

# Retro Pixelator

## User Guide

v1.0

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# Installation

1. After you import the **Unity Package** from the **Asset Store**, click the Window menu, and select Retro Pixelator.
2. The **Retro Pixelator** panel will now be displayed, for ease of use I recommend docking this panel within the Unity Editor.
3. That's it! Your all set!

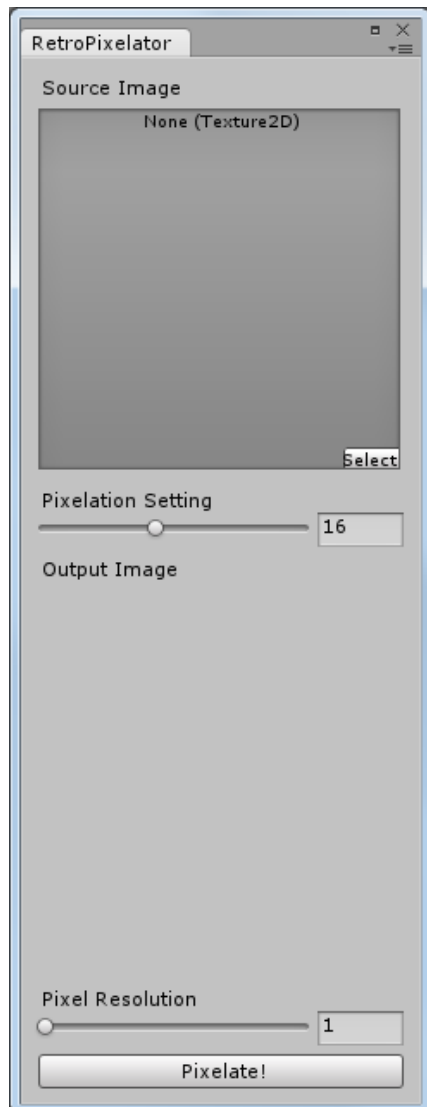
# Instructions

Retro Pixelator makes it super easy to create pixelated copies of your textures, plus it has simple options to allow you to get exactly the pixelated level you desire!

Retro Pixelator also preserves transparency in images, and provides settings for output resolution and number of pixels per pixel.

## Getting Started

1. If you have not already done so, click the Windows menu and select Retro Pixelator, then dock the Retro Pixelator panel within the Unity Editor.



2. Now drag an image of your choice from the Project panel to the Source Image box on the Retro Pixelator panel.

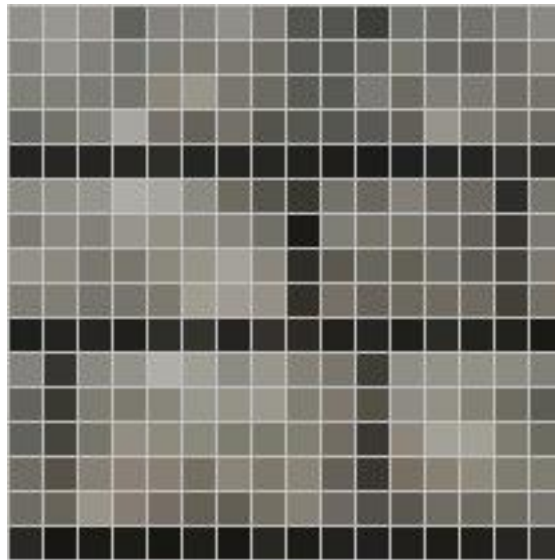


3. If you simply click the Pixelate! Button now a copy of your image will be created and displayed in the Output Image area, a copy of the new pixelated image in PNG format will also be saved in the Project panel with the same name as the original, however the name will have a suffix added of an underscore with a number and x, for instance myimage\_16x.png. The number is generated from the Pixelation Setting value.

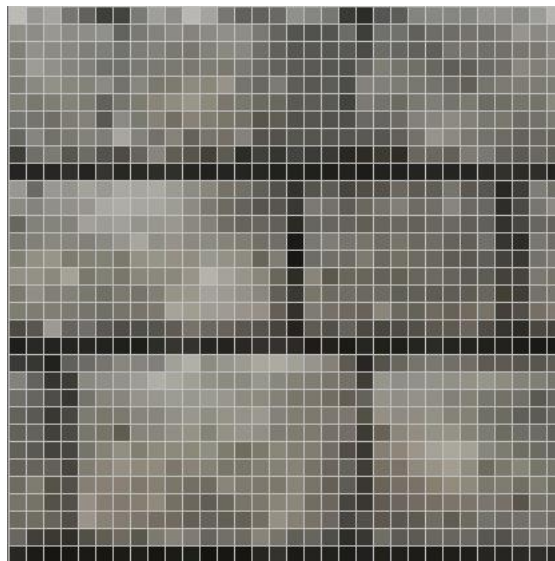


4. OK, that was super easy, but what if you want a higher or lower pixelated image, how is this achieved. Simple, the Pixelation Setting slider enables you to choose the number of pixels in the image. So the default setting of 16 will output a 16x16 image.

You can use the Pixelation Setting slider to change the number of pixels from anywhere between 4 to 32. Any lower or higher than these limits and the results are not suitable for producing quality pixelated images.



*16 x 16 pixel image*



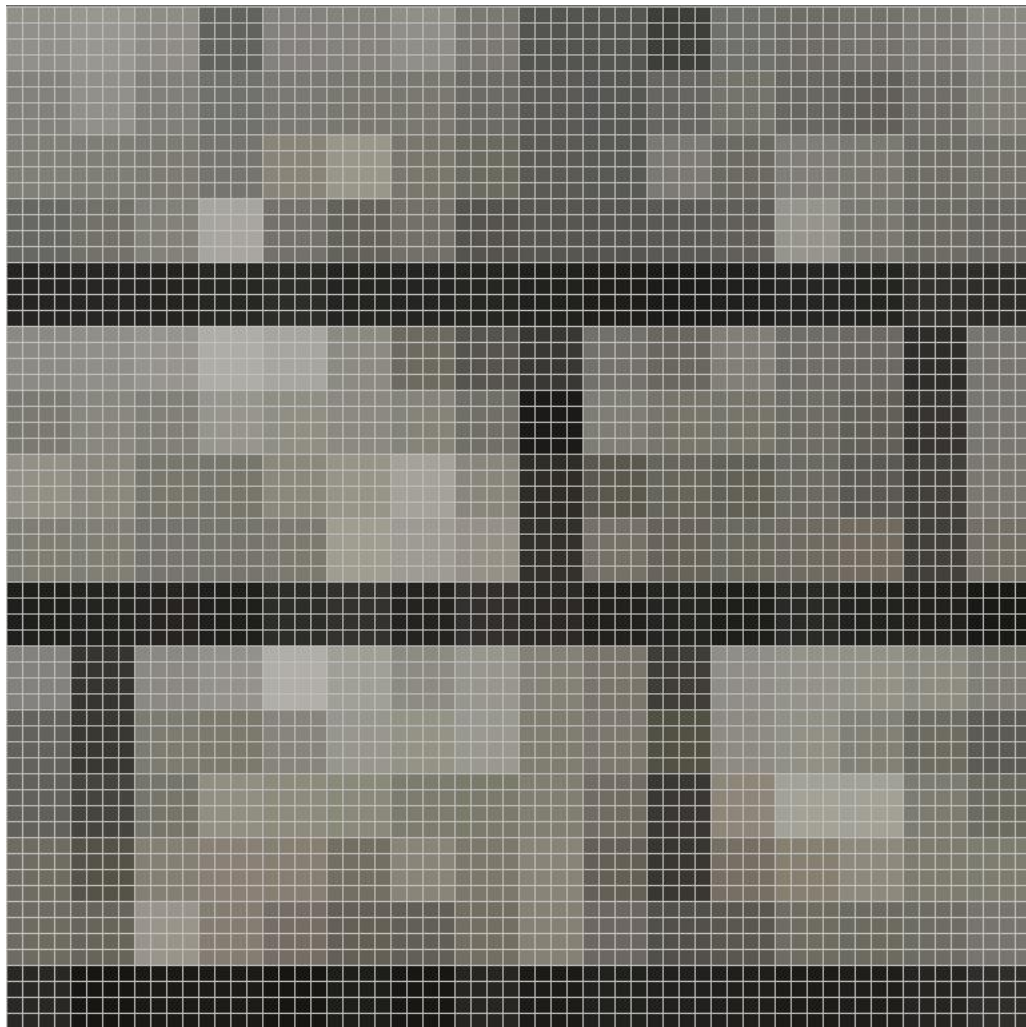
*32 x 32 pixel image*

5. Finally, there is the Pixel Resolution slider, as you will see the output images that are created have an image resolution that matches the

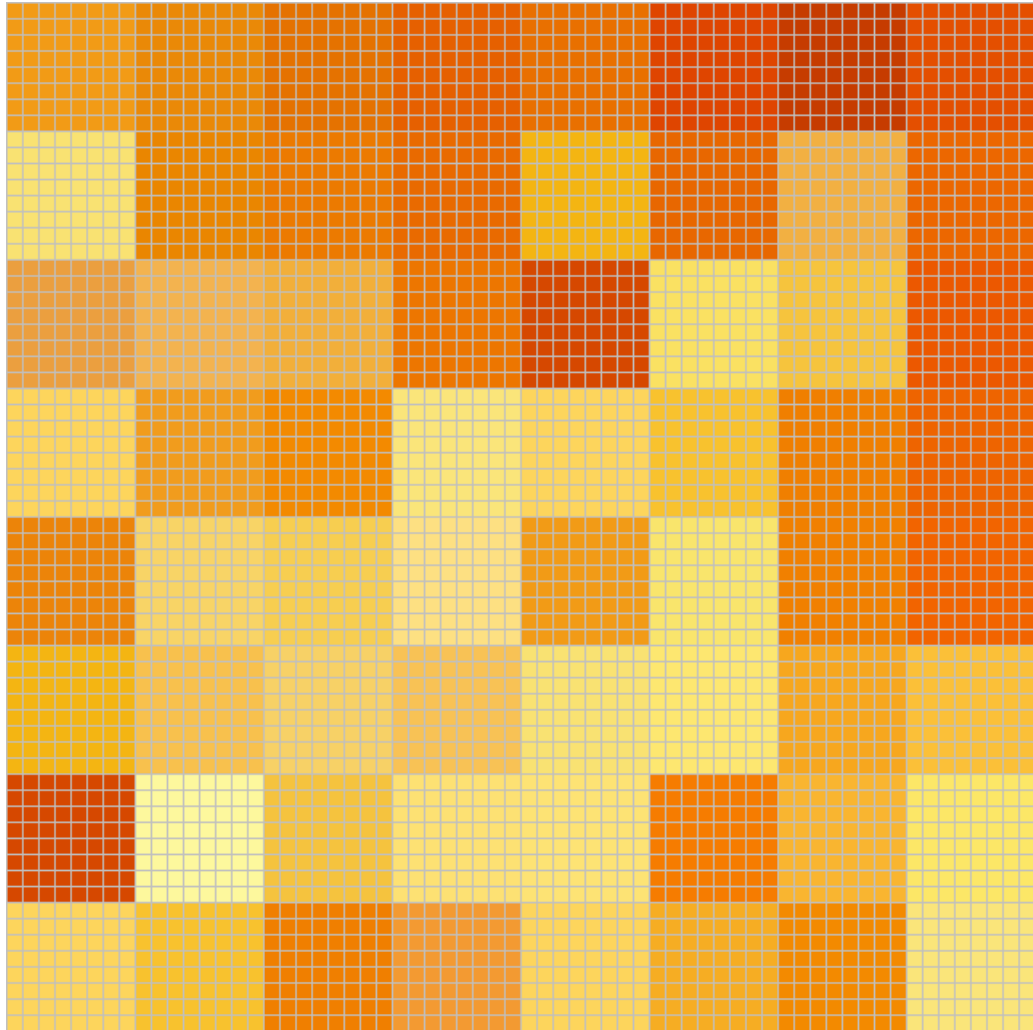
Pixelation Setting slider, for example with a Pixelation Setting of 32, the output image will be 32x32 in resolution.

What the Pixel Resolution slider does is enable you to set the resolution size of the output image. The default is set to a value of 1, hence a Pixel Setting of 32 produces a 32x32 image, however if you set the Pixel Resolution slider to 2, then the output image resolution will be 64x64, however the number of pixel squares in the image will still be 32, but each coloured pixel will no longer be 1x1, but will be 2x2.

So you can use the Pixel Resolution slider to change the size of the image from 4x4 to 1024x1024. The image resolution is determined by multiplying the Pixelation Setting value by the Pixel Resolution slider.



*64x64 pixel image, with 4 pixels per pixel*



*64x64 pixel image, with 8 pixels per pixel*

6. That's it! Enjoy! And please get in touch if you have any questions, queries or general feedback good or bad!

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