Sprite Animation

This document will explain what is and how to properly use the Sprite Animation package.

Created by Hyago Pinheiro.
You can find the complete Unity package asset [here](#).

What does this package do?

Sprite animations are only supported by the new Mecanim Animation System. While this system is good, sometimes we just want to play a simple sprite animation for some GameObject. Using Mecanim, you have to create an Animation Controller, an Animation Clip asset and set this clip to play on the controller. There are too many steps to play just one single animation clip. This process should be simpler.

This package makes this process faster. With it, sprites animations can be previewed and played both on Editor and Runtime, swapping the sprite property from a SpriteRenderer or an Image component.
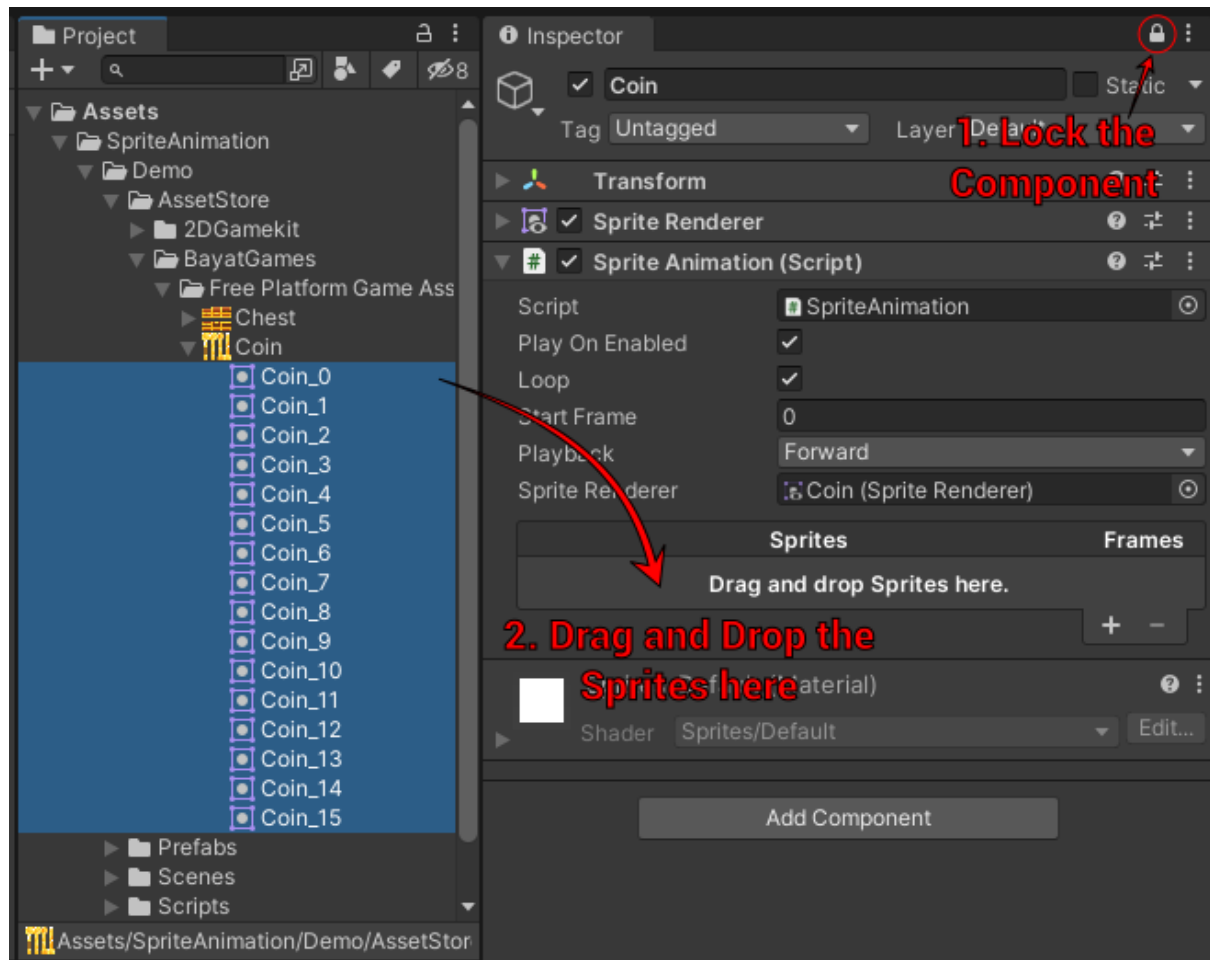
How to Use?

You have two components to use depending where the animation should be played:

- In a **SpriteRenderer**: use the **SpriteAnimation** component;
- In an **UI Image**: use the **ImageAnimation** component.

After adding any of those components, reference the Sprites table by drag and drop a Texture2D or Sprites assets on it.
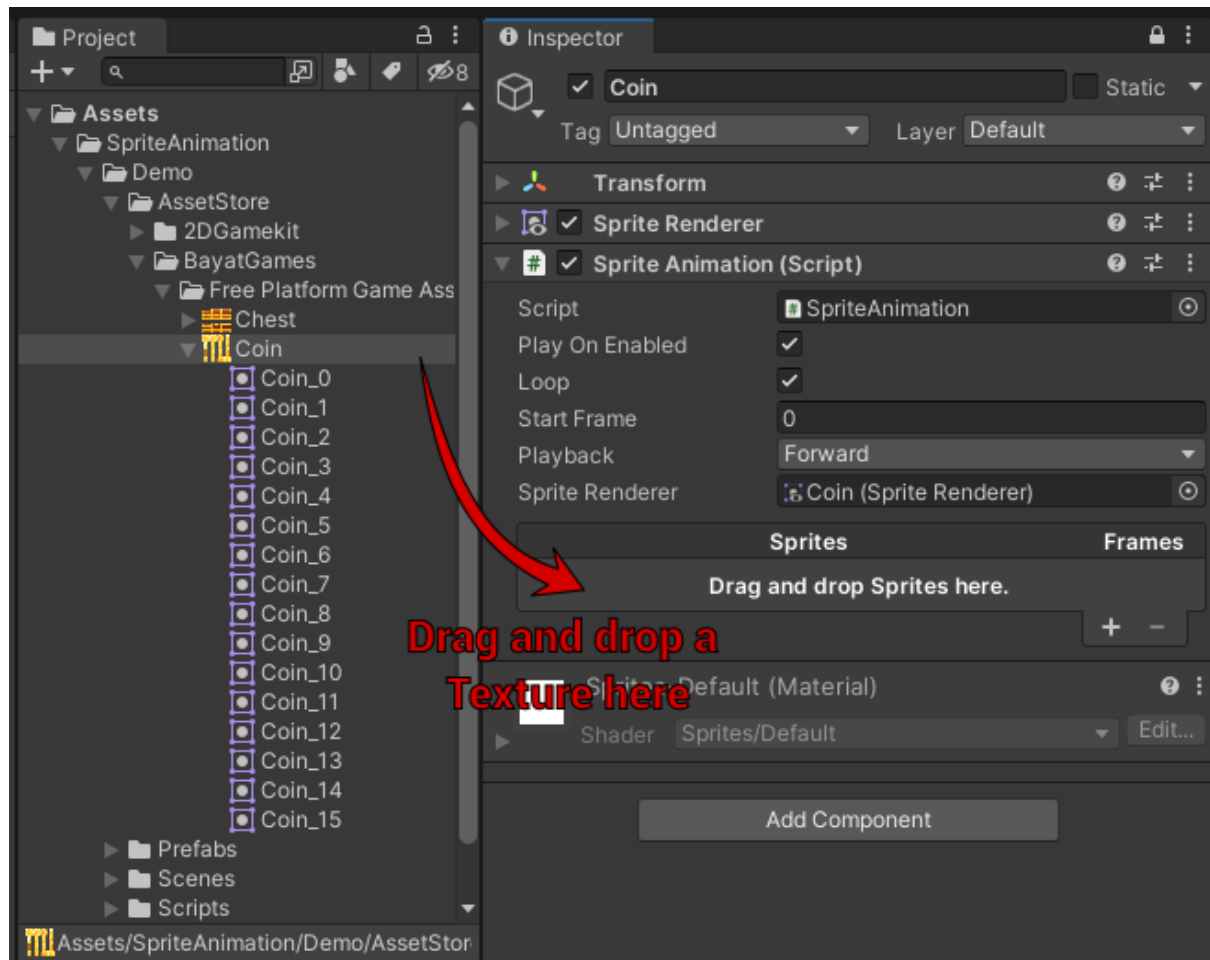
After that you can change all properties from the component. Each one has a description Tooltip explaining them.
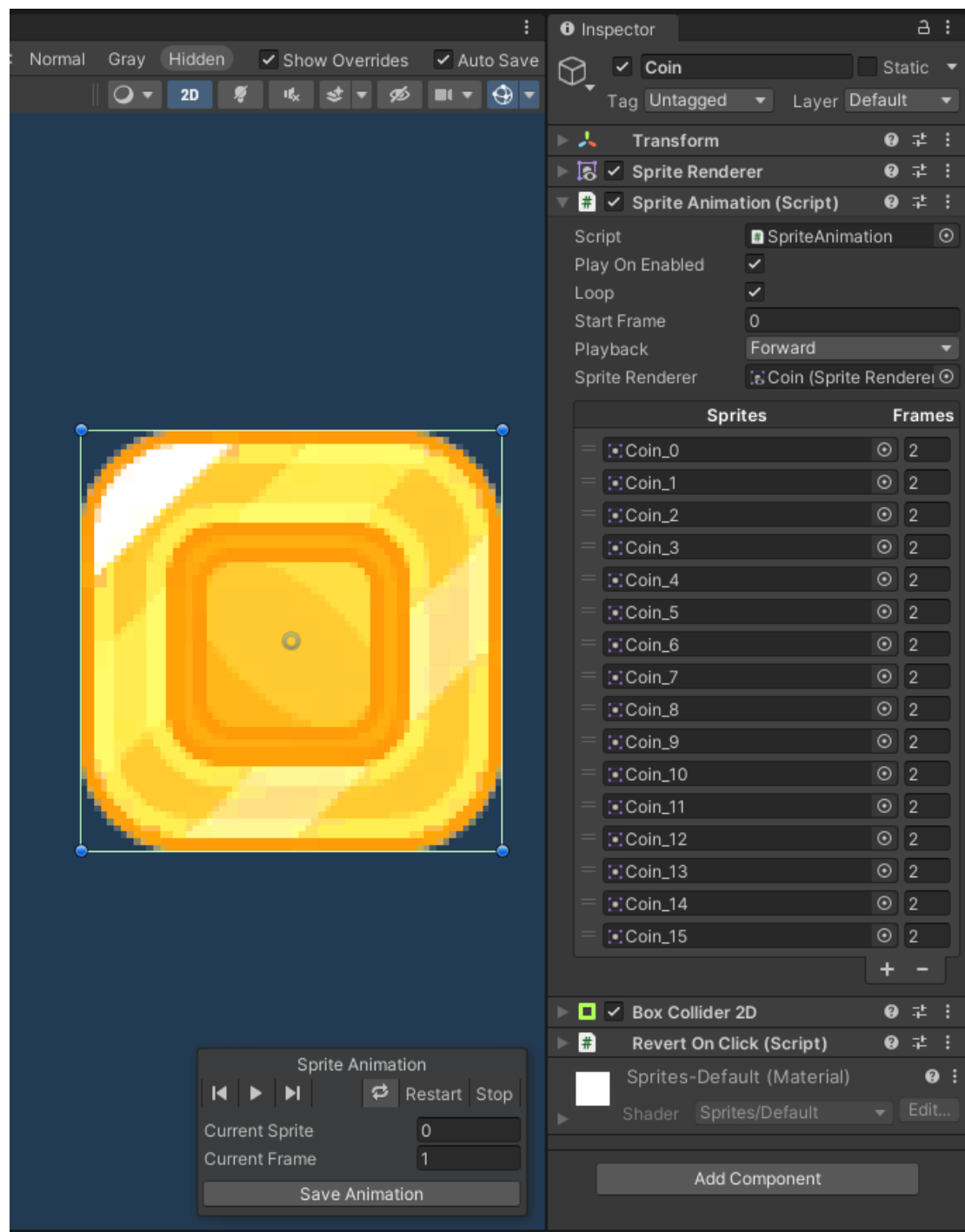
The last property in this component is the Sprites and Frames table. It referenciates a sprite and the number of frames it will take until going to the next one. Increase this number to make this sprite take more time rendered.

You can always preview your animation using the toolbar controls, in the Scene view. Use it to Play, Pause, Restart or Stop the animation. You can also go to the next or previous frame.

Finally, this package uses an **Assembly Definition** file to compile its scripts. If your project has one too, don't forget to reference the **ActionCode.SpriteAnimation** on it.

Demo Scenes

There are two scenes available as samples in the *Demo/Scenes* folder.
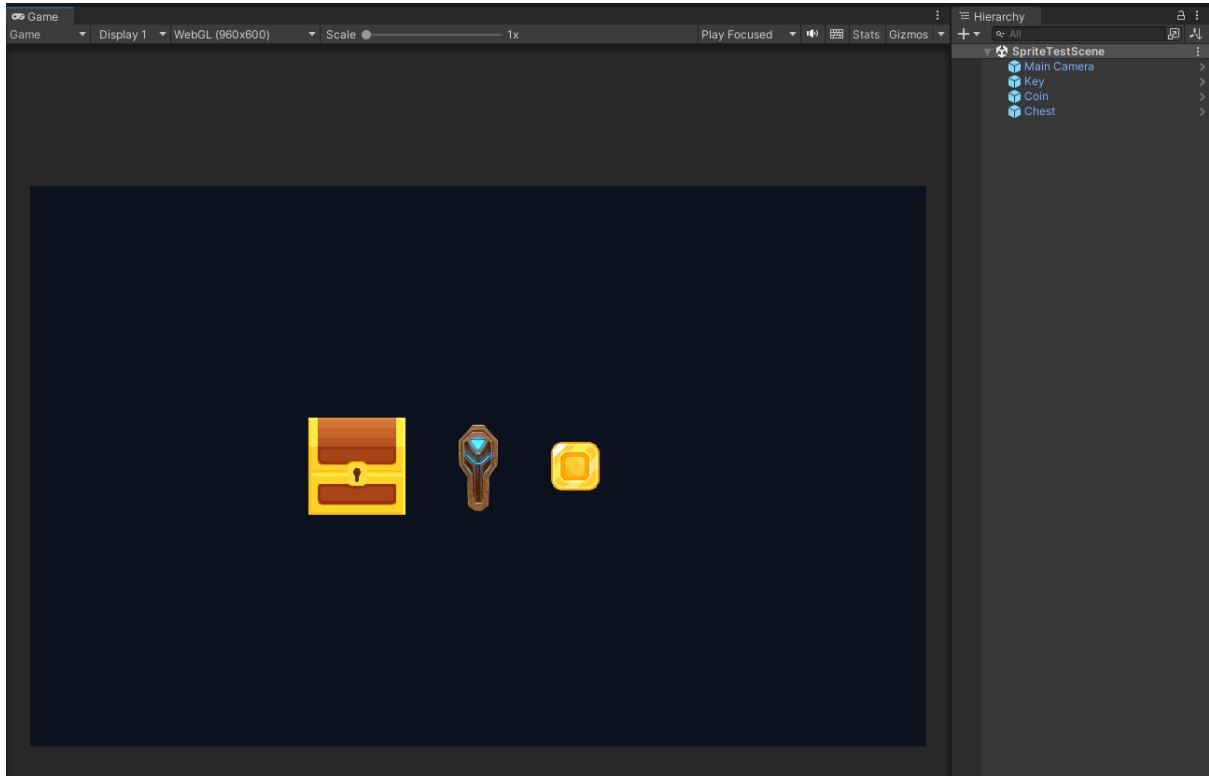
The first Scene is named **SpriteTestScene** and uses only the **SpriteAnimation** component on every of its prefabs. Check those prefabs to learn more about how to use it.

Some of them use the **RevertOnClick** component which reverts the animation when the **GameObject** is clicked. Use this component as a sample in how to interact with the animation component.
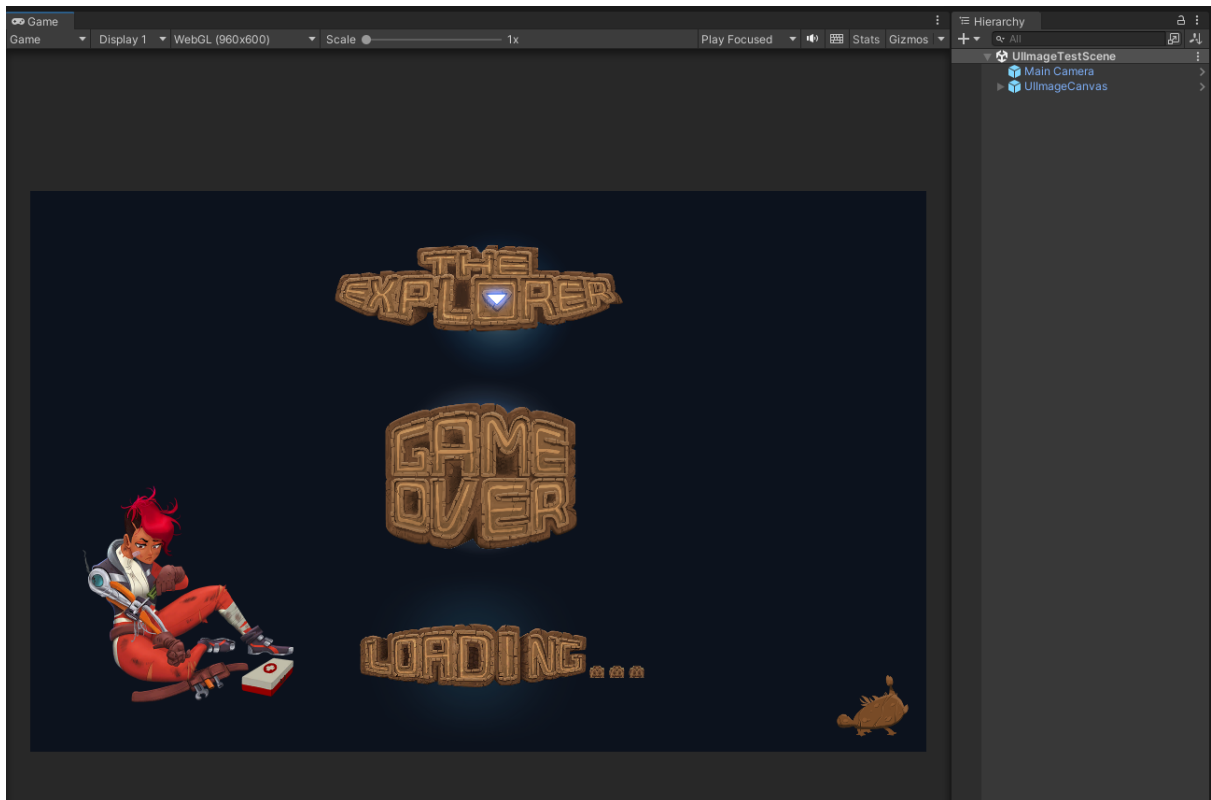
The last Scene is named **UIImageTestScene** and uses only **Image** components from the Unity UI system. All animations work in the same way as using the **SpriteRenderer** component.

Further Information

After understanding how to use those scripts, you may delete the *Demo/* folder from your project.

Thanks for reading!

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