# How to Make Animations for the Animation Manager

If you want to use animations for your sprites, you'll need to use the animation manager scripts provided in the kit. But the scripts only use specific animation files! Here is a step by step guide on creating animations that you can use in your game.

Set Up

Start by making a new folder in your assets folder for your new art and animations.
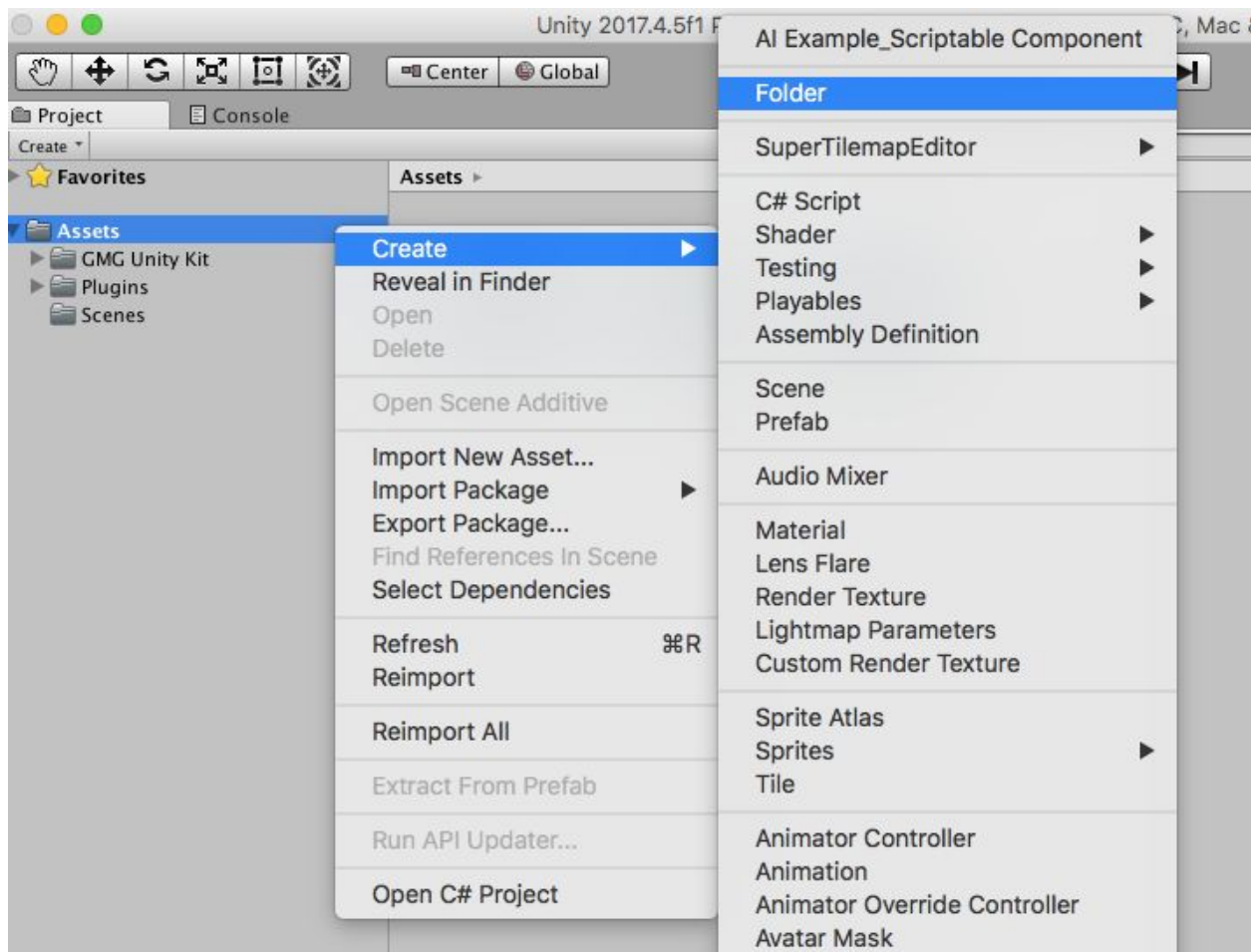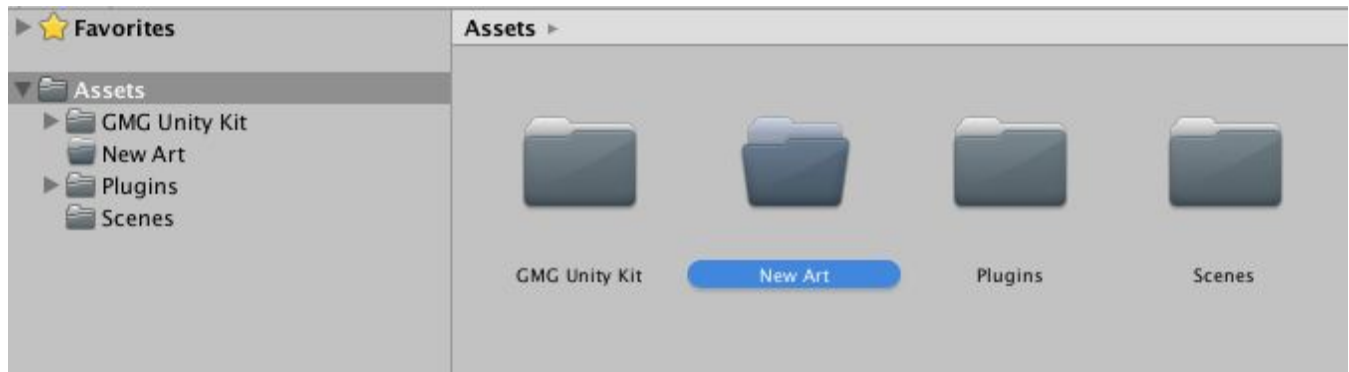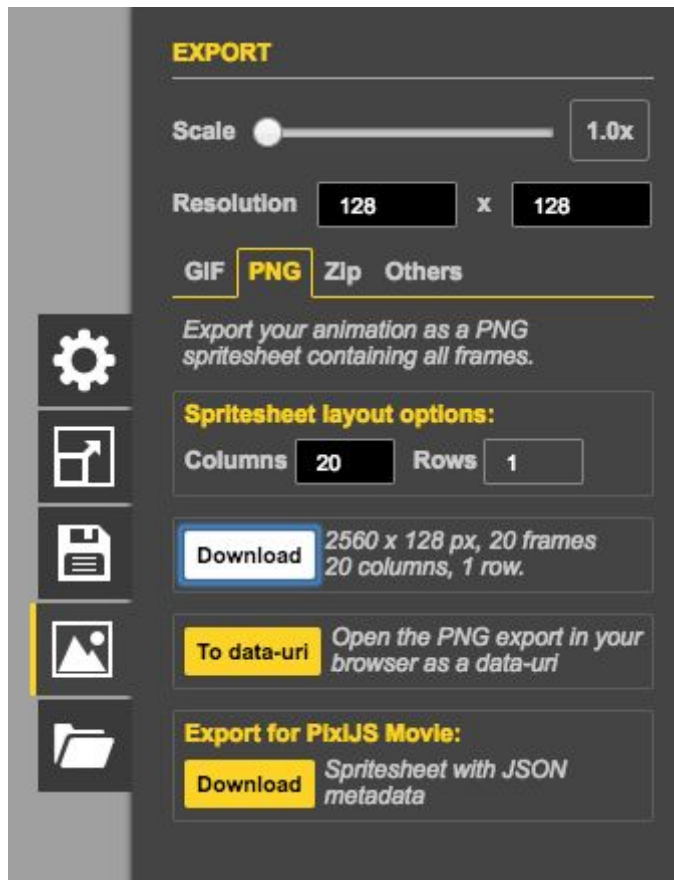
Making a Sprite Sheet

To make an animation, you'll first need to create a sprite sheet, which is a series of images, usually the animation frames, combined into one larger image.

Luckily, Piskel allows you to automatically make a sprite sheet with your art!
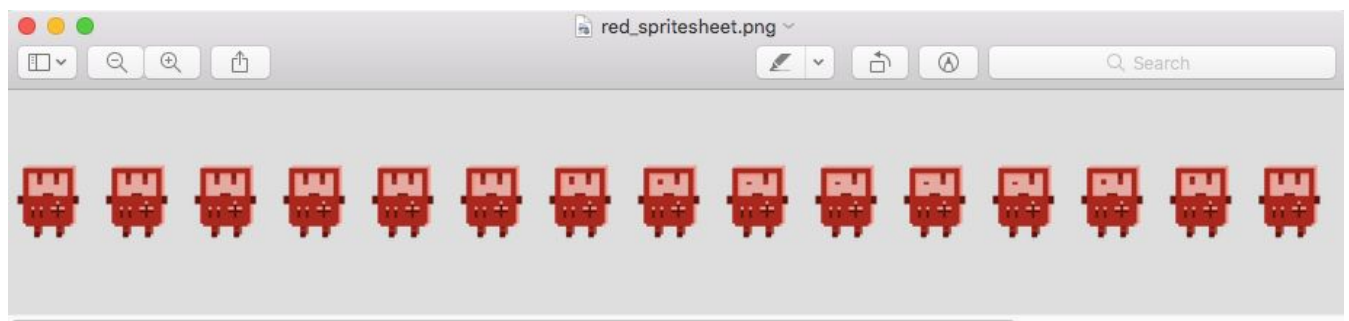
Before exporting your art, make sure each frame has transparent edges, so they'll be separate in the final sprite sheet.
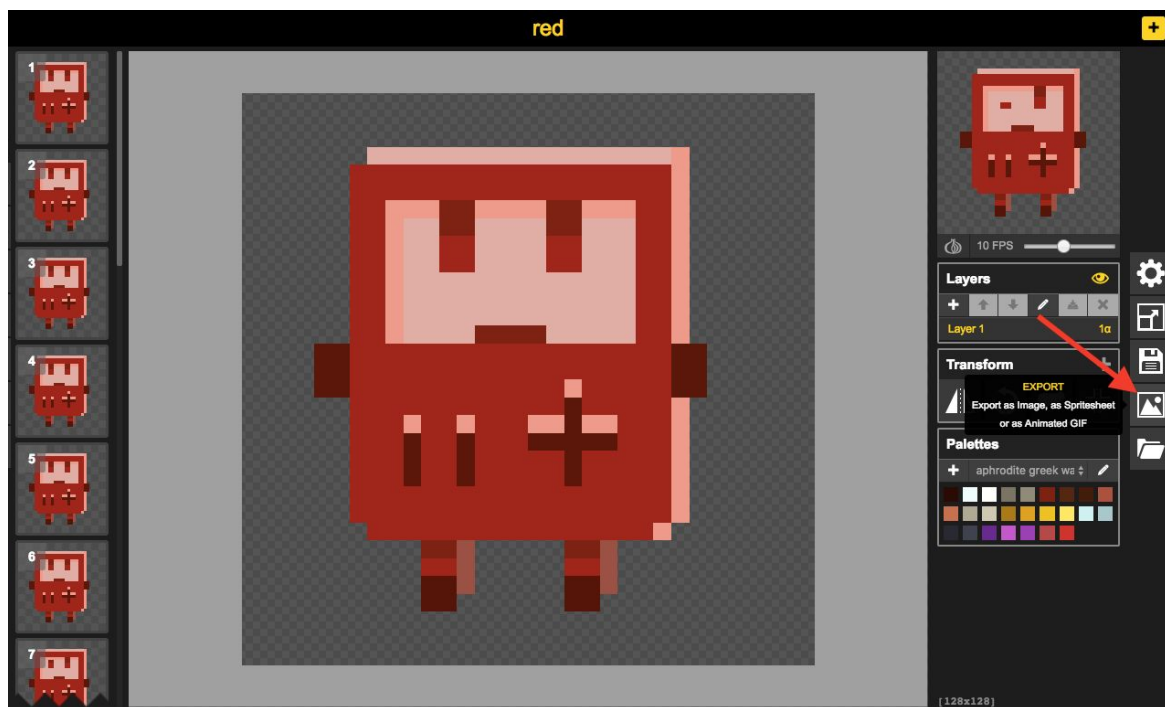
Then, go to export, and go to the tab that says PNG. Go to the sprite sheet layout options and increase the column size until there's only 1 row. Then, hit the first download option.
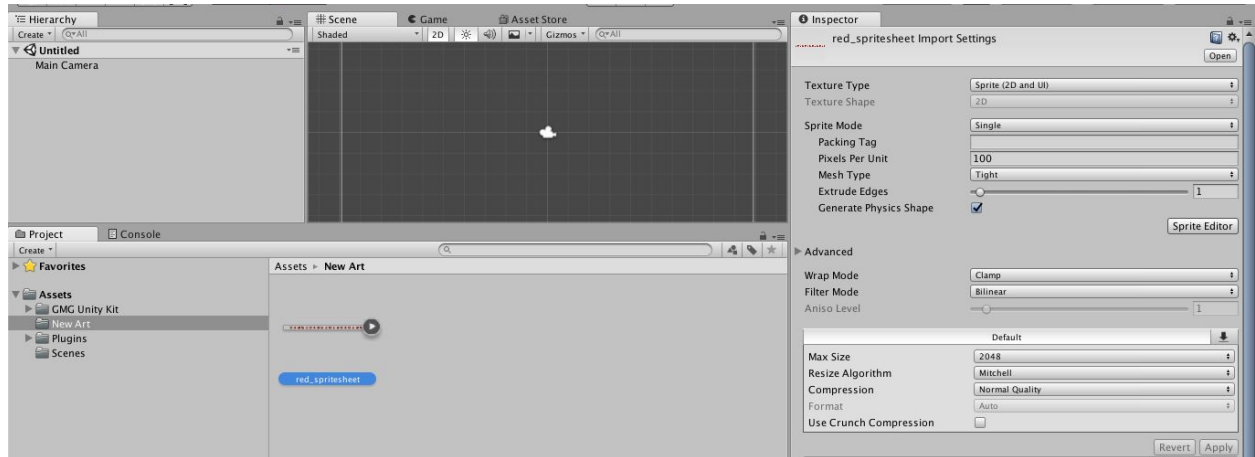

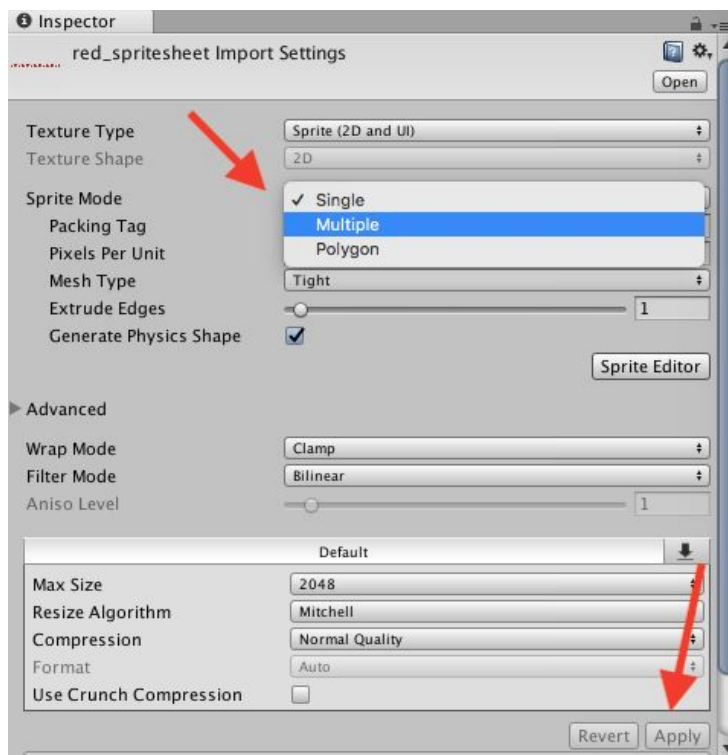The resulting sprite sheet should look something like this:
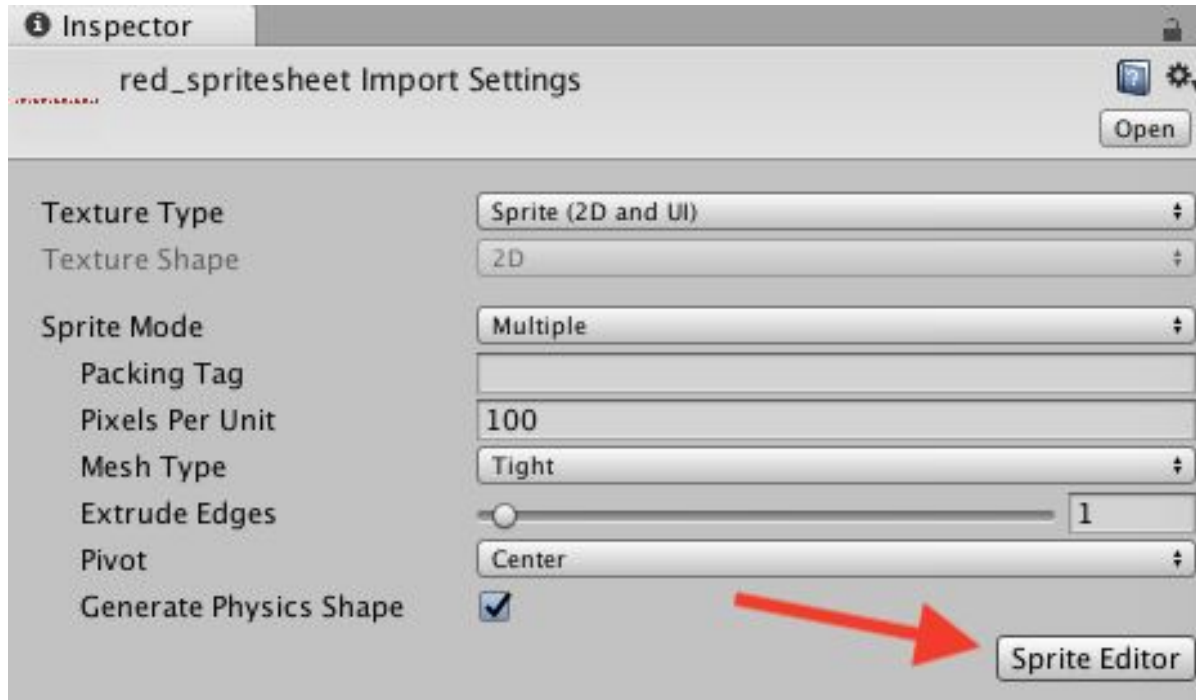
Importing and Slicing in Unity

Now you can drag the sprite sheet into the folder you made in your assets. Click on the sprite sheet and look to the inspector:
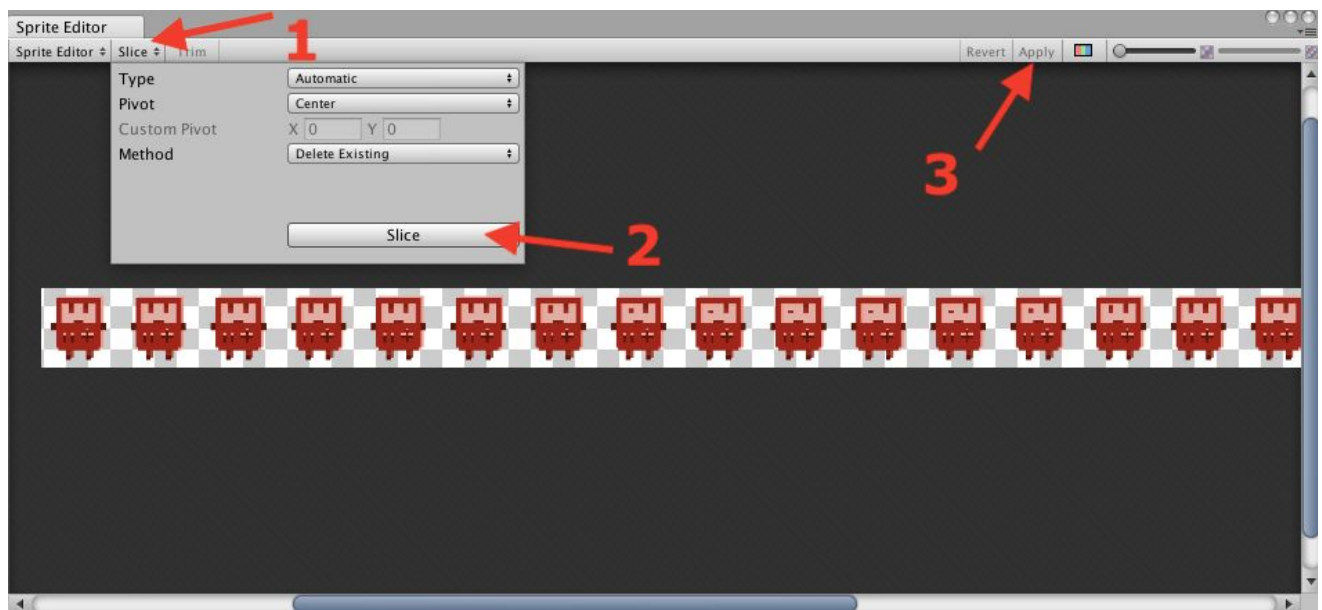

You'll see the sprite mode is set to single. Change it to multiple and hit apply at the bottom.
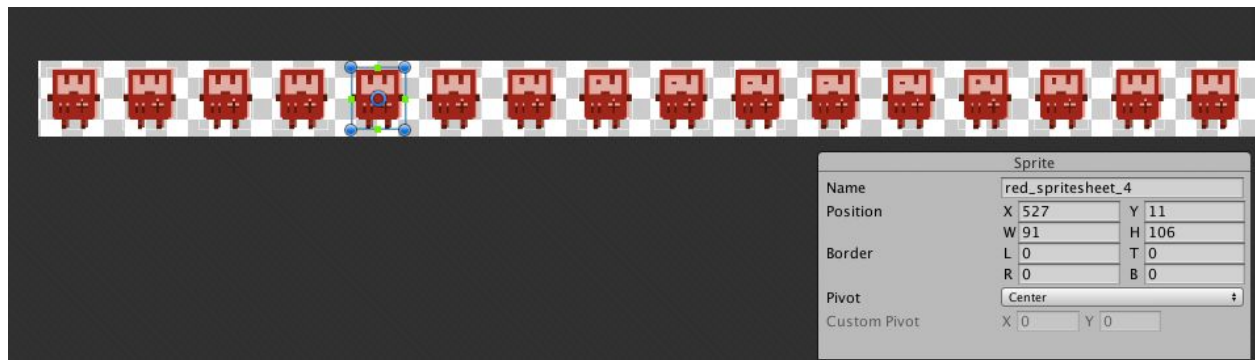
Then hit the button that says Sprite Editor. A new window will pop up.

Find the slice option in the top left hand corner and click on it. Some settings will pop up that you don't need to worry about. Click the slice button at the bottom.
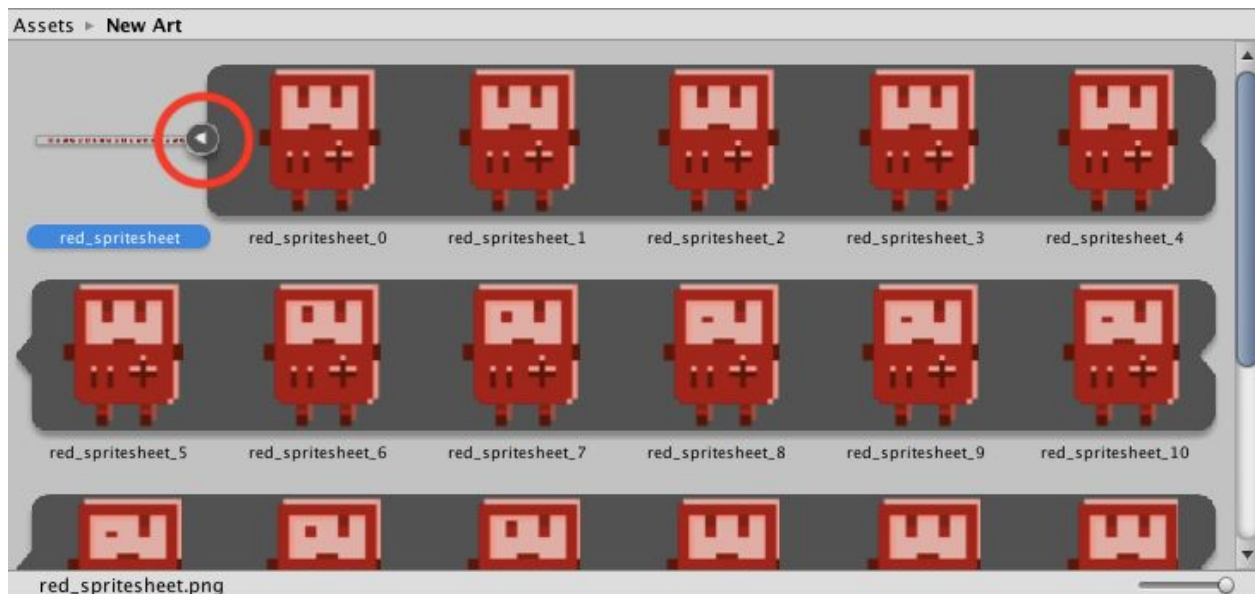
Now the sprite sheet has been sliced into individual sprites. you can click on any of the sprites and adjust the border if needed.
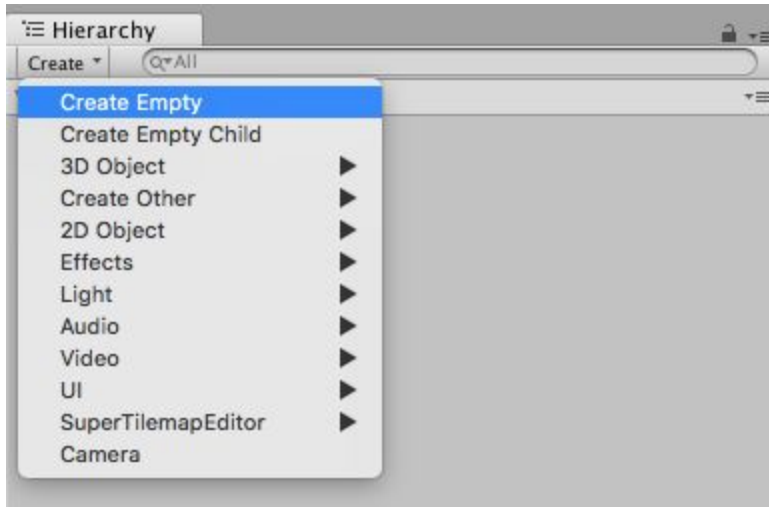

Creating an Animation From Your Sprite Sheet

Close the sprite editor. find the sprite sheet in your assets again, and click the small triangle to expand the sprite sheet.
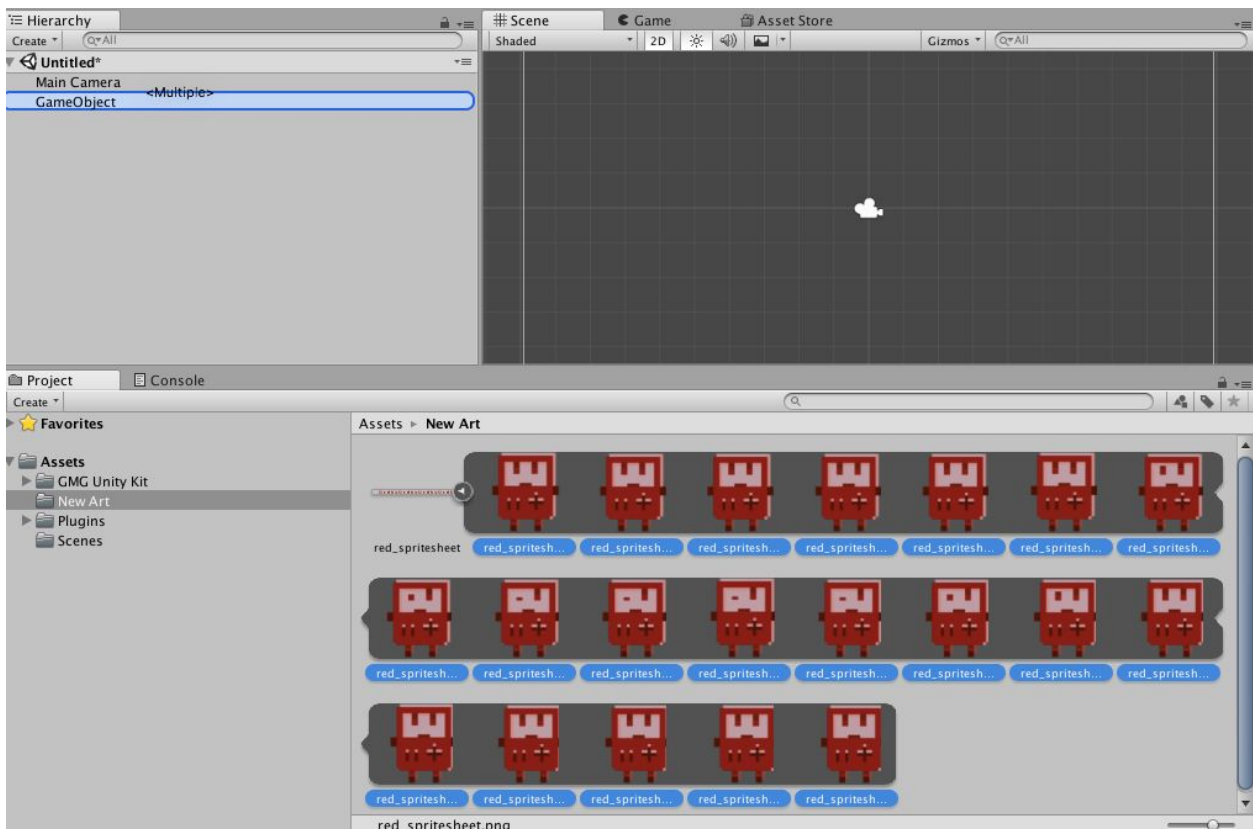

Now in any scene, create an empty game object (you can delete this later).

Go back down to the sprite sheet in your assets. Click on the first sprite in your animation, then shift click the last sprite in your animation to select all the sprites.
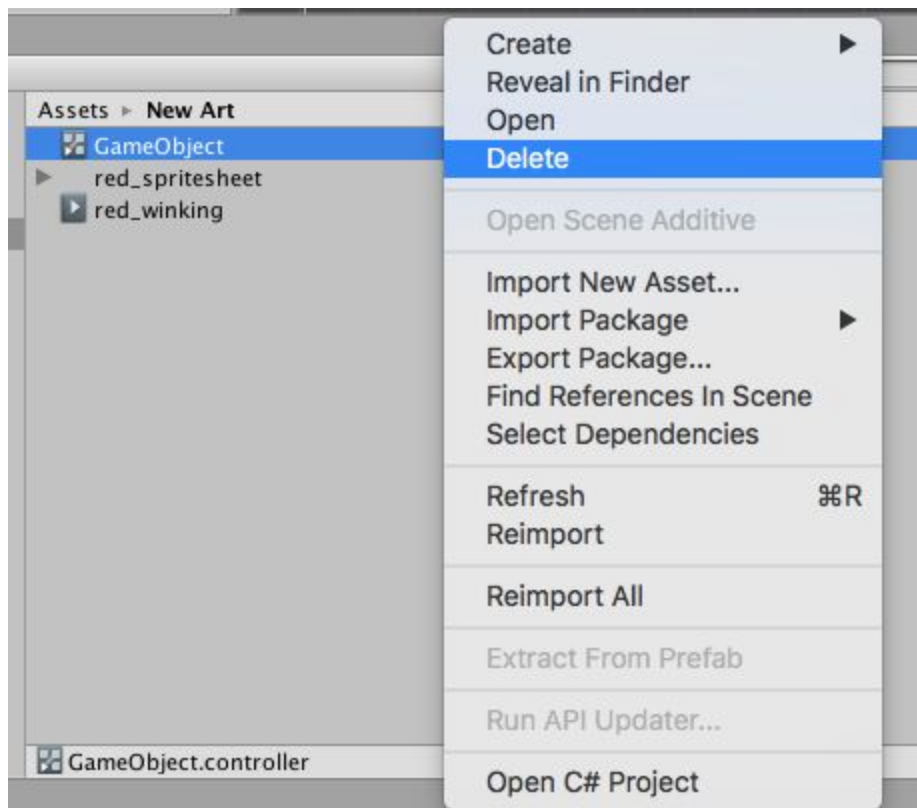
Drag them onto the empty game object in the hierarchy window.

You will be asked to save a new animation. Name it and save it in your new art folder (or some other folder of your choice).
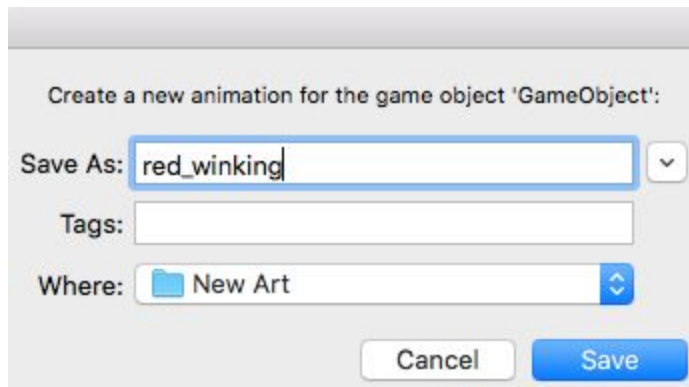
Unity will also create a controller for your game object, which you can delete.

If you don't want your animation to loop, just click on the animation file, go to the inspector, and uncheck Loop Time.
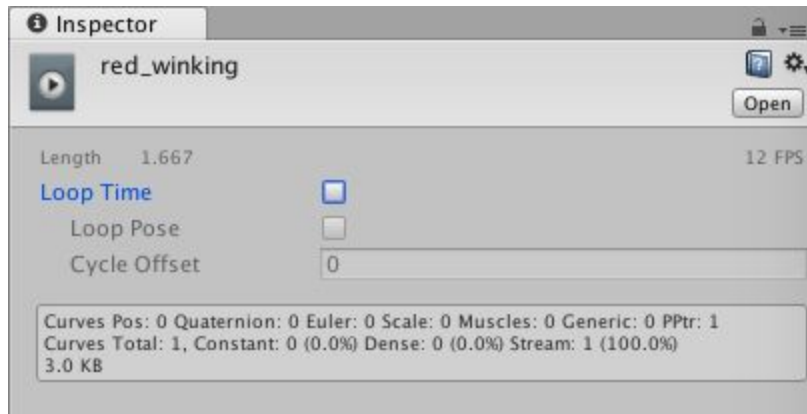
Now you have your .anim file that you can use in the SideScrollerAnimManager or the TopDownAnimManager scripts!