

# PolyImage (UGUI)

A Solution for Polygon Sprites in UGUI!

## USER GUIDE

Release 1.0.1

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## Overview

This Plugin is designed to work with TexturePacker's polygon sprites. We can draw less pixels (while some increase of vertices) to achieve a balance of memory and performance. At the same time we can pack

more sprites into one sheet to save disk.

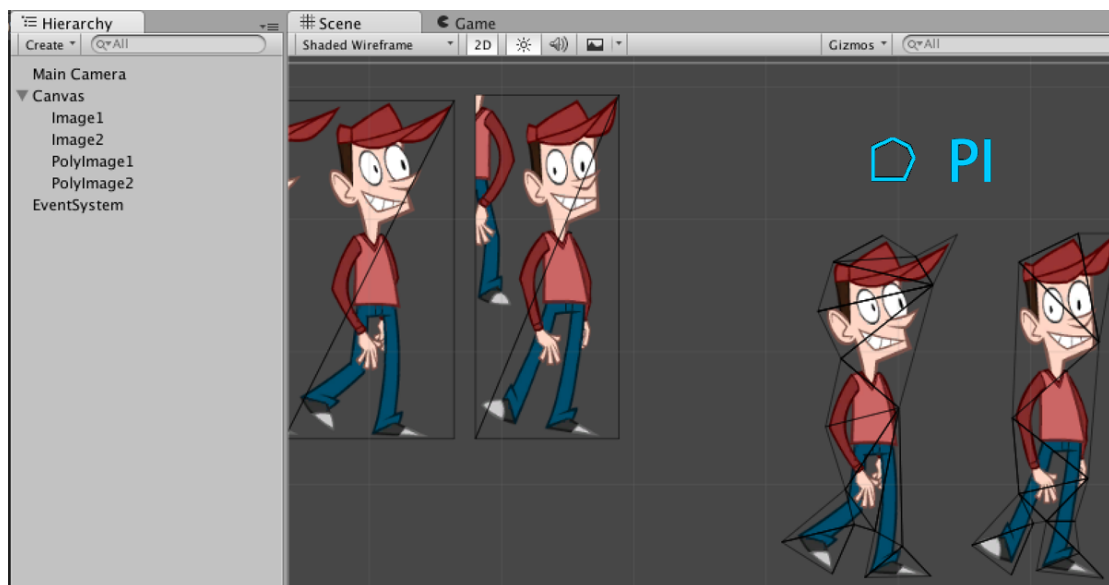
More discussion can be found at [Optimizing sprite meshes for Unity](#).

[TexturePacker Importer](#) can be used to import these info easily. Or you can even use [Sprite.vertices](#) and [Sprite.triangles](#) to set manually.

## Demo

A demo scene has been provided at

“Assets/PolygonImage/Example/Demo.unity”.

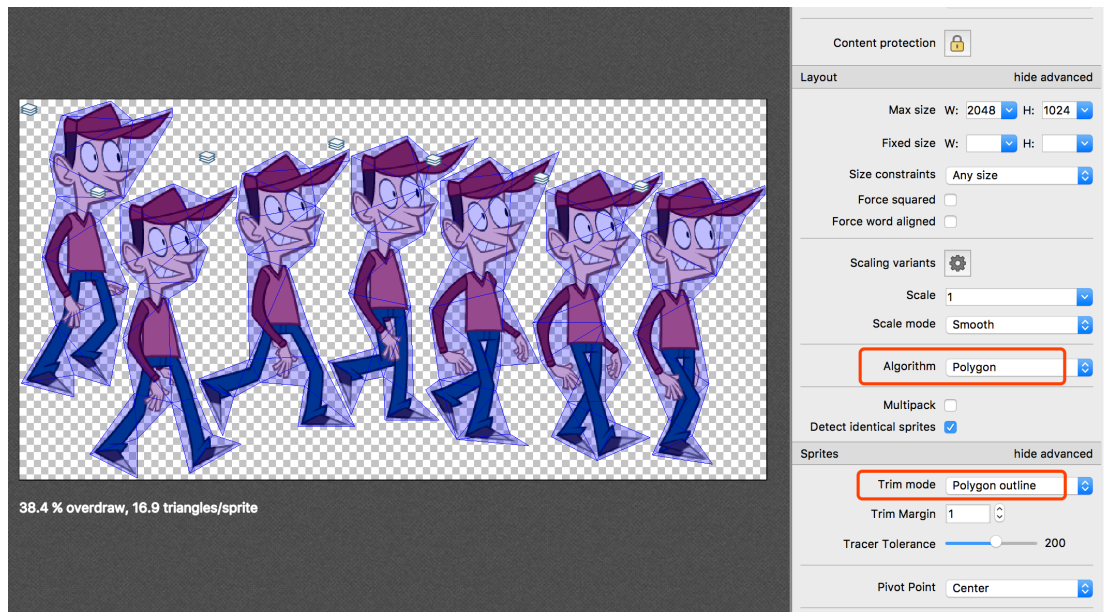


The left ones are Images, and they are wrong with sprites in. The right ones are correct for both Simple & Slice mode. Also note that Wireframe shows we have saved a lot pixels!

## How to use

First of all, you need prepare sprites. Just prepare images and pack them together using TexturePacker. The key point is to enable “Polygon”

Algorithm.

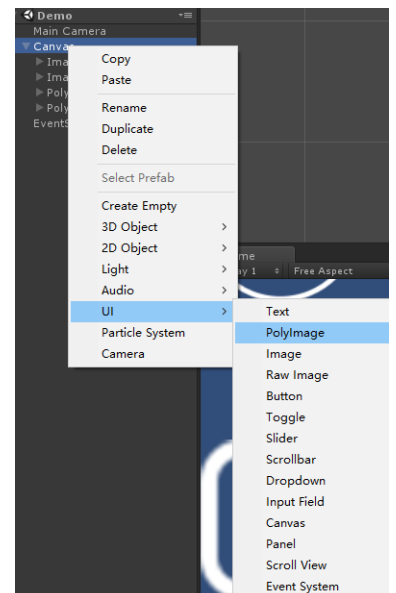
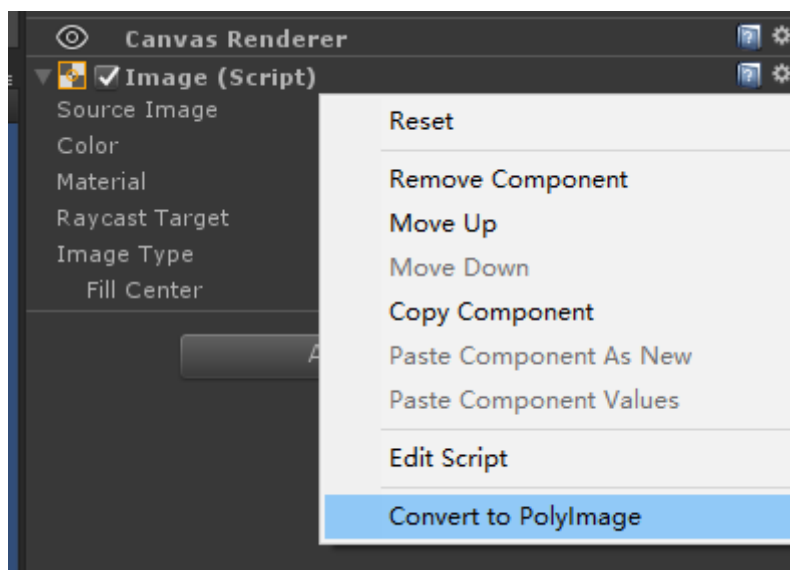


Then import them into Unity

You can create PolyImage exactly the same with Image:

- Menu: GameObject/UI/PolyImage
- Right click in Hierarchy: UI/PolyImage

You can even convert existing Image just by click its options:



Then just use PolyImage like Image. Since it's a subclass, you don't need

modify existing scripts. And no more API is needed, Just Enjoy!

## Limits

The lowest Unity version supported is 5.0:

- 4.x doesn't support saving polygon sprites data
- 5.0 & 5.1 has a poor designed "FillVBO" API, which has some effect on performance compared to higher version.

PolyImage only supports Simple & Slice now, and we are working with Tile & Fill cases.

Please contact me if you have any question: [anthony.q.dev@gmail.com](mailto:anthony.q.dev@gmail.com).

**Thanks for your support!**