 - Blue Stone

- Multiple spritesheets matching the tilesets : trees, rocks, plants, towers, fountains, etc
- 2 example scenes :
 - 1 - **Demo_Tilesets** (only tilesets showcased)
 - 2 - **Demo_SpriteAssets** (tilesets + prefabs)
- Includes a custom script that I use for building prefabs from spritesheet (Utilities/CreatePrefabsFromSpritesheet.cs).

Installation

Simply download the unity package.

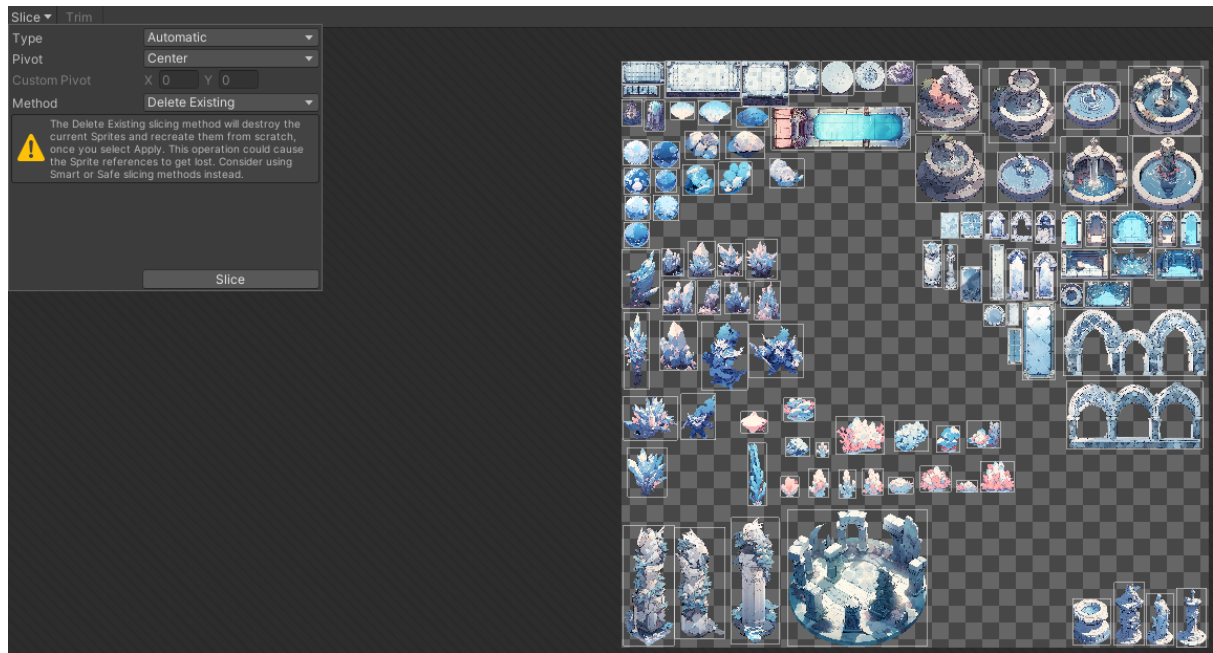
Usage

Ruletiles are already configured so you only need to create a palette and put the ruletiles in it. Prefabs of sprites are available in :

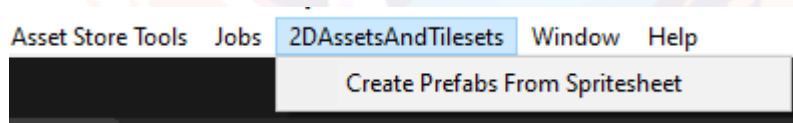
- **2DAssets/Prefabs/** All the background elements (prefabs using 2D sprites)
- **2DAssets/Ruletiles/** for the tilesets. They are already configured for basic use with 47 combinations.
- **2DAssets/Sprites/** contains all the spritesheets.

How to use "**CreatePrefabsFromSpritesheet**" script :

- Use case : If you happen to have spritesheets in your projects that you would like to split into prefabs, but without spending extra time on it !
1. Prepare the spritesheet by slicing your sprites :



2. When it's done, select your spritesheet in the inspector.
3. At the top, go on 2DAssetsAndTilesets and click on "Create Prefabs From Spritesheet"



Your assets will be created in a new folder located in the same location as the selected spritesheet. If you prefer, you can manually modify the script to create the assets in a different folder.

Support

Please send an email to nimblegamesstudio@gmail.com or ask your question on the discord in the 2d-topdown-sprites-and-tilesets chanel. (link on the Asset Store page)

License

Standard Unity Asset Store EULA