A set of Inkscape extensions for creation of frame-based animations.

It helps in creating of animation sequences, sprite atlases compilation with JSON-based markup supply.

Requirements

Inkscape 0.91, imagemagick

Installation

Linux: copy 'animationset' folder and all the .py and .inx files into your Inkscape extension directory (.config/inkscape/extensions).
Windows: copy aforementioned folder and files into c:\users\[your-username]\AppData\Roaming\inkscape\extensions;

Install imagemagick
http://www.imagemagick.org/download/binaries/ImageMagick-6.9.3-0-Q16-x86-dll.exe
Agree with proposal to add binaries to your PATH environment variable during installation.

After these installation steps restart the Inkscape and you should see the «Animation» submenu under the «Extensions».

How to use

1. Create your source drawing.
2. Call the 'New animation' extension, give the name for the new animation, as well as it's size (frame proportions); this will automatically create background frame layer;
3. Activate new animation in the 'Layers' dialogue (by either selecting the parent layer, or by selecting any underlying frame layer, including the background);
4. Add a new animation frame by calling 'Add frame' extension, copy your source drawing there and adjust it's position within the frame;
5. Activate the last frame layer, add a new frame (this will duplicate the drawing from the previous frame), add some changes;
6. Repeat the previous action until your animation is complete;
7. Export animation by calling 'Export current animation extension', filling the dialogue with path, size, GIF and PNG params;
8. If you have multiple animations, you can export then at once by calling 'Batch export animations'.

Actions 7 and 8 could create a compiled-together sprite sheet or atlas supplying it with JSON markup, so you can load it later in some side software (game engines and etc.).