

Engine-specific nastavení — Unity / Godot / Unreal (v4)

Opravený cheatsheet (bez přetékání textu)

Unity — Import Texture/Sprite

Unity — Import Texture/Sprite (doporučené volby)

UI / Sprite (2D and UI)

- Texture Type: Sprite (2D and UI)
- Sprite Mode: Single / Multiple (slicing)
- Pixels Per Unit: 100 (dle projektu)
- sRGB (Color Texture): ON
- Mip Maps: OFF (UI)
- Filter: Point (pixel-art) / Bilinear
- Wrap: Clamp (UI) / Repeat (tiles)

Normal Map

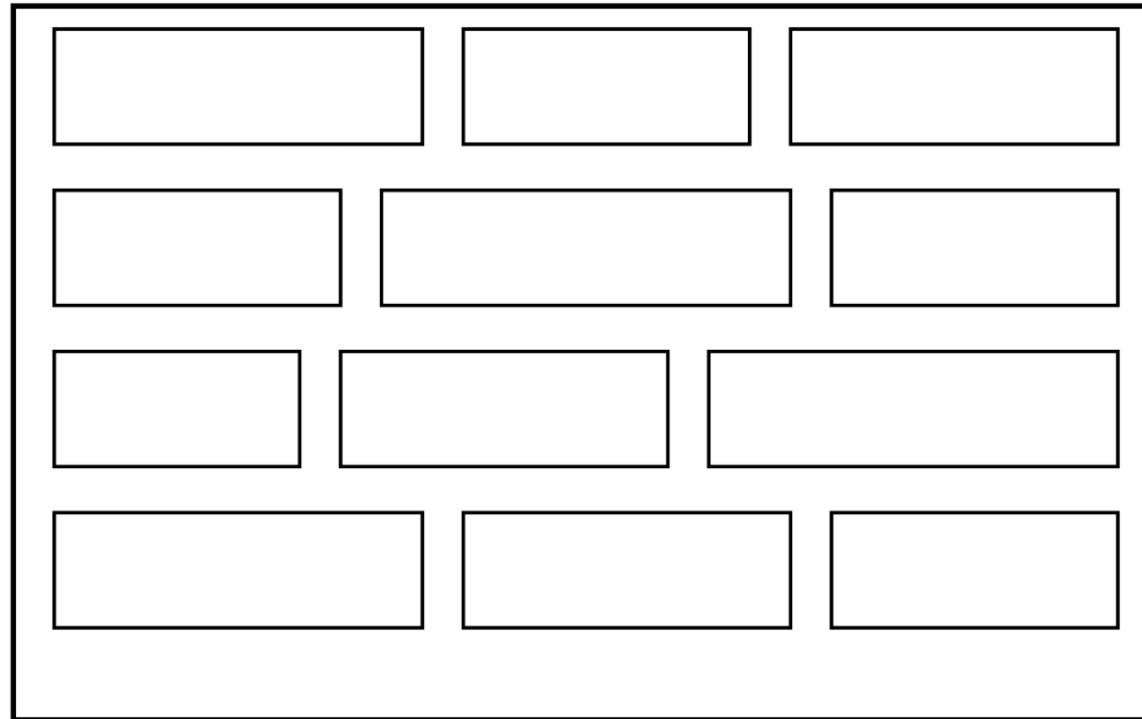
- Texture Type: Normal map
- sRGB (Color Texture): OFF (linear)
- Create from grayscale: OFF (pokud již NM)
- Flip Green Channel: podle testu světla
- Compression: High Quality (BC7/ASTC kde lze)

Platform Overrides

- PC/Consoles: BC1 (RGB), BC3 (RGBA), BC7 (HQ)
- Android: ETC2 (RGB/RGBA), ASTC kde podporováno
- iOS: ASTC (preferované), PVRTC u starších zařízení
- Sprite Atlas v2: Tight Packing + Padding 2–4 px
- Pivot: center/bottom-center (postava), per-sprite override

Unity — Sprite Atlas v2

Unity — Sprite Atlas v2 (koncept)



Settings

- Tight Packing: ON
- Padding: 2-4 px
- Block Offset: 1 (pro mipmaps)
- Allow Rotation: dle potřeby
- Include In Build: ON
- UI atlasy: Mipmaps OFF, sRGB ON

Godot 4 — Import 2D Textures

Godot 4 — Import 2D Textures

2D UI / Sprite

- Compression: VRAM/Lossless (dle cíle)
- sRGB: ON (barvy) / OFF u normal map
- Filter: OFF (pixel-art) / ON (měkké UI)
- Mipmaps: OFF (UI) / ON (3D/zoom)
- Repeat: Clamp (UI) / Enabled (tiles)

Normal Map

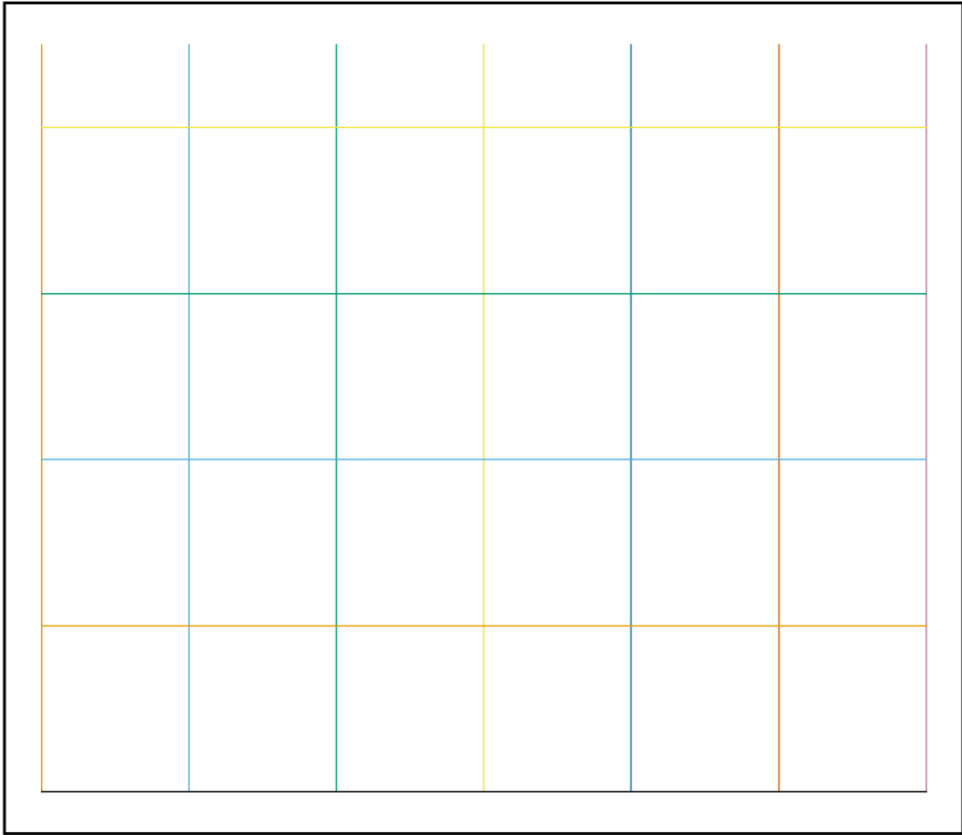
- Import As: Normal Map
- sRGB: OFF (linear)
- Flip Y: dle vizuální kontroly

Project Settings / 2D

- Rendering → 2D → Use Pixel Snap (pixel-art)
- Control UI → NinePatchRect pro 9-slice
- AnimatedSprite2D: HFrames/VFrames podle sprite-sheetu
- TileMap: správný Tile Size / Margin / Spacing

Godot — TileSet/TileMap (koncept)

Godot — TileSet/TileMap (koncept)



Nastavení

- Tile Size: 32×32 (příklad)
- Margin/Spacing dle exportu
- Collision/Navigation vrstvy
- Autotile masky a variace

Unreal — Import Textures

Unreal Engine — Import Textures

UI / Color Textures

- sRGB: ON (barvy)
- Mip Gen: OFF (UI) / ON (3D)
- Filter: Nearest (pixel-art) / Default
- Compression: BC/ASTC dle platformy

Normal Map

- Compression Settings: Normalmap
- sRGB: OFF (linear)
- Flip Green Channel: podle testu světla

UMG / Paper2D

- UMG: „Draw As: Box“ → 9-slice margins
- Paper2D: Sprite Editor → Pivot (např. bottom-center)
- Sprite/tile import: trim + padding zabrání bleedingu
- Material pro UI: Unlit (typicky), sRGB textury

Unity × Godot × Unreal — rychlý přehled (cheatsheet)

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Unity

- Sprite (2D and UI), sRGB ON, MipMaps OFF pro UI
- Normal map: sRGB OFF, Flip G dle testu, Compression HQ
- Sprite Atlas v2: Padding 2–4 px, Tight packing
- Pixel-art: Filter Point; Wrap Clamp (UI)/Repeat (tiles)

Godot 4

- Import: Filter OFF pro pixel-art, Mipmaps OFF pro UI
- Normal map: Import As Normal, sRGB OFF
- Project: Use Pixel Snap, NinePatchRect pro 9-slice
- TileMap: Tile Size/Margin/Spacing podle exportu

Unreal

- UI textury: sRGB ON, Mip Gen OFF (UI), Filter Nearest
- (pixel-art)
- Normal map: Compression=Normalmap, sRGB OFF (linear), Flip
- G dle světla
- UMG Box (9-slice) pro rámečky; Paper2D Sprite Editor pivot
- (např. bottom-center)
- Komprese dle platformy (BC/ASTC/ETC); pro UI často bez
- komprese kvůli ostrosti