

EX NO: 5A

Perform a simple 2D animation with sprites.

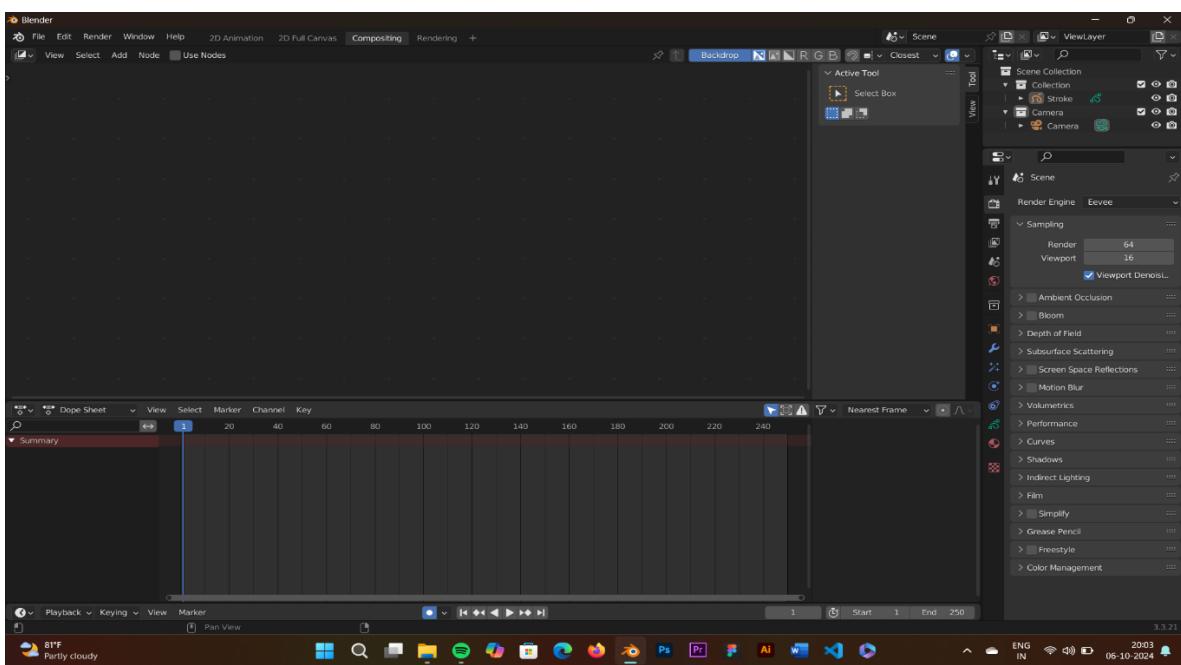
DATE:

Aim:

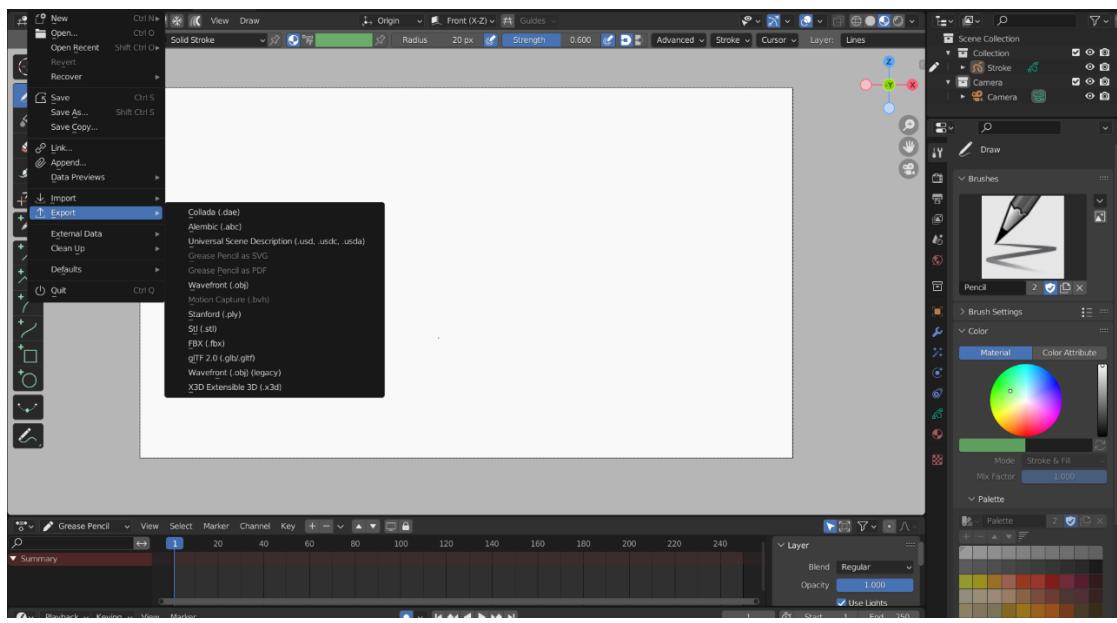
To perform a simple 2D animation with sprites in Blender.

Procedure:

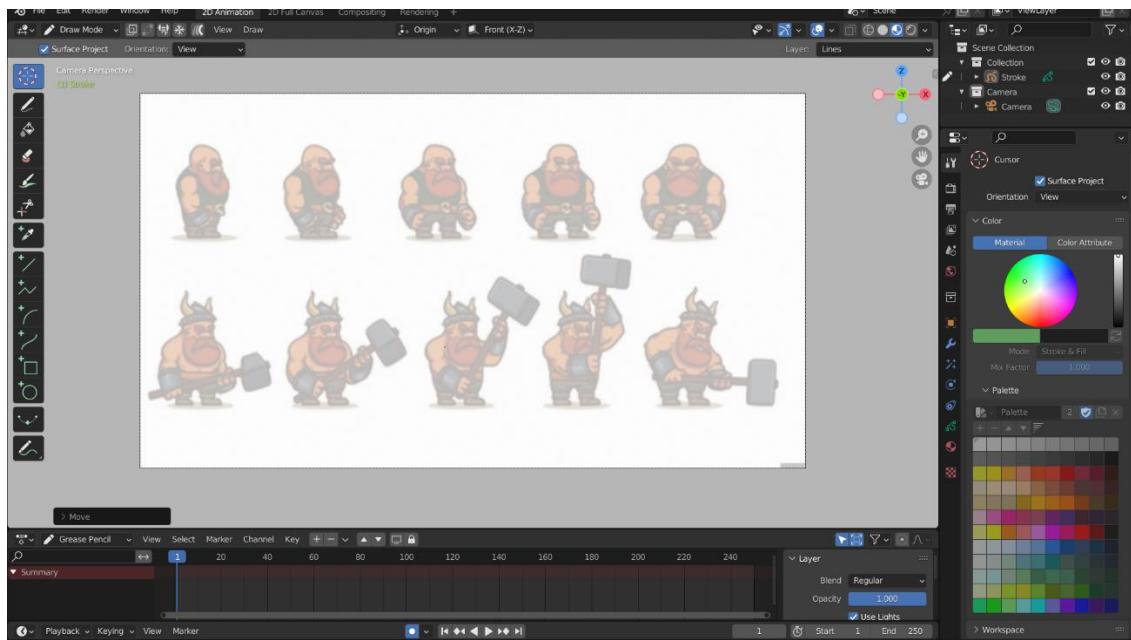
1. Go to the browser and paste the link <https://www.blender.org/download/>
2. Open Blender: Launch Blender and make sure you are in the 2D Animation workspace.
3. Import Sprites: You'll need your 2D sprites in a format that Blender can use (such as PNG). To import them, go to File > Import > Images as Planes. Select the images you want to use as sprites.



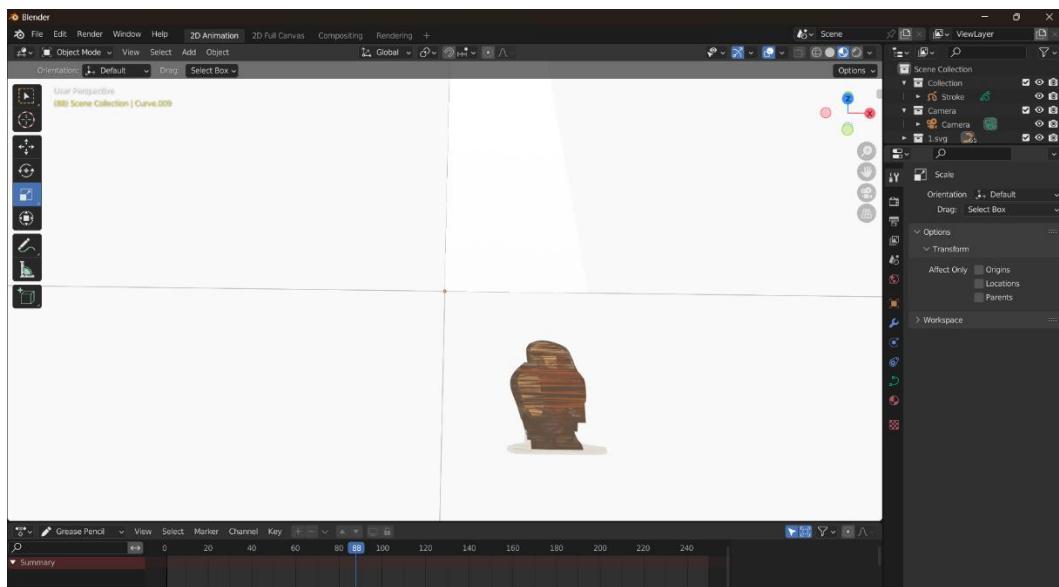
4. Click on the new Sprite Frames resource and you'll see a new panel appear at the bottom of the editor window



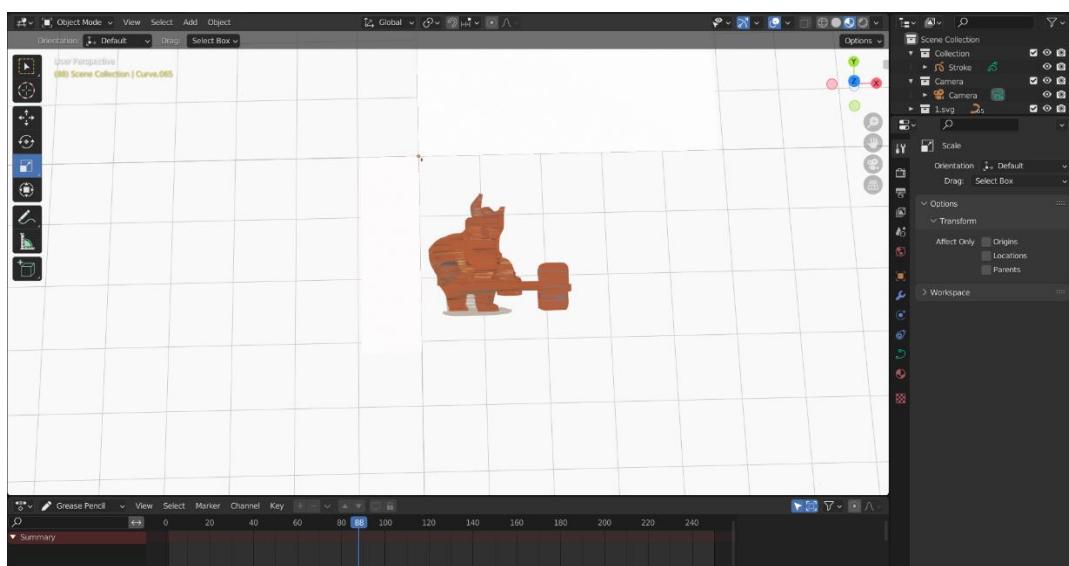
5. File System dock on the left side, drag the 8 individual images into the center part of the Sprite Frames panel. On the left side, change the name of the animation from "default" to "run".



6. Next, select the frames from the sprite sheet that you want to include in your animation. We will select the top four, then click "Add 4 frames" to create the animation.



7. You will now see your animation under the list of animations in the bottom panel. Double click on default to change the name of the animation.



8. Finally, check the play button on the Sprite Frames editor to see your animation play.

Result:

Thus, the expected design using a simple 3D animation with key frames kinematics in Krita was created successfully.