Unity – Simple Animations

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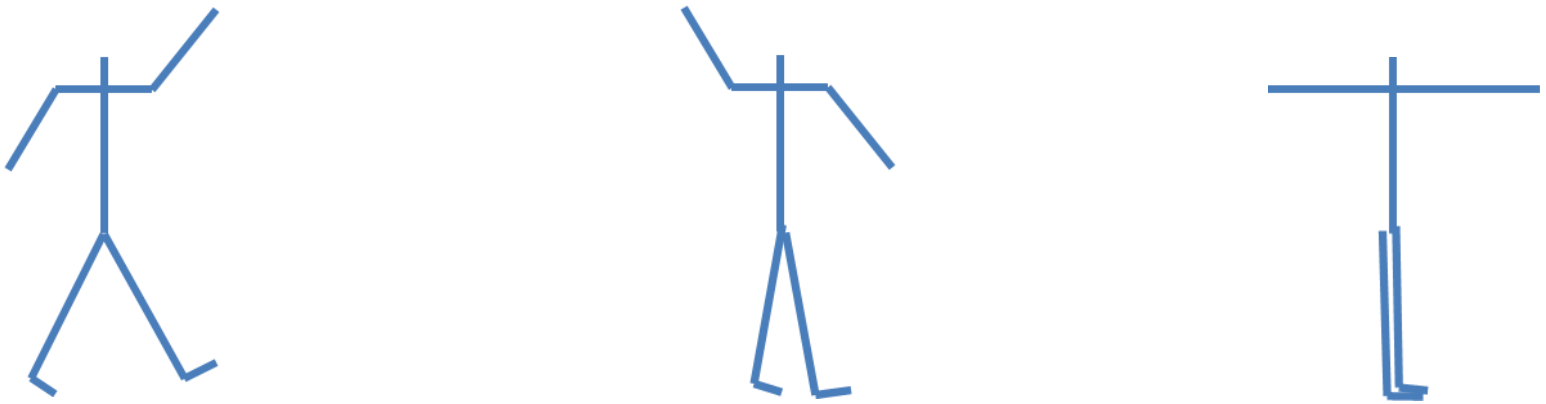
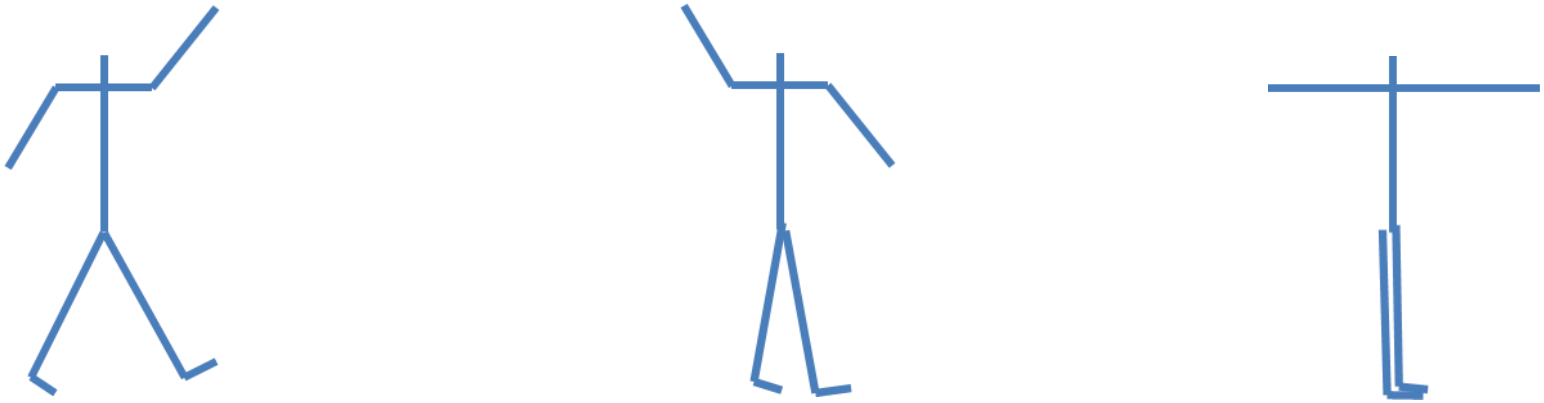
Recipe to make a simple Animation

- Make a sprite sheet
- These are individual images, stored as png’s, with no background
- Like a flip-o-rama

Sprite Sheet Generation

1) make independent images
2) store each as png file
3) insert pictures back into ppt
4) store slide as png





Sprite Sheet : remove background

1) use website lunapic.com
2) select edit
3) select transparent
4) Load picture
5) click on your image background
6) click apply threshold
7) save file (gif)

(background is gone!)

Sprite Sheet – load into Unity

- Import new asset (gif,png)
- Change inspector sprite mode to “multiple”
- Press apply
- Open inspector sprite editor
- Click slice, slice, apply
- Load sprite sheet asset into scene (not hierarchy)
- Press play

Lab RocketMan
(see animation)