

With this asset you can easily create levels for your platformer game!

Pack includes:

- 69 unique sprites (boxes, spikes, platforms and decorative elements)
- 2 ground tilesets
- Customizable trees
- 5 layer parallax background
- Fog and clouds for background
- Blurry islands with trees and plants for background and foreground

How to create a parallax effect like in the demo scene:

- 1) Set the projection of main camera to perspective;
- 2) Put background layers (mountains or islands) further away from the camera by increasing their z-position. The larger z-position is, the farther the object will be;
- 3) Don't forget about order in layer property in sprite renderer settings of each background layer: distant objects should have less order in layer than near ones;
- 4) If you are using a blurry version of the background, then I recommend you to place the blurrier layers further away from the camera.

For the foreground:

- 1) The lower the z-position, the closer the object will be to the camera;
- 2) The blurrier objects should be closer to the camera and they should be darker (you can change their color in sprite renderer settings);