

# Texture Processor Documentation

Texture Processor is a small collection of scripts that allow changing a texture's saturation, brightness, color, size, etc. within a Unity project. This might be useful when you don't have or don't want to use a graphics program to change these properties. It also allows you to have a source texture in the project and create several colored variations, each being updated when the source changes from the outside.

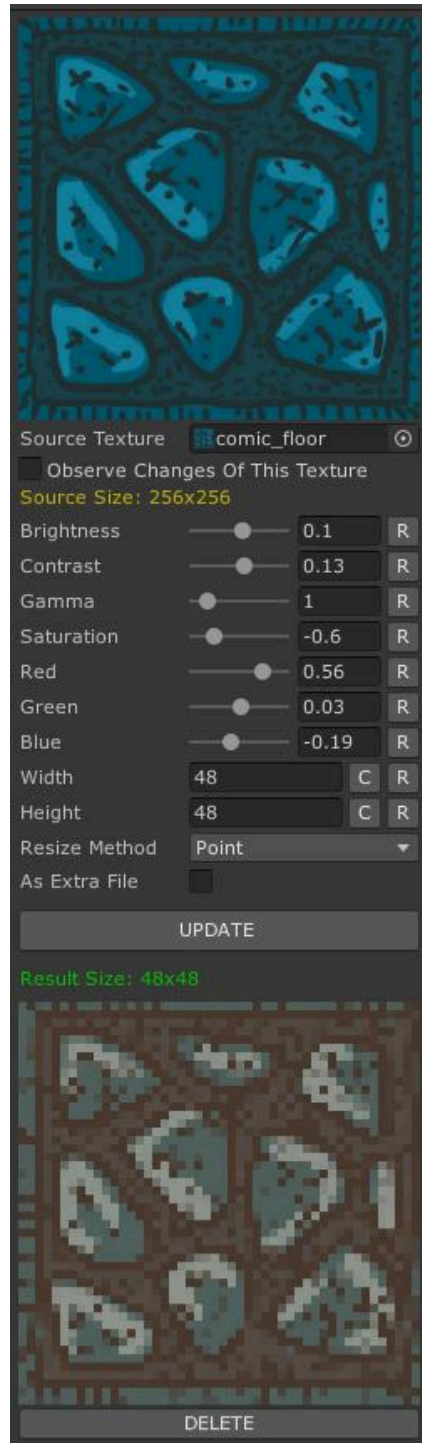
There are two ways to use Texture Processor: by an asset file, or by the tool.

## TextureProcessor Asset File

To create the asset file, right click anywhere in the Project and choose Rat King → Texture Processor. A file called TEX will appear - rename it to your liking. If there is a button "R", pressing it will reset the value to the standard value, usually 0.

- **Source Texture:** the texture that will be used as the basis for the processed texture. The Source Texture must be readable, but if it isn't, there will be a "Make Source Texture Readable" button.
- **Observe Changed Of This Texture:** If this is checked, any change done to the Source Texture will update the generated processed texture.
- **Source Size:** An info on how big the Source Texture is.
- **Brightness [-1, 1]:** Change the brightness
- **Contrast [-1, 1]:** Change the contrast
- **Gamma [0.01, 7.99]:** Change the gamma
- **Saturation [-1, 1]:** Change the saturation. -1 will produce a grayscale image.
- **Red / Green / Blue [-1, 1]:** Change the color
- **Width:** Change the width (in pixels) of the texture. If the value is 0, the original width will be used. Pressing "C" will calculate the width according to the value of Height.
- **Height:** Change the height (in pixels) of the texture. If the value is 0, the original height will be used. Pressing "C" will calculate the height according to the value of Width.
- **Resize Method [Point, Bilinear]:** The method that is used when changing the width and/or height of the texture.
- **As Extra File:** When checked, a new texture file will be created, inside a folder called GeneratedTextures. If unchecked, the texture will be a sub asset of this TextureProcessor asset. The latter will usually be larger on the hard disk.

With the **GENERATE** button the result texture is created. If there's already one, the button is labeled **UPDATE**, and the **Result Size** shows the size of the generated texture; additionally it's possible to remove the file with **DELETE**.



## Tool

Open the tool via the menu bar: Tools → Texture Processor Tool. The tool works similar to the Texture Processor Asset, but naturally it does not allow observing the source texture. The

generated Result Texture will be stored in a GeneratedTextures folder, created inside the Source Texture's folder.

## Where To Get

- As .unitypackage on itch.io: <https://ratking.itch.io/texture-processor>
- As Unity project on github: <https://github.com/ratking/minion/texture-processor>

## Credits

No idea if this tool is useful to anyone, I (@ratroque) needed it for feeding a texture atlas with downscaled source textures, and maybe changing the colors in the process. I thought sharing the scripts wouldn't hurt. Contact me via <https://fholio.de> if you have questions.

The example textures were created by Jana @RottenHedgehog Reinhardt.