



## Ground Tilesets – Rule Tiles



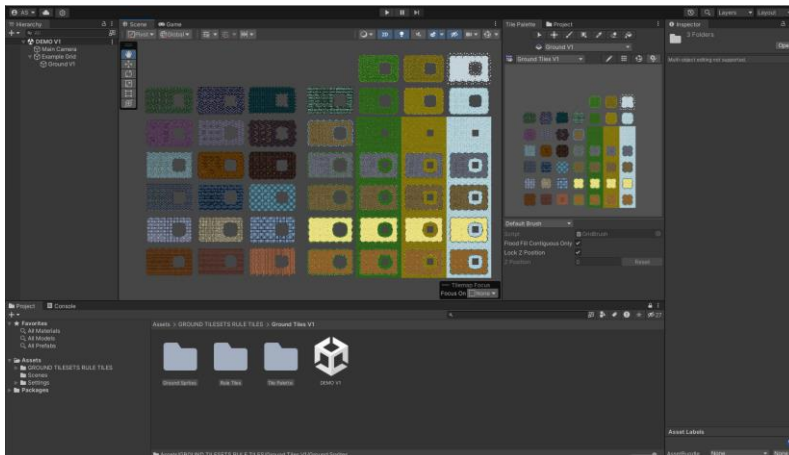
### Pixel Life Studio.

Thank you for your purchase, we from Pixel Life Studio hope this asset brings you a good experience.

If you have any difficulties or problems you can contact us [support@pixellifestudio.com](mailto:support@pixellifestudio.com)

### First steps understanding the asset.

You will find a DEMO scene ready with all the materials and textures setup for your convenience.



Folder structure:

**GROUND TILESETS RULE TILES**

*GROUND SPRITES (Holds all the texture sprite sheets)*

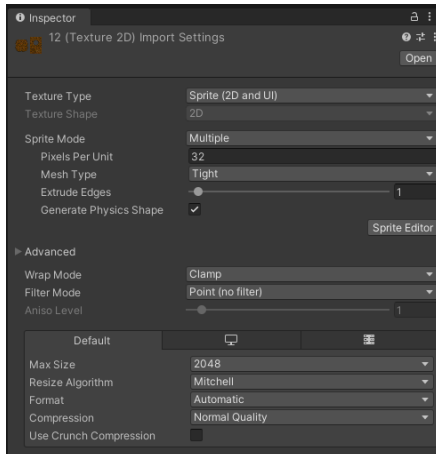
*RULE TILES (Holds all the Rule Tiles configured)*

*TILE PALETTE (Holds the Tile Pallet configured)*

## Ground Sprites.

This folder holds all the sprite sheets so if you desire to make a modification it will apply automatically on the Rule Tiles already created.

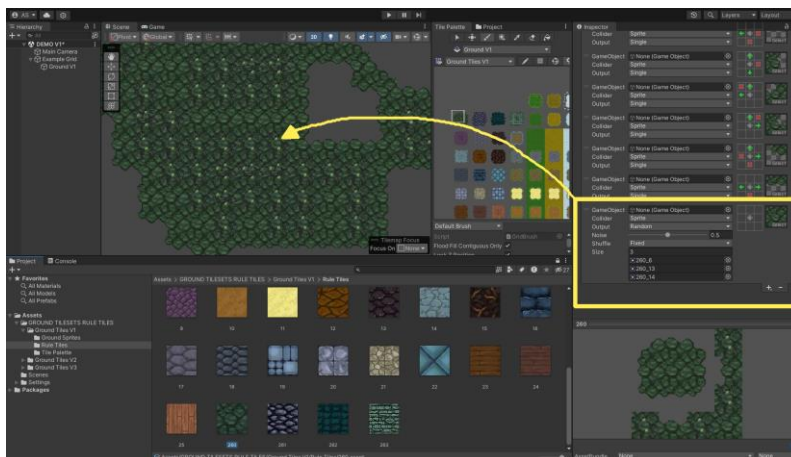
Sprite Sheet configuration:



## Rule Tiles.

This folder holds all the Rule tiles already configured

All the Rule Tiles have a randomizable range to the middle tiles if you desire to change the break pattern, increase or decrease the slider or add some tiles to the list to dilute the result.



## Tile Palette.

This folder holds the master tile palette (accessible via the Tile Palette Window) with all the tiles layered to easy understanding and to facilitate the workflow.

