

Unity Asset - Animation Baking Studio (3D to 2D) v4.0.1

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Introducing SpriteBakingStudio, the ultimate solution for capturing various 3D models from different angles and generating output files suitable for 2D or 2.5D games. Whether you need sprite sheets, animation clips, normal maps, or more, SpriteBakingStudio has you covered.

Render Pipeline Compatibility:

- Built-in Render Pipeline: Unity's default pipeline with limited customization options.
- Universal Render Pipeline (URP): A flexible and optimized pipeline for creating graphics across multiple platforms.
- High Definition Render Pipeline (HDRP): Ideal for achieving high-fidelity graphics on high-end platforms.
- Legacy and Mechanim animation model support.
- Particle System model capturing.
- Continuous filming of models and animations from various angles.
- Various shadow types for added realism.
- Sprite sheet, animation clip, animator controller, prefab, normal map, and material creation.
- Play Mode Baking with support for mirror animations and animation rigging.

Technical Details:

- Ensure to delete the SpriteBakingStudio folder and update it when upgrading to SBS 2.
- If the SpriteBakingStudio folder is imported from the Package Manager, delete the SpriteBakingStudio package from your asset download folder.
- For capturing single screenshots of objects, consider Object Baking Studio (not upgradable to this asset).



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