

UC Sprite Sheet Packer

UniqCode

About Asset

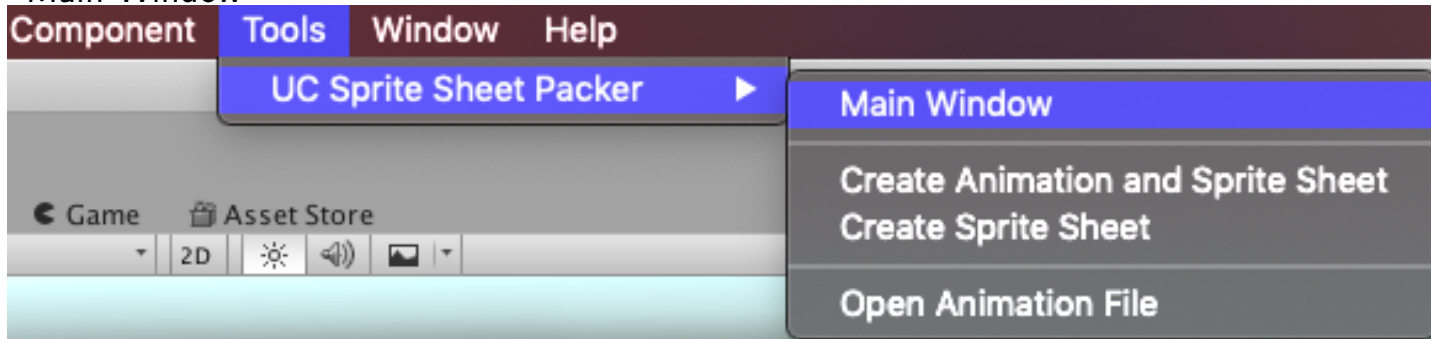
UC Sprite Sheet Packer is a tool that allows you to drastically reduce the amount of time you need to spend on creating 2D-animations. You can create a sprite sheet from multiple images and make an animation from it in less than a minute. You will be able to see a preview of that animation and set the desirable framerate.

Contents

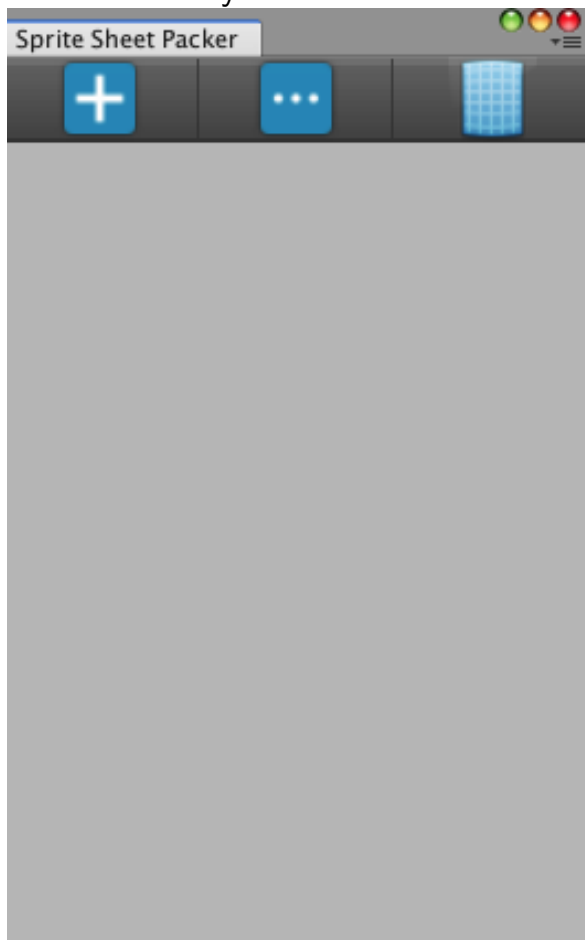
1	How to use it	3
1.1	Main Functions	4
1.1.1	Create Animation and Sprite Sheet	4
1.1.2	Open Animation	5
1.1.3	Create Sprite Sheet Only	6
1.2	Menu Bar	6
1.3	Animation Preview	7
1.3.1	Viewing Preview Through Project Browser	7
2	Contacts	9

1 How to use it

1. Open the Asset's window by clicking on “Tools” → “UC Sprite Sheet Packer” → “Main Window”

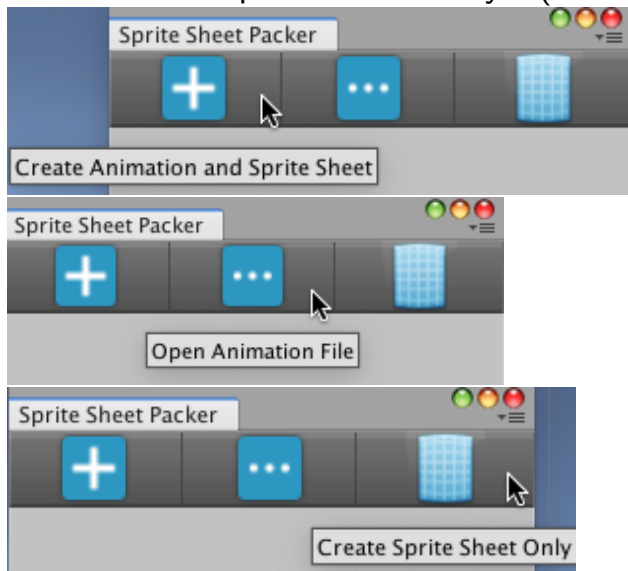


2. After that you will see the Asset's window with three buttons:



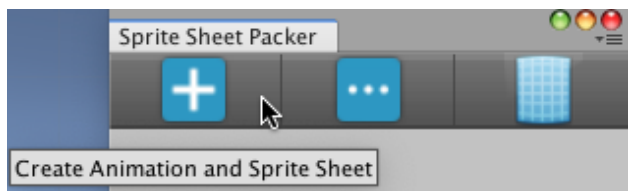
3. These three buttons are “Create Animation and Sprite Sheet”, “Open Animation”

and “Create Sprite Sheet Only” (in case you don't want to create an animation).

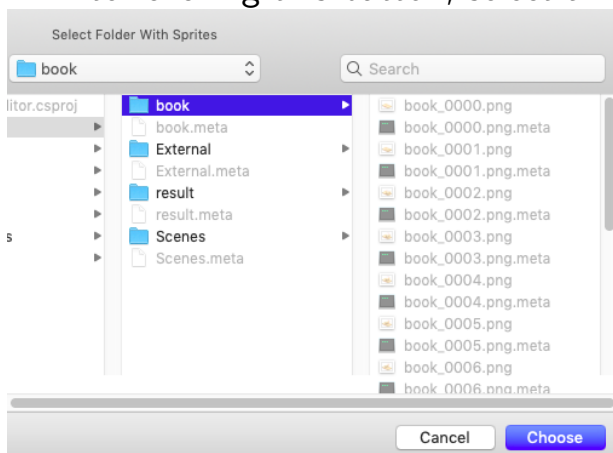


1.1 Main Functions

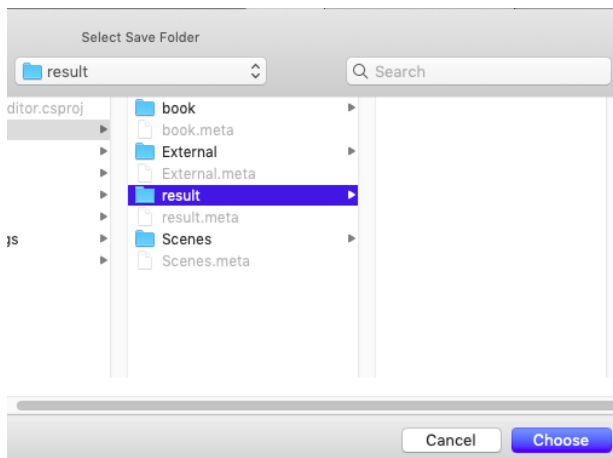
1.1.1 Create Animation and Sprite Sheet



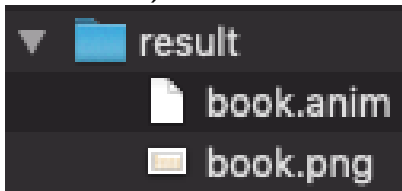
1. After clicking this button, select a folder with sprites:



2. And a folder where you want to save files:

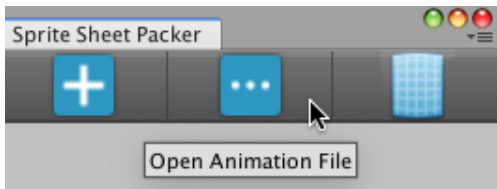


3. After that, sprite sheet (file with .png extension) and animation (file with .anim extension) will be saved in the selected folder:

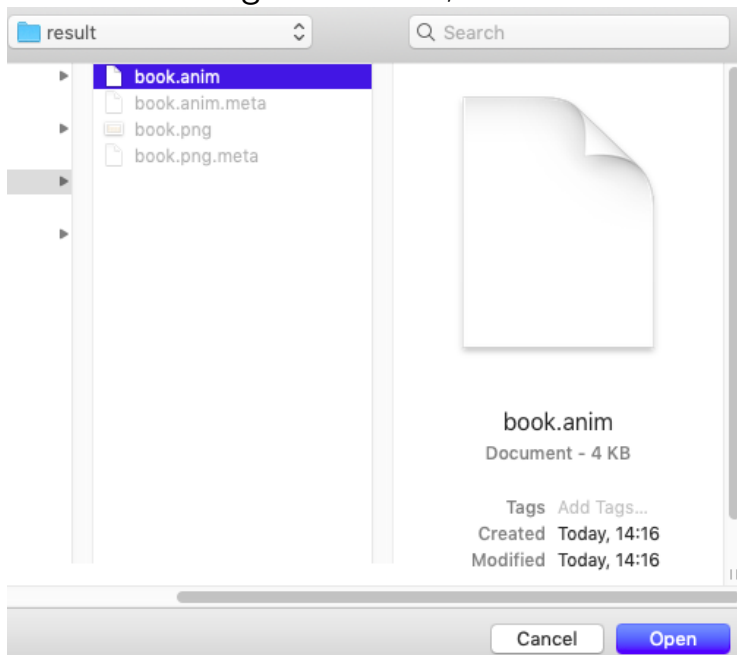


4. You'll see an animation preview, and may follow all steps from [1.3](#).

1.1.2 Open Animation

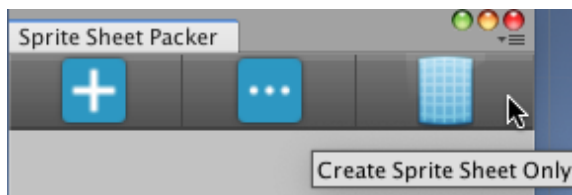


1. After clicking this button, select an animation file:

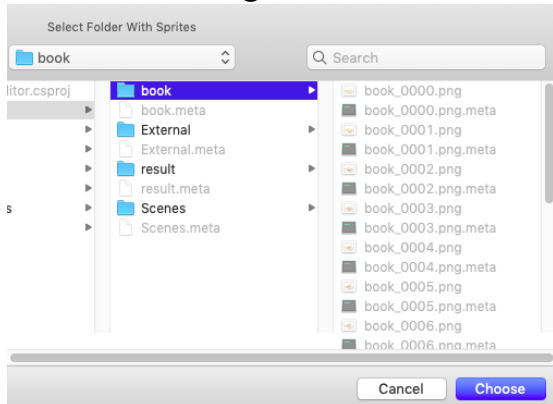


2. You'll see an animation preview, and may follow all steps from [1.3](#).

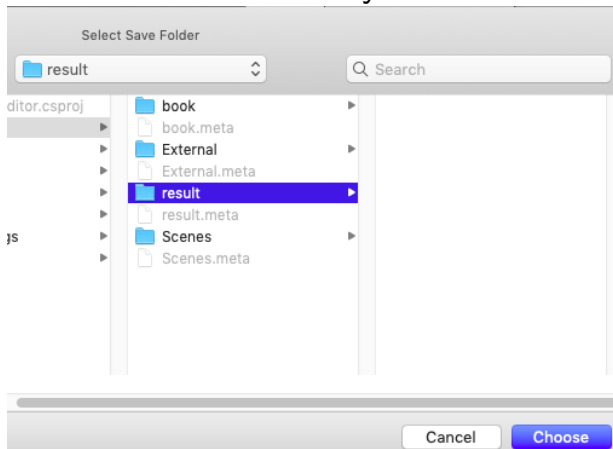
1.1.3 Create Sprite Sheet Only



1. After clicking this button, select a folder with sprites:



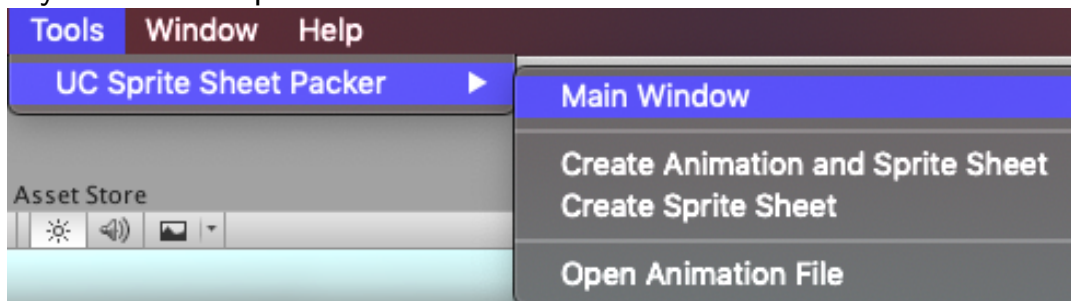
2. And a folder where you want to save your sprite sheet:



Sprite sheet will be saved in the selected folder without animation, so you **will not** see a **preview**.

1.2 Menu Bar

All previous buttons ([1.1.1](#), [1.1.2](#), [1.1.3](#)) are accessible through Unity Menu Bar, even if you haven't open a Main Window.

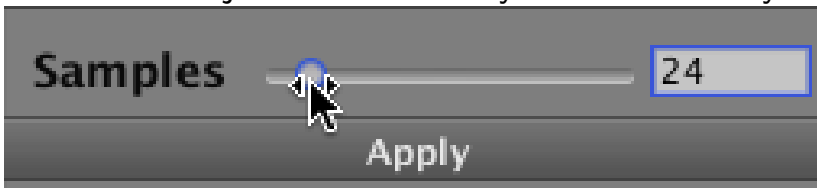


1.3 Animation Preview

As soon as you complete all steps from [1.1.1](#) or [1.1.2](#), you'll see a preview of the animation:



1. Right below the preview three new buttons appear: “Previous Sprite”, “Play/Pause” and “Next Sprite”. Use them to check if some sprites have disappeared in an animation (though they really shouldn't have).
2. You can adjust framerate of your animation by dragging this slider:



After you adjusted framerate, click “Apply” to save.

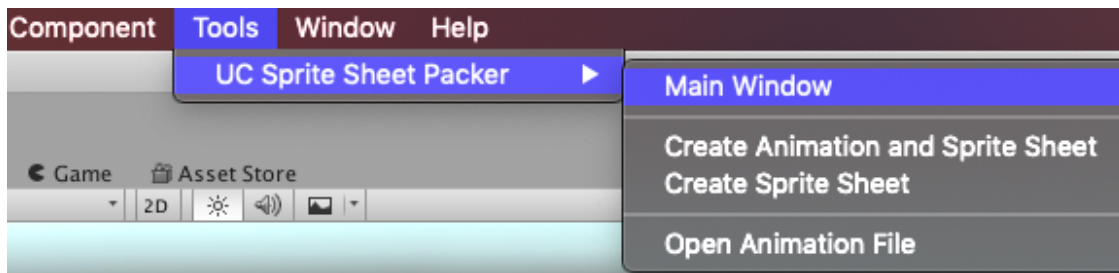
If you don't click on “Apply”, framerate won't be saved.

Note: default framerate for all newly generated animations is 60 fps (you can change it by changing “DEFAULT_FPS” variable in “SpriteSheetWindow.cs”).

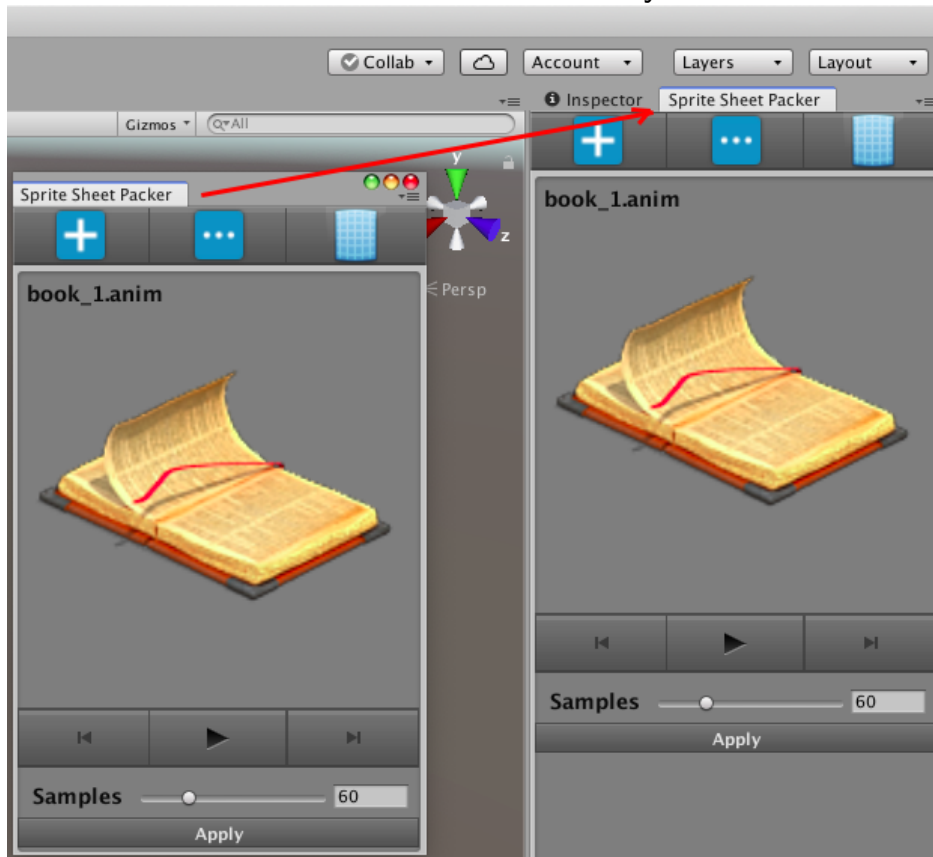
1.3.1 Viewing Preview Through Project Browser

It is possible to see a preview of any animation by simply clicking on it in Project Browser.

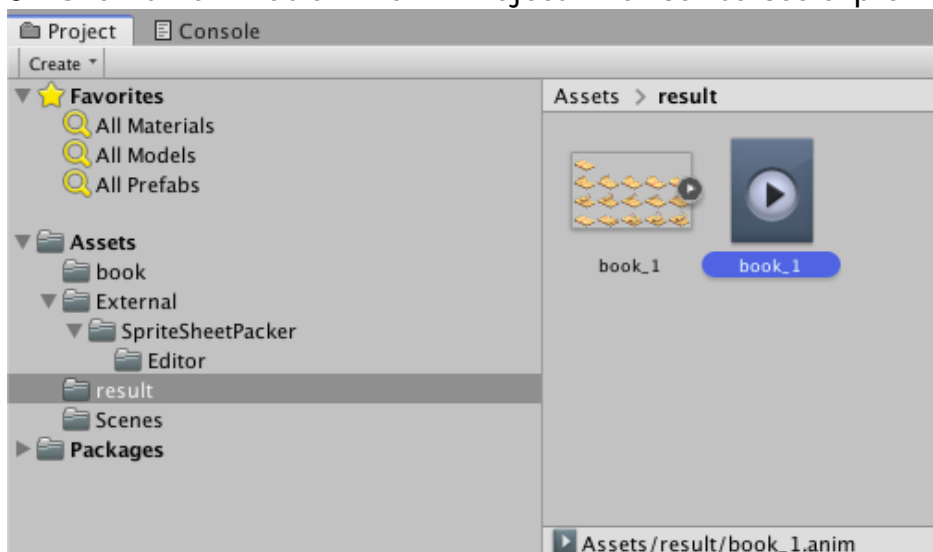
1. Open the Asset's window by clicking on “Tools” → “UCSpriteSheetPacker” → “Main Window”



2. Move Main Window to a Tab Area if you want to.



3. Click on animation file in Project Browser to see a preview.



2 Contacts

Feel free to contact us if you need any help with the asset or if you have encountered any problems.

E-mail: uniqcode@outlook.com