

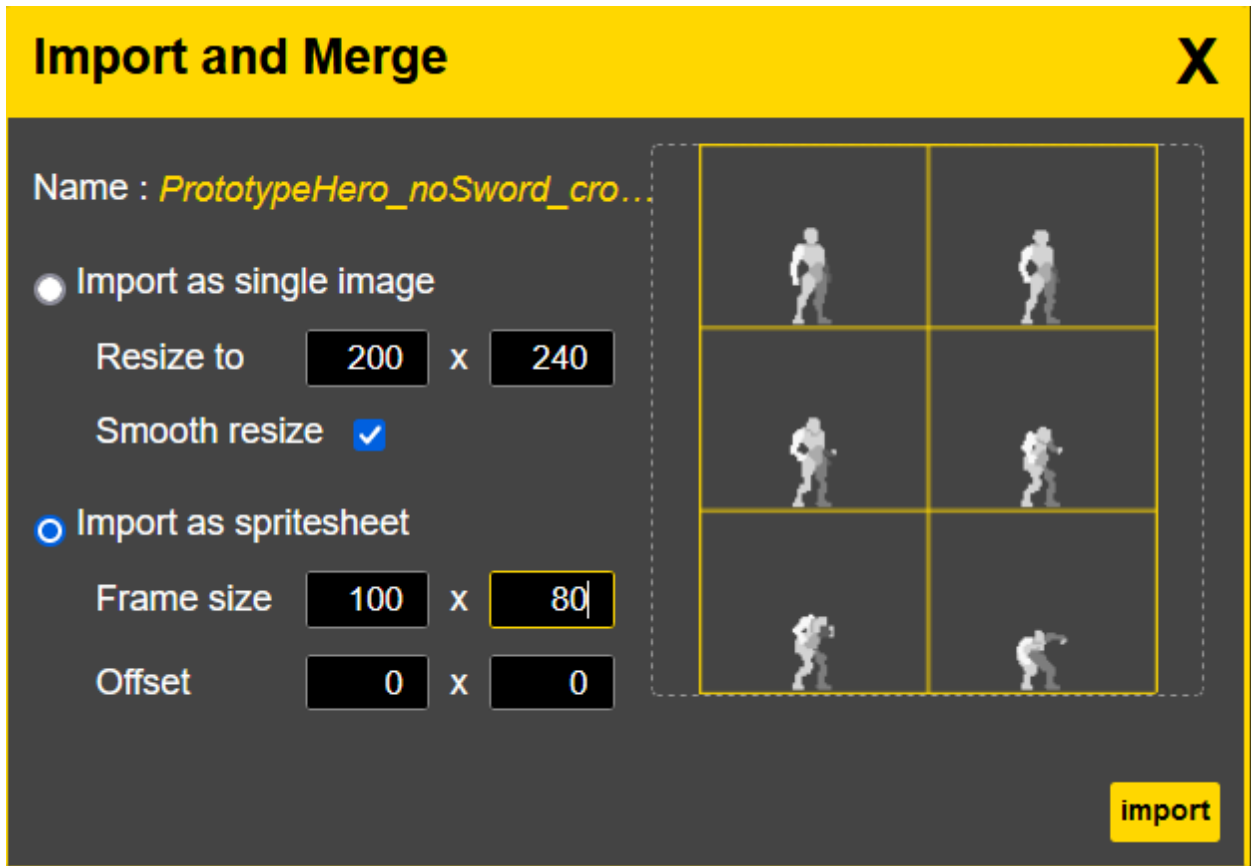
# 2D PVP Tutorial

## Character Creation:

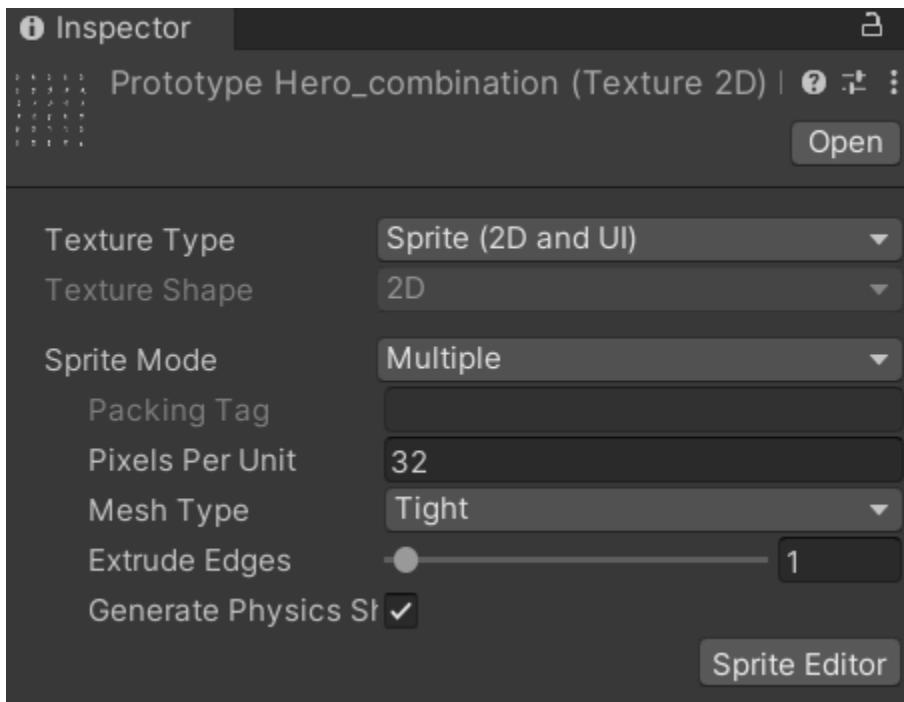
To begin with, you'll need to make a character sprite. This is going to be your player that you'll be using to fight and join in on the action.

For this, we recommend you use piskel, Create a character of dimensions 100x80 with 32 ppu. You can set this on exporting your character from [piskel](#).

To make things a lot simpler, you can import the character we have given to you. This is to ensure that the hitboxes remain the same and no-one has an unfair advantage of size. Remember to import this as a spritesheet of individual image cut being 100 x 80.

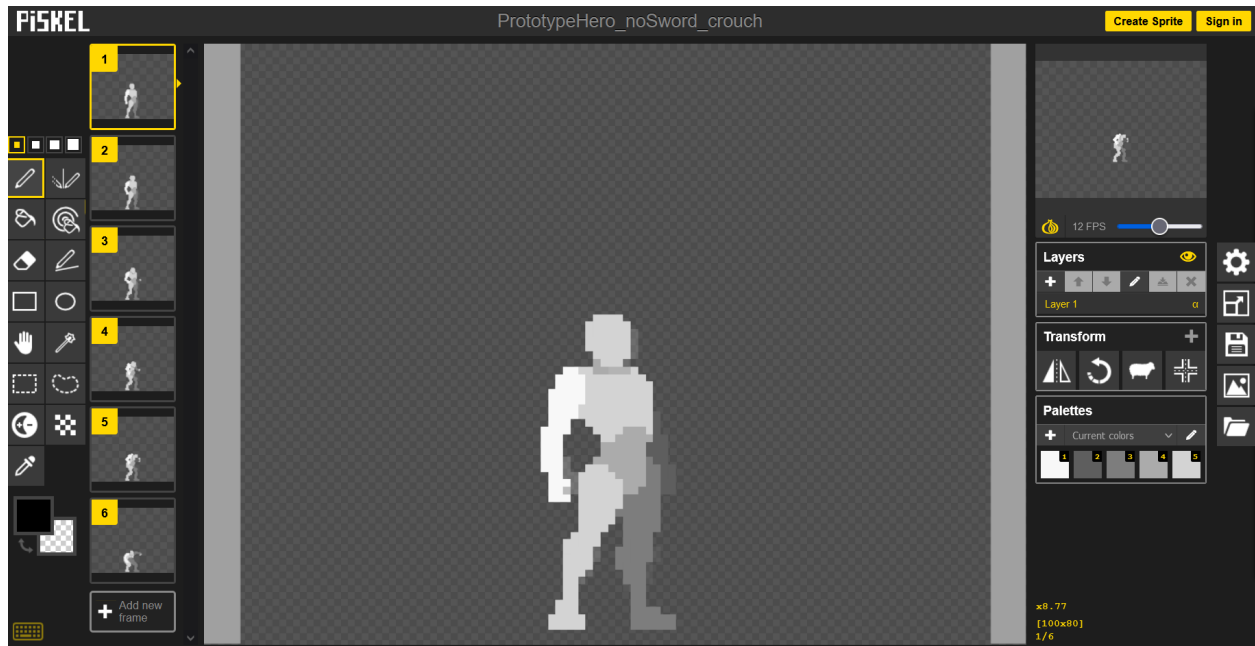


On importing to unity, you will have to change the pixel per unit count to 32.



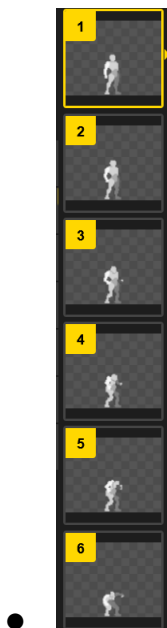
Once you've imported a spritesheet be sure to edit it to your liking to create your own personal avatar to fight for you.

On importing a sprite sheet onto piskel you should see a number of things on first glance.

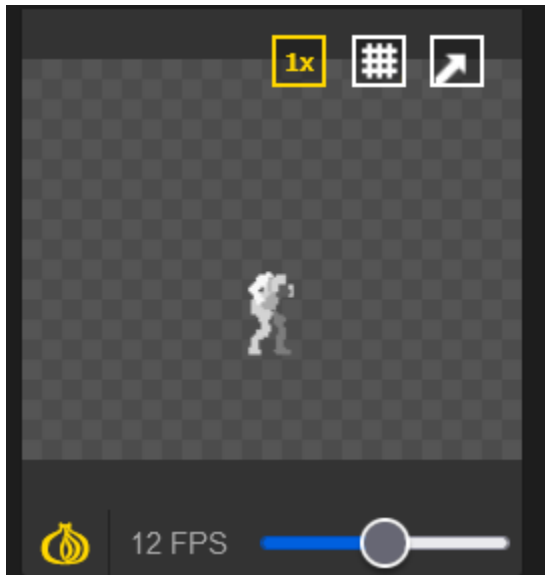


You will notice a few Major things,

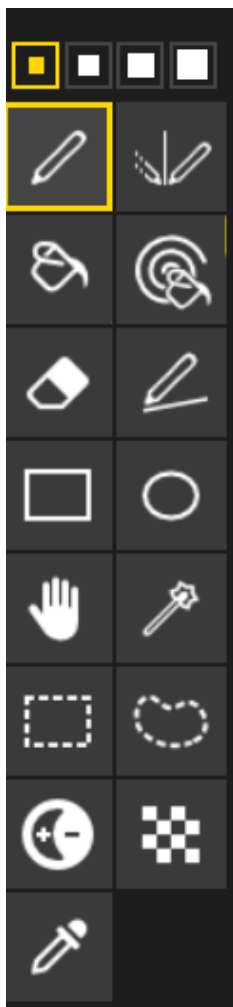
- First, each individual frame is shown on the left hand side.



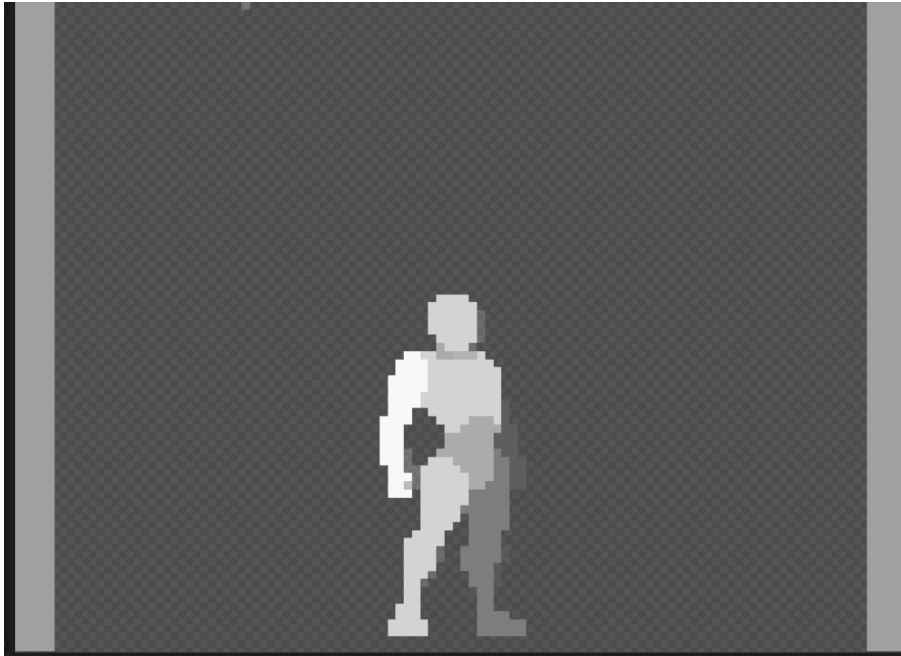
- Second, your compiled animation is present on the top left



- Third, your tools are present on the left




- And as you will expect, your character is rendered in the center of the screen.



- Lastly you will see colour selection on the bottom left.



- Remember to toggle on onionskin to help you remember where you left off.
- 

So once you've done with basic preparation and have a nice working animation, you'll have to export your character.

For this, simply click on Export and click on download spritesheet file export.

#### **Spritesheet file export:**

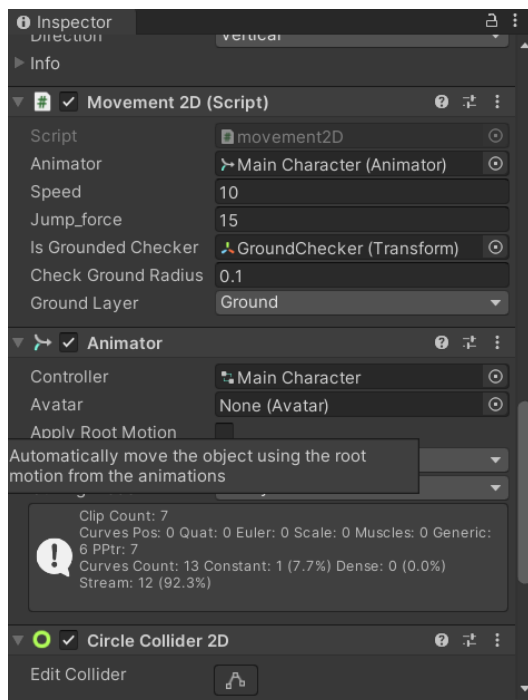
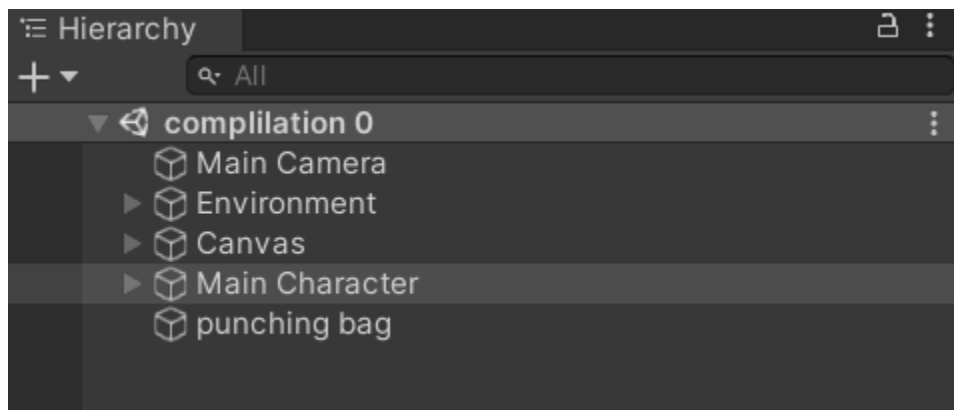
**Download**

200 x 240 px, 6 frames  
2 columns, 3 rows.

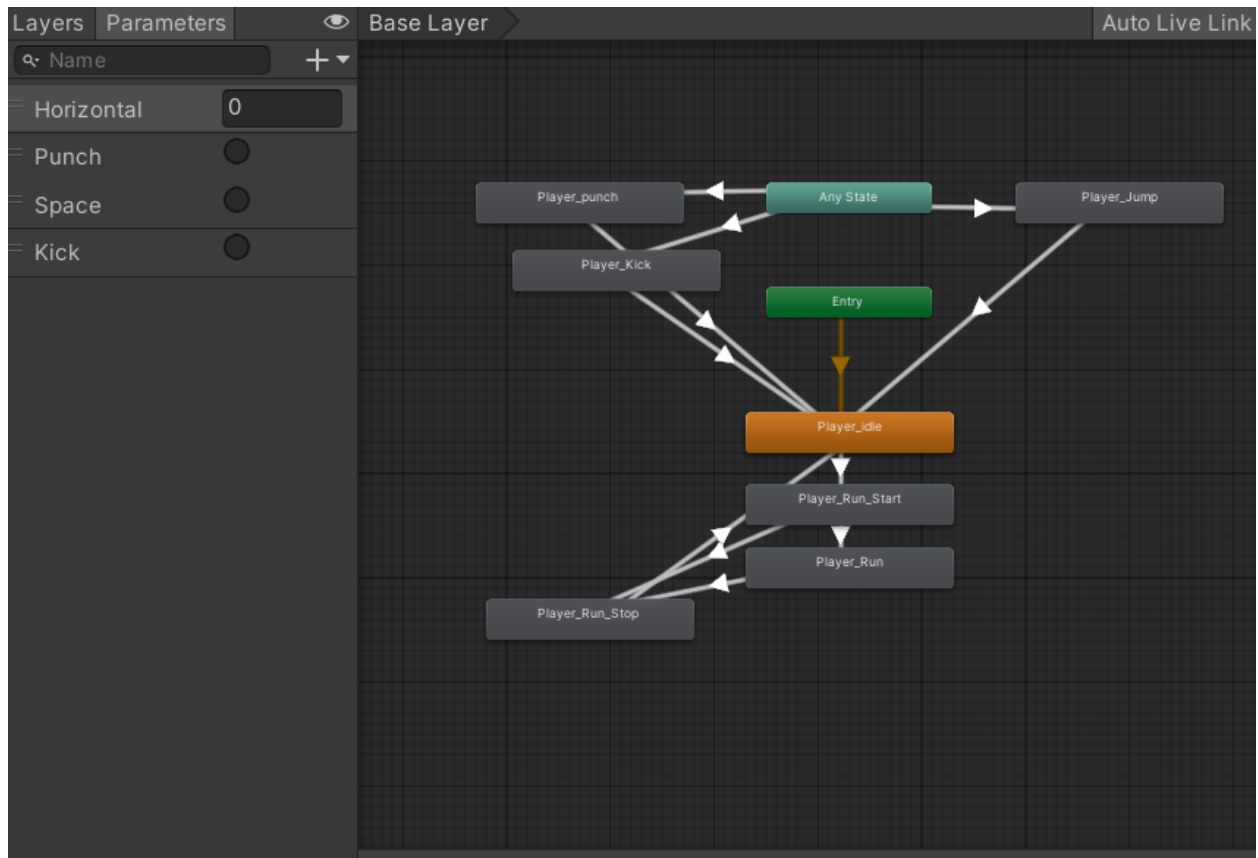
Congratulations, you've imported your first pixel art animation.

## Adding your animation to the game:

On opening the game files, and clicking on Animator under Main Character,



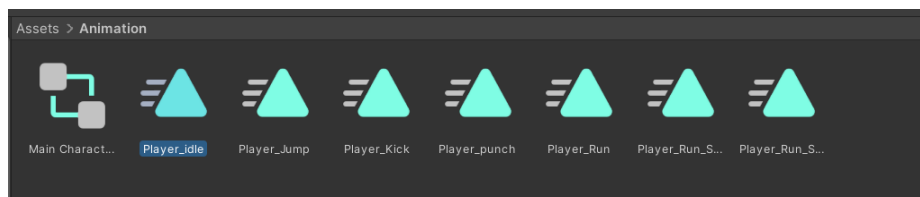
you will open up an Animator window.  
You should see something like this:



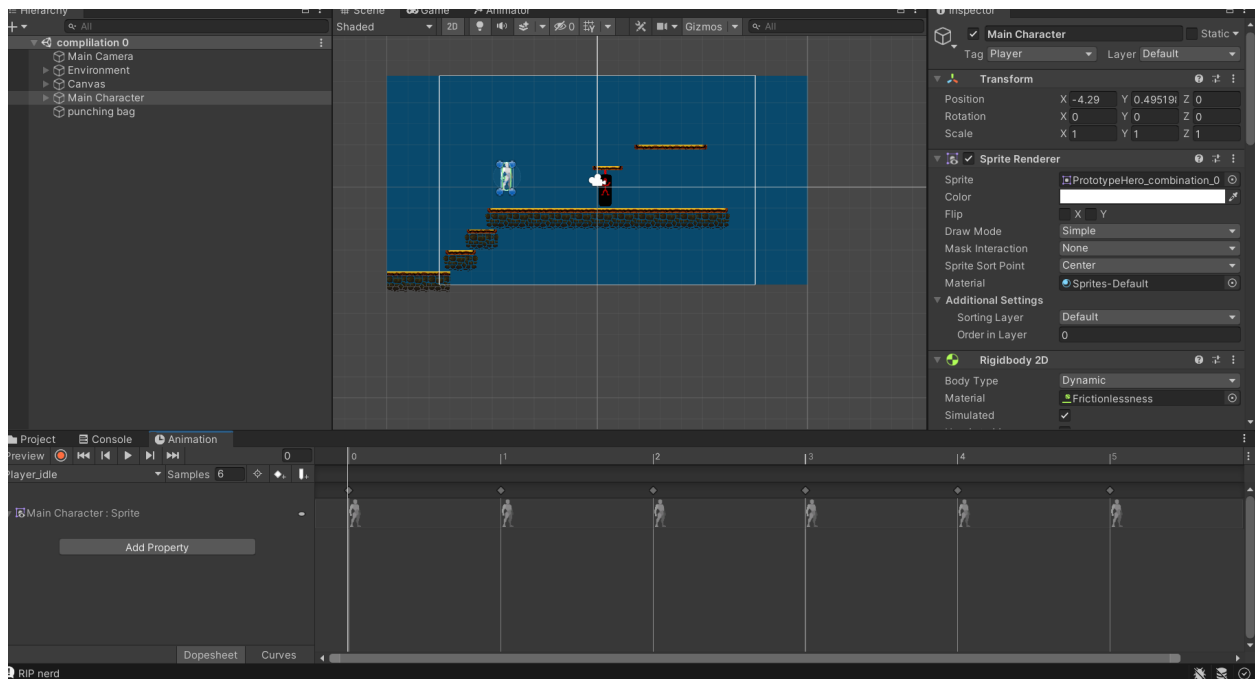
This might seem a little intimidating at first.  
But it's quite easy when you get down to it.  
In short, this chart takes care of how animations function in unity, what animation to play first, what to do when a trigger is set off etc....

However, before touching any of this, you'll have to make an animation.

On opening the animation folders previously present,



You see a screen like this:

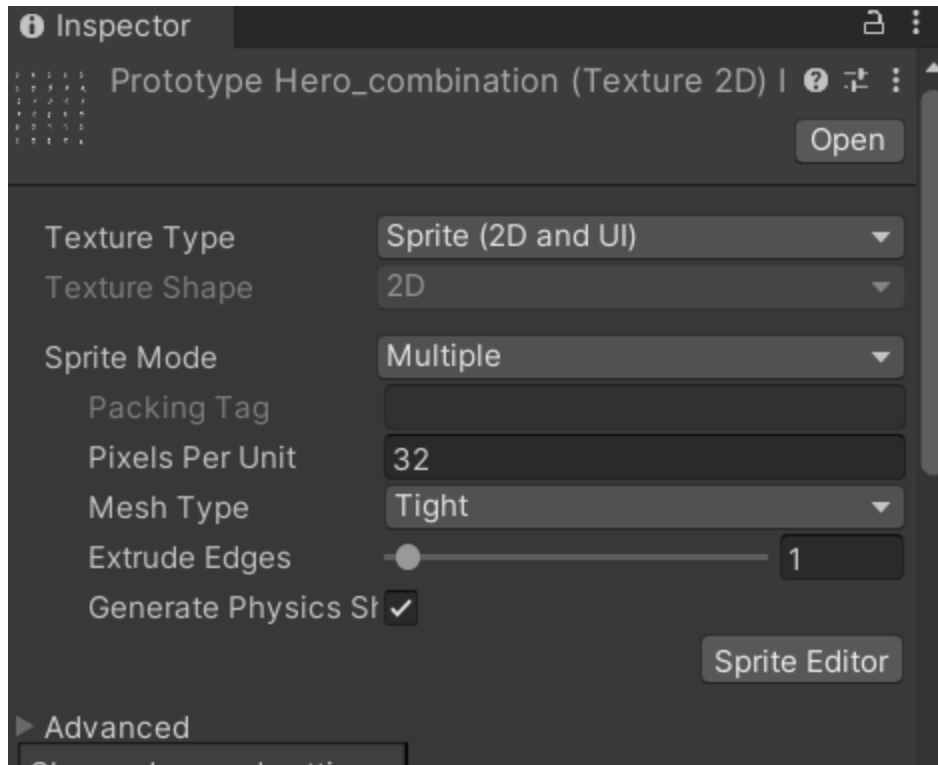


This is your animation toolbar, to make it interactive, you'll need to click on the main character object.

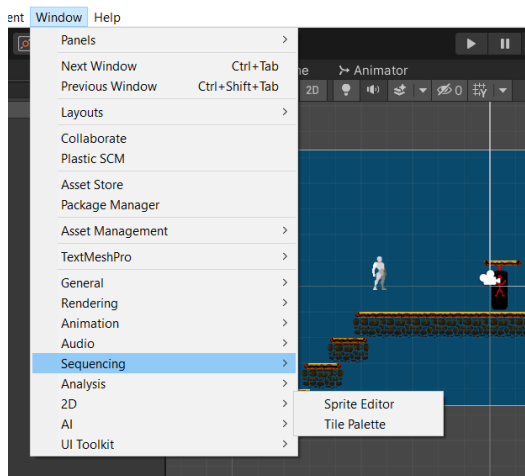
But now you see your sprite sheet is still a png of multiple sprites and hasn't been made a collection of sprites.

For this, set your sprite mode to Multiple and ppu to 32.





For this, you'll need to use the sprite slicer.  
Click on your sprite sheet, go to window->2D-> Sprite Editor:



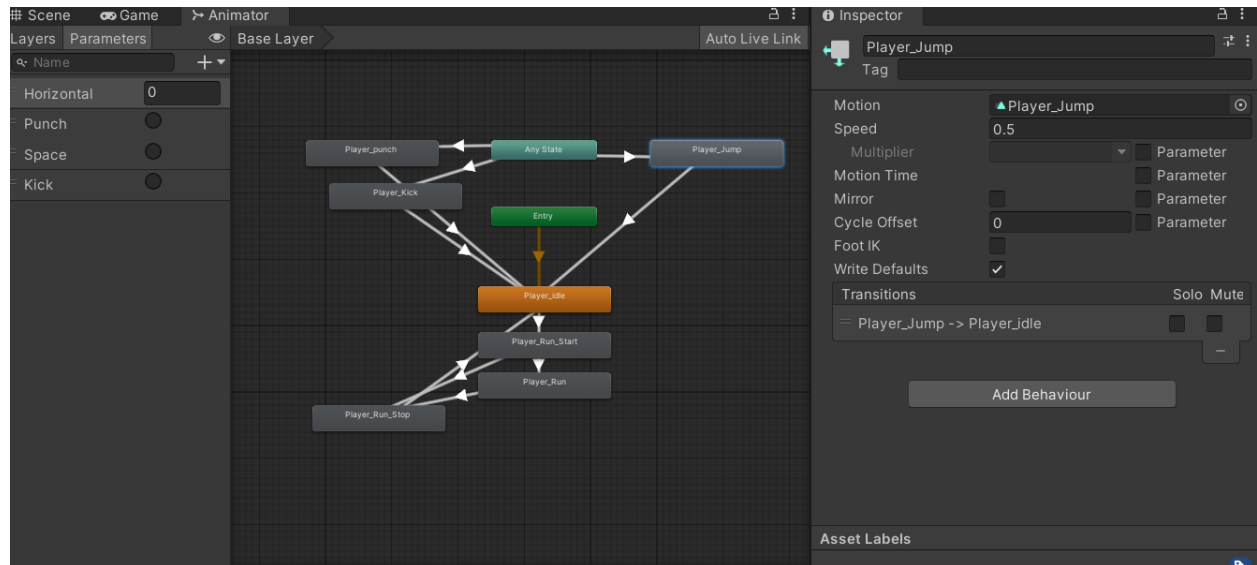
Over here, set your alignment, adjust the sprite cutting layouts click on slice and then Apply.

And Voila, you have a Sprite Array.

Now in Your Animation Window you can add Sprites from your Array by dragging and dropping. This will leave you with a dynamic Character instead of a static one.

Now create an animation for each state of the animator.

Once you've done with the animation, you'll need to import the specific animation onto the corresponding Animator State.



In this case it would be the motion file.

Drag and drop your animation here and that's it :')

You're done.

This should cover the basics of animating in Unity and your job as a developer.

Have fun :D:D:D

For Details and Further Enquiries please contact the Organizers or Hari:

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