ANIMATION IMPORTER

Animation Importer Documentation

Thanks for purchasing Animation Importer. You make all the carrots in the world smile and sing with joy.

Overview

Animation Importer can be used to speed up your development workflow. It makes importing and managing your 2D animation clips a breeze.

Installation and Setup

Importing package to your Unity project:

1. Find the Animation Importer package in your file browser, and double-click it
2. Unity will show an "Important Files" dialogue. Click "Yes" to import all files

Importing sprite frames & animations

First, make sure the spritesheet you're trying to import frames & animations for:

1. Has a meta data descriptor file. For information about obtaining one, see Exporting Animation Meta Data
2. Is set to *Multiple* sprite mode. You can find it after clicking on your spritesheet in project explorer
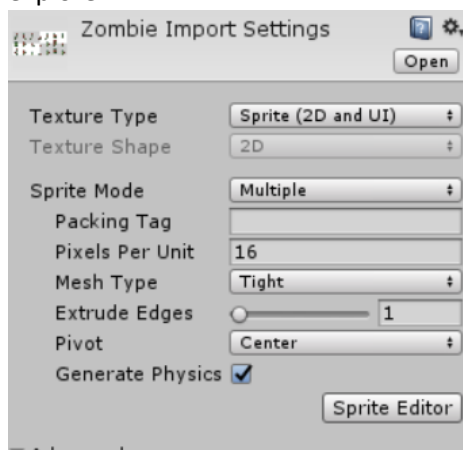
To run Animation Importer, right-click your spritesheet and select "Animation Importer" near the bottom. A window will appear (see below).
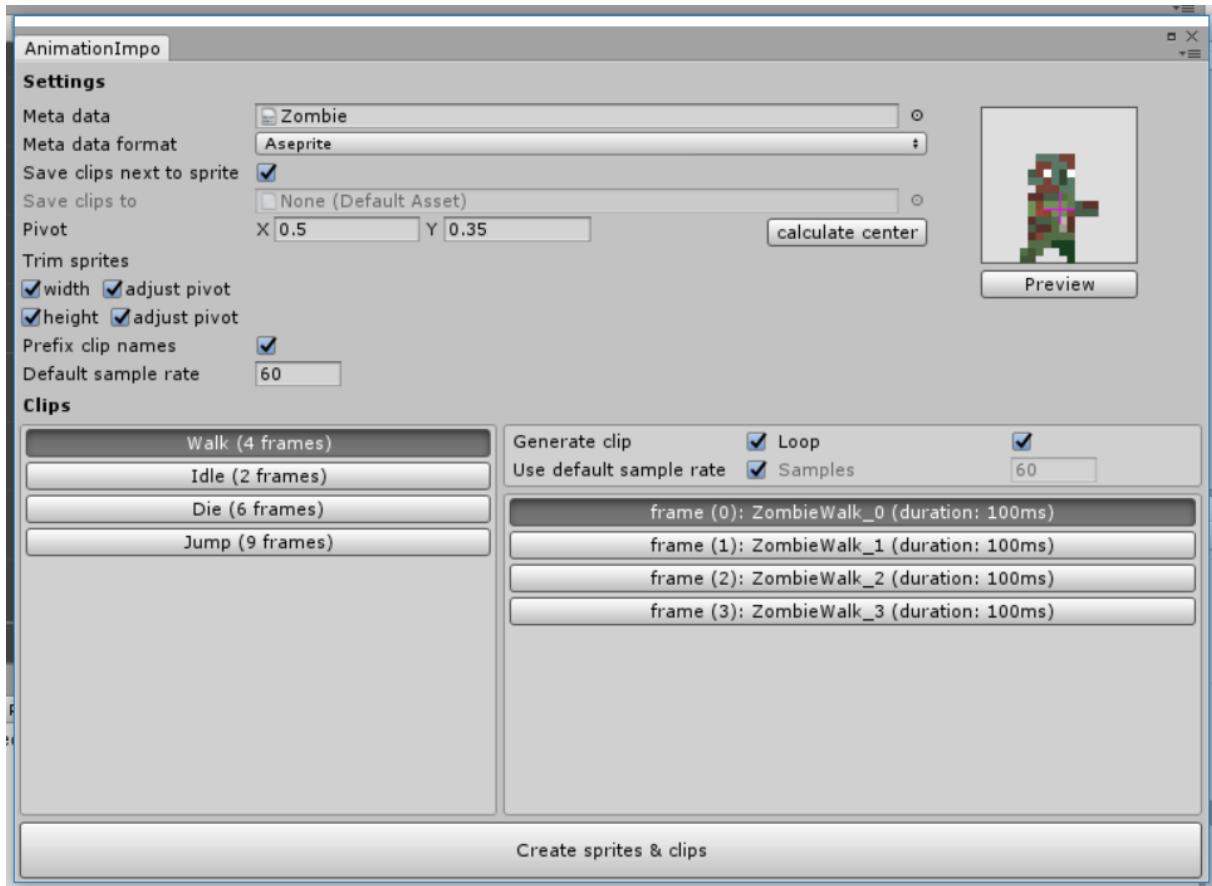
The options, from top to bottom, are:

Meta data – The file containing your animation meta data file.

Meta data format – The type of your animation meta data. Currently only aseprite is supported out of the box. For more information, see Exporting Animation Meta Data section.

Save clips next to sprite – If checked, animation clips will be placed next to your spritesheet.

Save clips to – If above option is unchecked, you need to select a different folder where clips will be placed.

Pivot – Sprite center that will be applied for every sprite frame in spritesheet.

Calculate center – Upon clicking, will find real sprite center pivot for currently selected sprite frame. This is done by trimming the sprite first, and calculating pivot position second. It's useful when your character isn't centered in the sprite (for example, it has more space to the right than to the left).

Trim sprites – If selected, will trim all sprite frames in chosen dimension.

Adjust pivot – If checked, will offset every sprite's pivot to make sure it behaves as if it weren't trimmed. For example if your character is offset in one frame, adjusting pivot will make sure he is also offset after trimming.

Prefix clip names – If checked, generated clip names will begin with spritesheet's name.

Default sample rate – The sample rate applied to every generated animation clip by default.

Options on the right hand side, above frames and left to the animation clips, are per animation clip.

Once you're satisfied with your settings, click "Create sprites & clips" on the bottom. This will fill your spritesheet with sprite frames, and generate animation clips if any were found.

You can close the importer window. All settings are preserved in "ImporterSettings" file, located in Assets/Editor/AnimationImporter/, so make sure you commit them in your version control whenever they change, if you use one.

Exporting Animation Meta Data

Exporting in aseprite

To export spritesheet along with animation meta data in aseprite, click File -> Export Sprite Sheet. In the window that appears check "JSON Data" box, and make sure "Array" is selected in the dropdown below it.
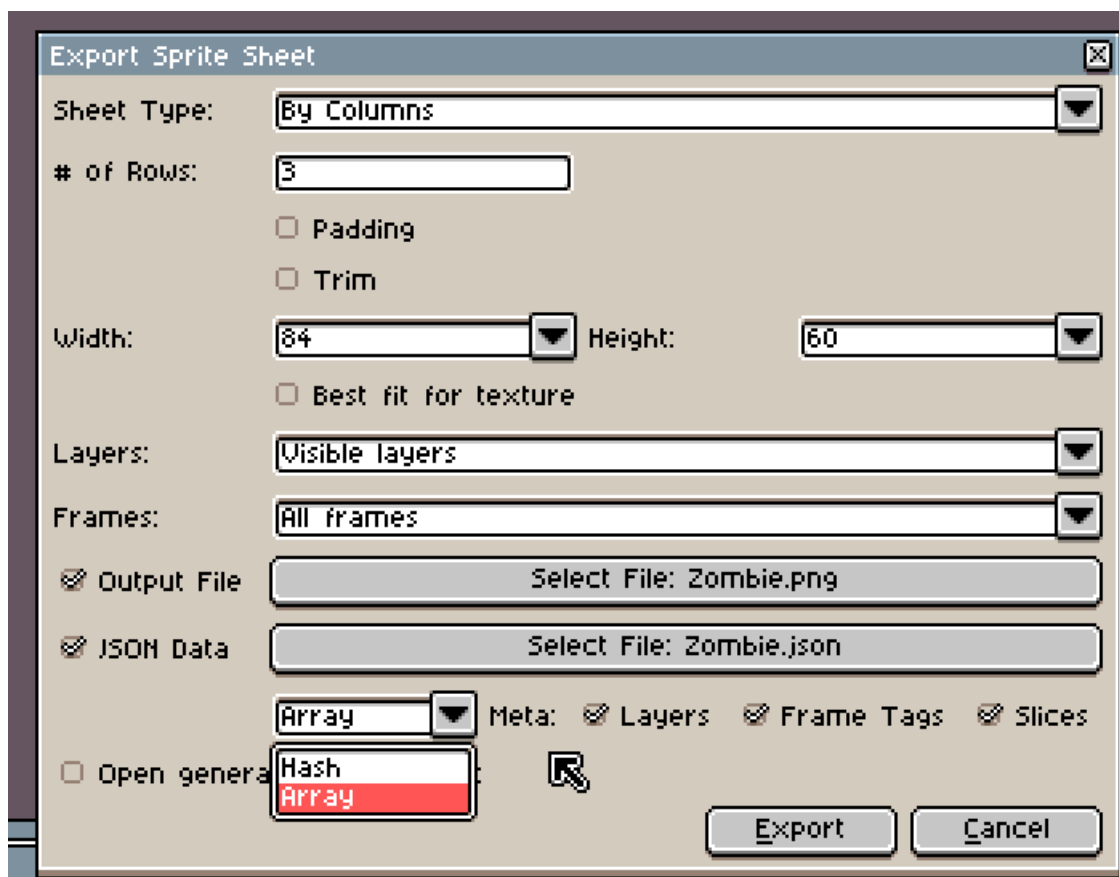
Exporting from other programs

Other programs, such as pyxeledit, also support pixelart animations. Unfortunately, they don't export any animation meta data. It's still possible to do that, but it would require writing a custom plugin for said editor.

In case you already have a means of exporting meta data in a format different that aseprite, you can write your own importer:

1. Navigate to Assets/Editor/AnimationImporter/Importers/ directory
2. Create a new C# script, with a class inheriting *AnimationImporter* class, and implement the "Load" method. You can find an example of how to do it in AsepriteImporter class.
3. Open Assets/Editor/AnimationImporter/AnimationImporter.cs file, add a new enum value to ImporterType, then update "ImporterFactory" method below.