

Unity - Sprites & Spritesheets

...

For 2D Game Objects, Animated Particles & More



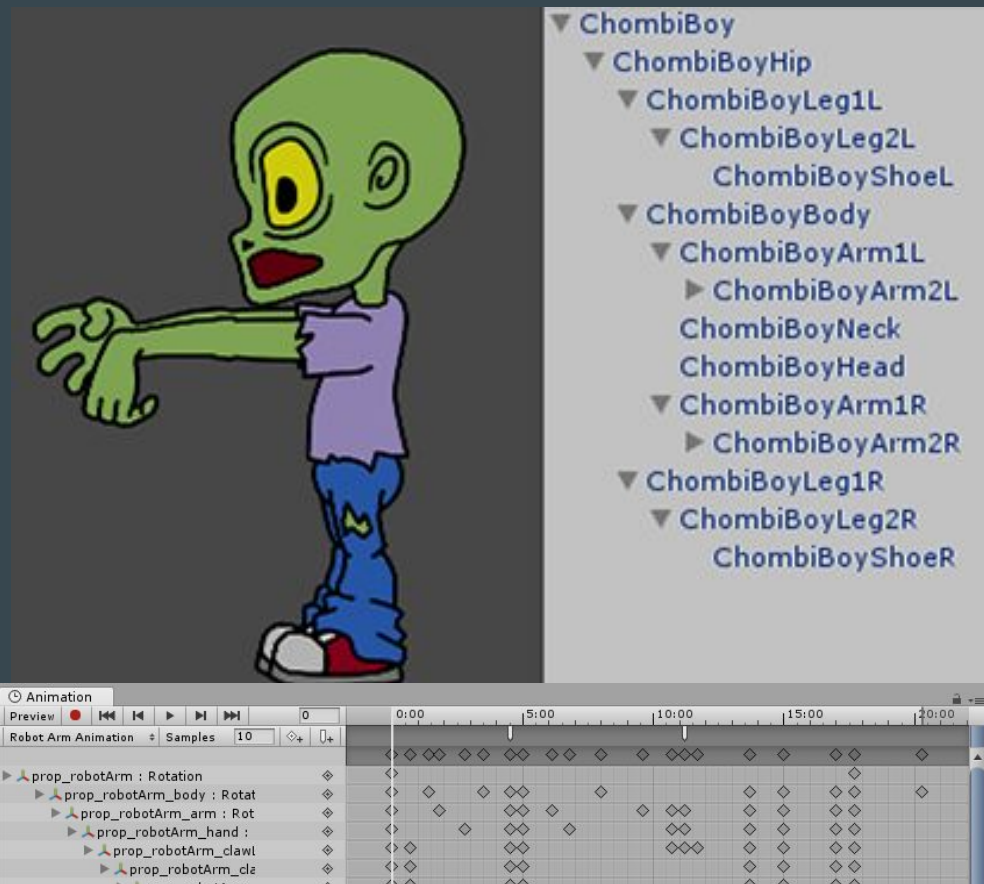
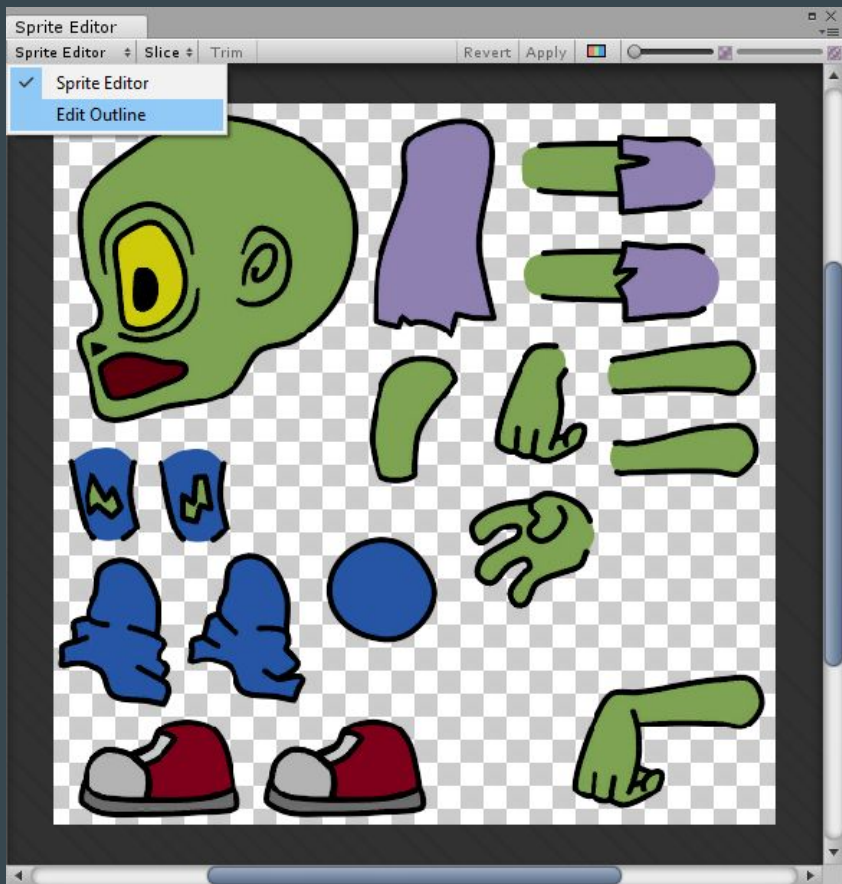
#DENOELLIART
#300DAYSOFFANIMATION



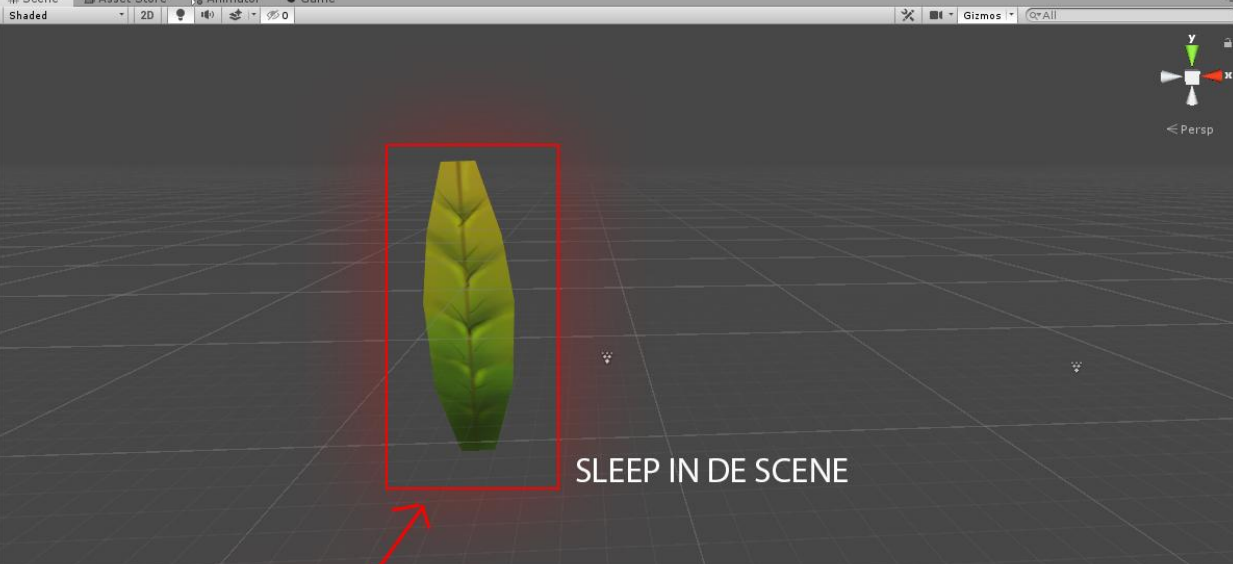
Wat zijn Sprites?

- Plaatjes speciaal bedoeld voor 2D graphics
- Vier manieren om met sprites te werken:
 - Losse sprites geanimeerd in een gameobject
 - Losse sprites geanimeerd in Unity met bones
 - Sprite animatie met losse sprites
 - Spritesheets

Losse sprites geanimeerd binnen een gameobject



- les_scene_dvta1*
 - Main Camera
 - ardennen_stone1_whole_low
 - stof_wolkje 1 (1)
 - stof_wolkje 1
 - Directional Light
 - Particle System
 - overtime_local
 - overdistance
 - emission
 - emission
 - emission
 - Particle System (1)
 - Particle System (2)
 - Particle System (3)
 - go_stone
 - particles_explosion



SLEEP IN DE SCENE

- Favorites
 - All Materials
 - All Models
 - All Prefabs
- Assets
 - animations
 - graphics
 - particles
 - explosion
 - scenes
- Packages



- Texture Type: Sprite (2D and UI)
- Texture Shape: 2D
- Sprite Mode: Single
- Pixels Per Unit: 100
- Mesh Type: Tight
- Extrude Edges: ☐
- Pivot: Center
- Generate Physics SH: ☒

Advanced

- sRGB (Color Texture): ☒
- Alpha Source: Input Texture Alpha
- Alpha Is Transparency: ☒
- Read/Write Enabled: ☐
- Generate Mip Maps: ☐

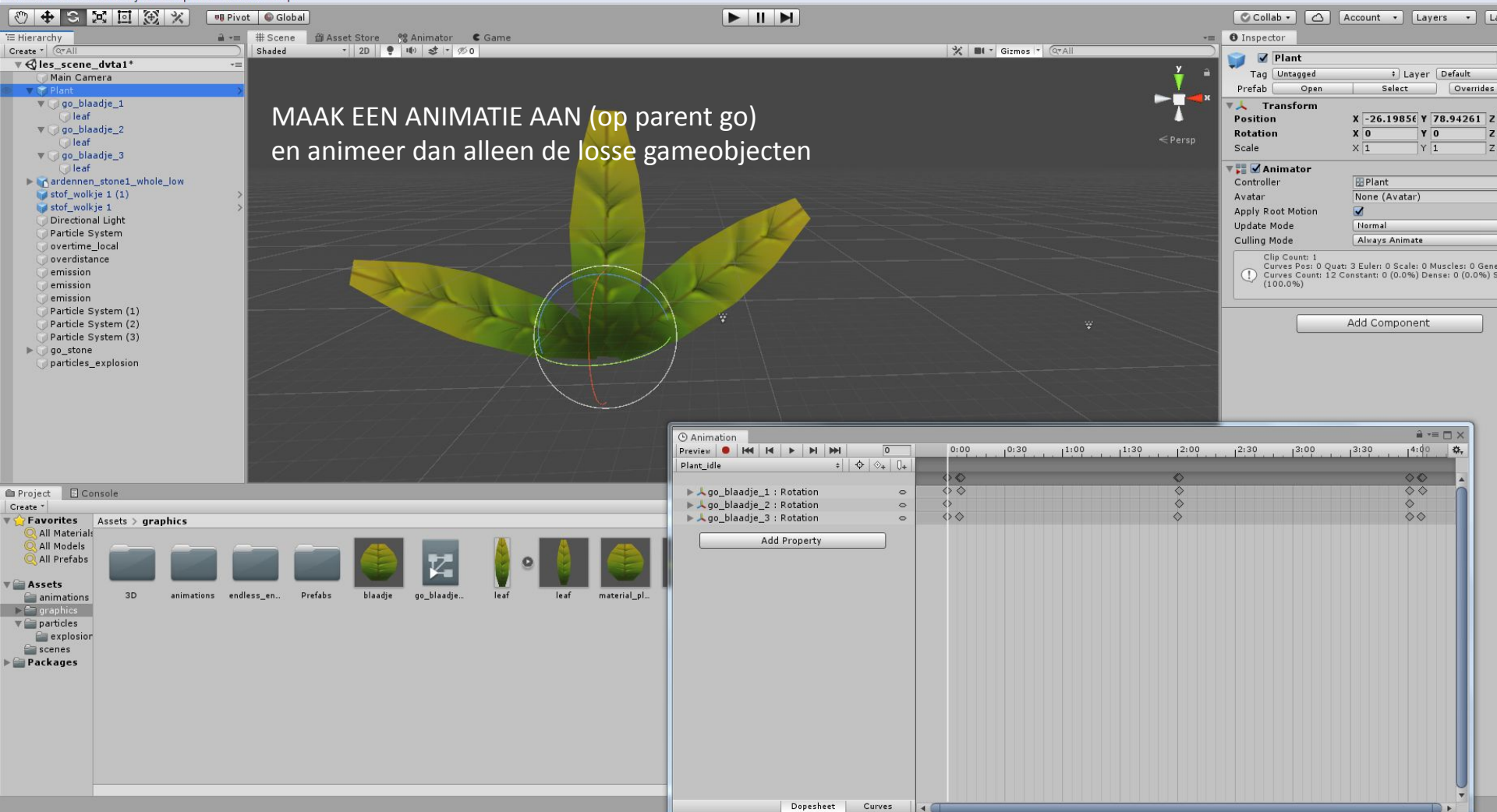
- Wrap Mode: Clamp
- Filter Mode: Bilinear
- Aniso Level:

Default

- Max Size: 1024
- Resize Algorithm: Mitchell
- Format: Automatic
- ComPRESSION: Normal Quality



153x512 (NPOT) RGBA8 Unorm 306.0 KB





Sprite animatie met losse sprites



The screenshot displays the Unity 2019.2.2f1 interface. The main scene view shows a 3D environment with a green plant and a red arrow pointing to a particle system. The Hierarchy panel on the left shows the 'explosion' particle system selected. The Inspector panel on the right shows the '14 Texture 2Ds Import Settings' for the selected texture. The 'Create New Animation' dialog box is open, showing the 'Nieuwe map' (New Map) section with a search bar and a list of files. The 'Animation' panel at the bottom shows the 'Plant_idle' animation clip with three rotation properties: 'go_blaadje_1 : Rotation', 'go_blaadje_2 : Rotation', and 'go_blaadje_3 : Rotation'.

SLEEP MEERDERE SPRITES TEGELIJK IN DE SCENE
(MAAK AUTOMATISCH EEN SPRITEANIMATIE AAN)

Inspector

14 Texture 2Ds Import Settings

Texture Type: Sprite (2D and UI)
Texture Shape: 2D
Sprite Mode: Single
Pixels Per Unit: 100
Mesh Type: Tight
Extrude Edges: ☐
Pivot: Center
Generate Physics SH: ☒

Advanced

sRGB (Color Texture): ☒
Alpha Source: Input Texture Alpha
Alpha Is Transparency: ☒
Read/Write Enabled: ☐
Generate Mip Maps: ☐

Wrap Mode: Clamp
Filter Mode: Bilinear
Aniso Level:

Default

Max Size: 2048
Resize Algorithm: Mitchell
Format: Automatic
Compression: Normal Quality

14 Texture 2Ds

Create New Animation

Organiseren Nieuwe map

Naam Gewijzigd op Type Grootte

Geen zoekresultaten.

Favorieten

- Bureaublad
- Downloads
- Recente locaties
- OneDrive

Bibliotheken

- Afbeeldingen
- Documenten
- Muziek
- Video's

Computer

- Lokale schijf (C:)
- Gezamenlijk (G:)

Bestandsnaam: New Animation.anim
Opslaan als: anim (*.anim)

Mappen verbergen

Opslaan Annuleren

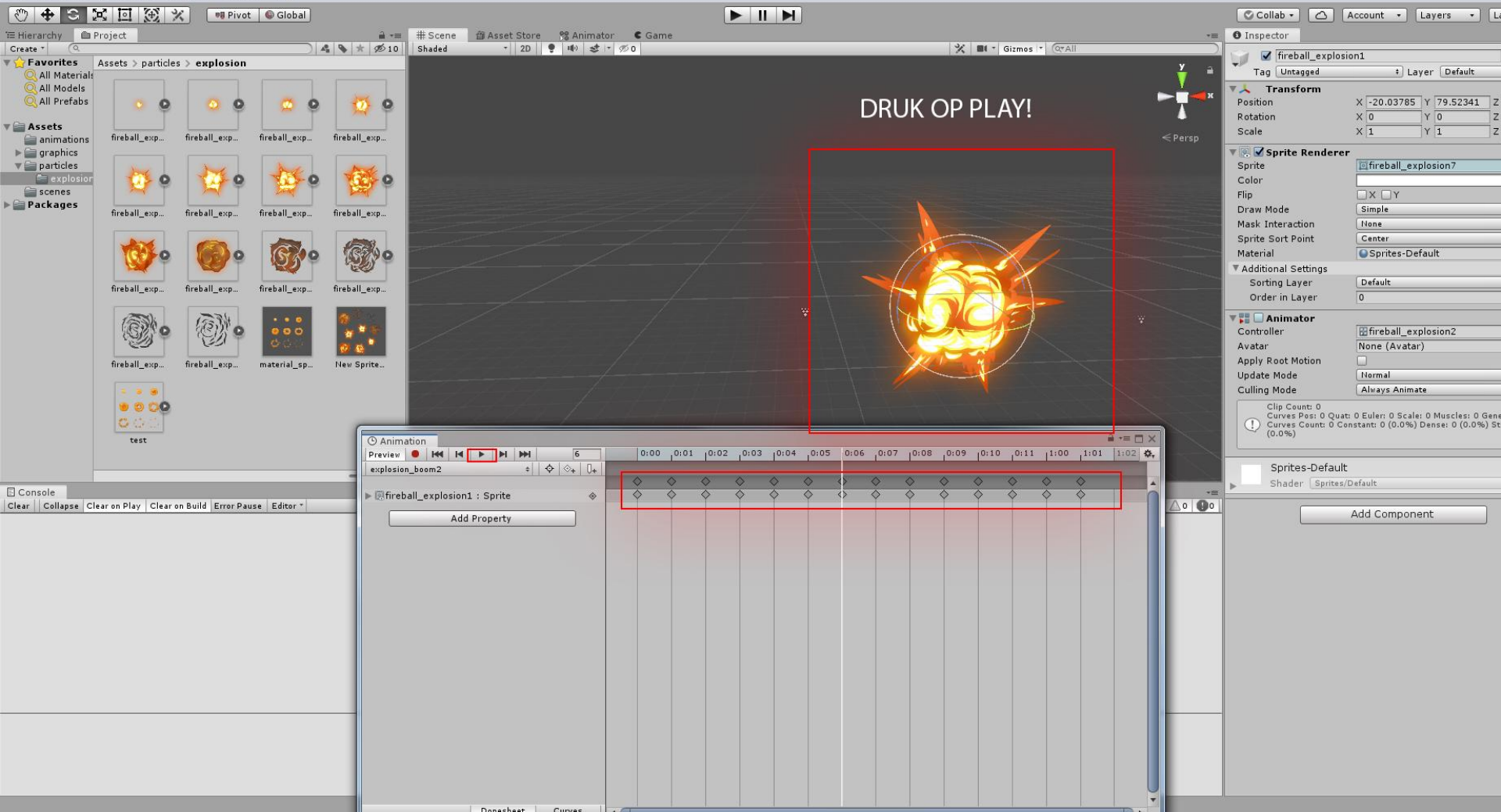
Animation

Preview

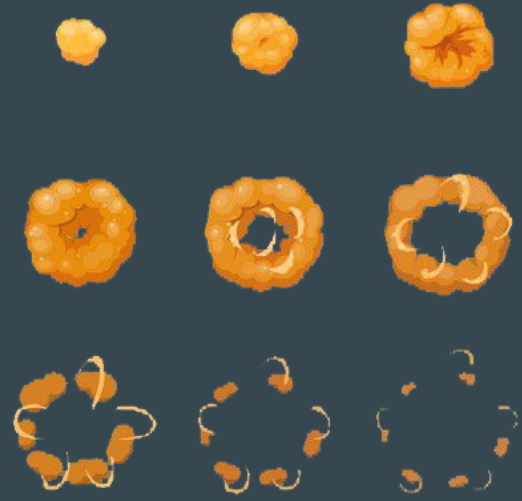
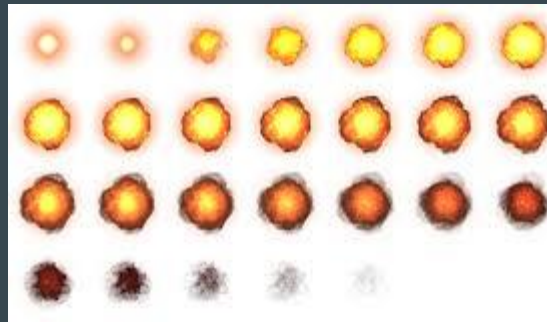
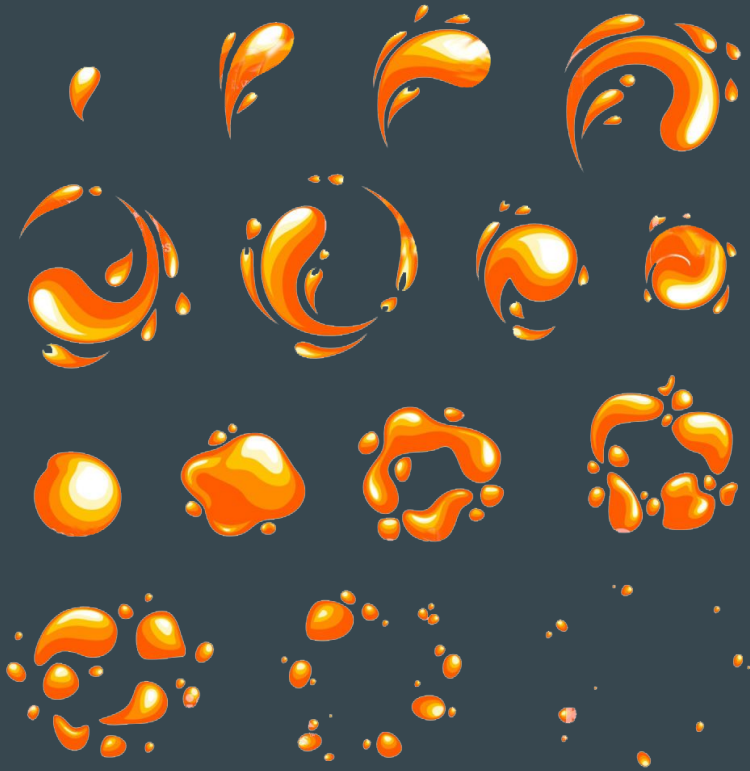
Plant_idle

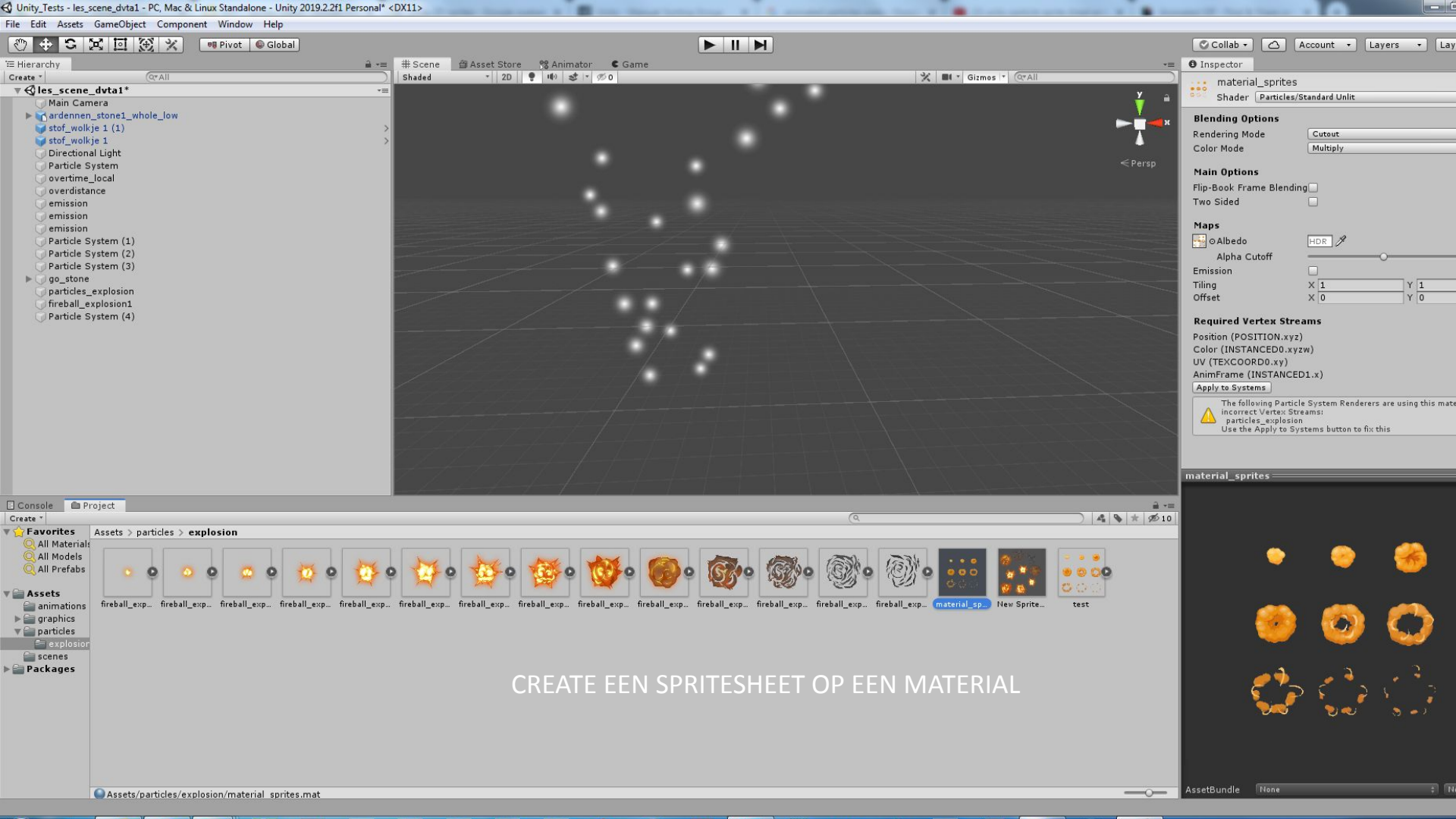
- go_blaadje_1 : Rotation
- go_blaadje_2 : Rotation
- go_blaadje_3 : Rotation

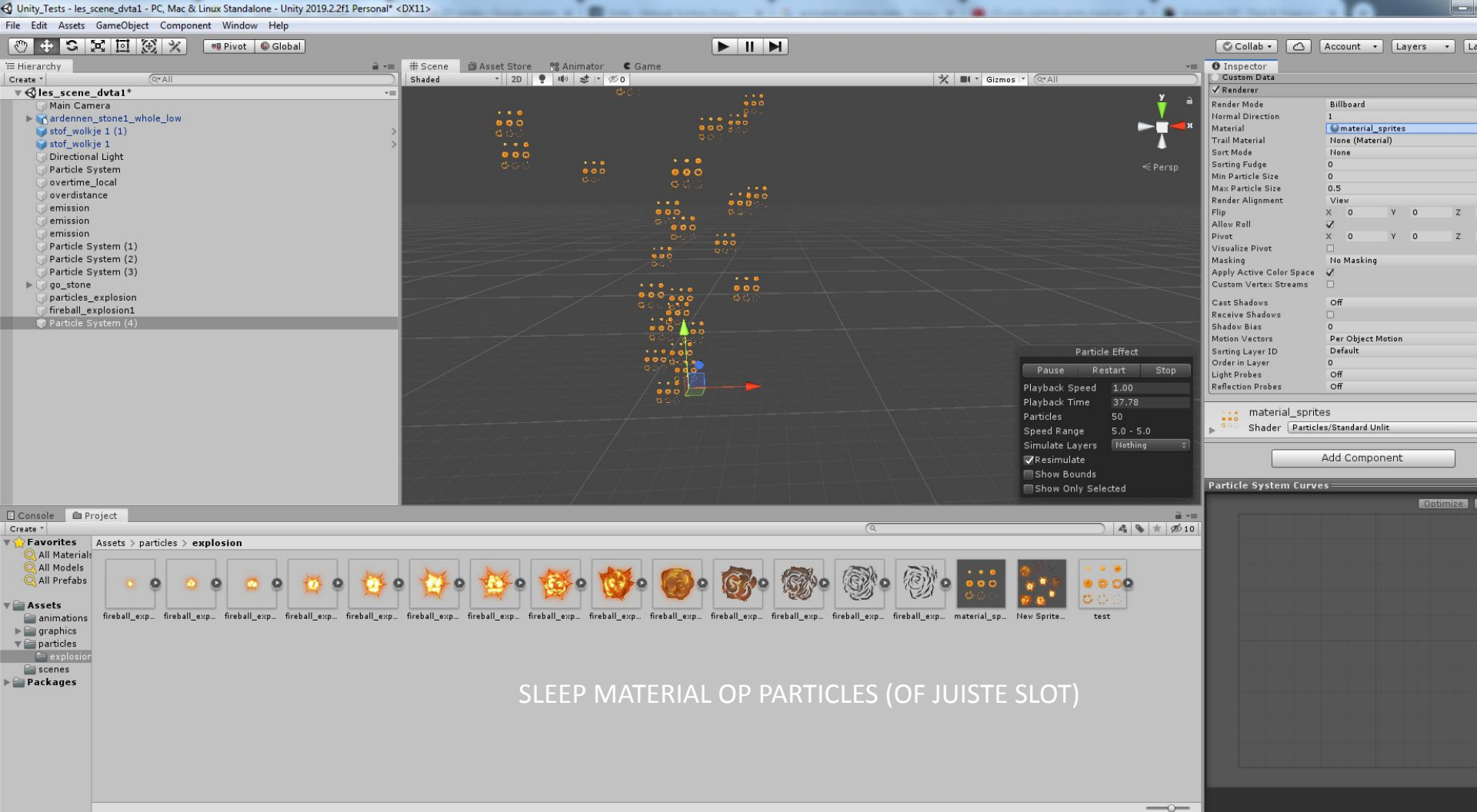
Add Property



Spritesheets & Animated Particles







Hierarchy

Create +

les_scene_dvta1*

- Main Camera
- ardennen_stone1_whole_low
- stof_wolkje 1 (1)
- stof_wolkje 1
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- Particle System
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- Particle System (3)
- go_stone
- particles_explosion
- fireball_explosion1
- Particle System (4)

Scene Asset Store Animator Game

Shaded 2D 3D Gizmos

REKEN UIT HOVEEL TILES JE HEBT
EN SPEEL MET CYCLES VOOR FPS

Particle Effect

Pause Restart Stop

Playback Speed 1.00

Playback Time 74.43

Particles 50

Speed Range 5.0 - 5.0

Simulate Layers Nothing

☒ Resimulate

☐ Show Bounds

☐ Show Only Selected

Inspector

Culling Mode Automatic

Ring Buffer Mode Disabled

☒ Emission

☒ Shape

- ☐ Velocity over Lifetime
- ☐ Limit Velocity over Lifetime
- ☐ Inherit Velocity
- ☐ Force over Lifetime
- ☐ Color over Lifetime
- ☐ Color by Speed
- ☐ Size over Lifetime
- ☐ Size by Speed
- ☐ Rotation over Lifetime
- ☐ Rotation by Speed
- ☐ External Forces
- ☐ Noise
- ☐ Collision
- ☐ Triggers
- ☐ Sub Emitters

☒ Texture Sheet Animation

Mode Grid

Tiles X 3 Y 3

Animation Whole Sheet

Time Mode Lifetime

Frame over Time

Start Frame 0

Cycles 7.24

Affected UV Channels Everything

- ☐ Lights
- ☐ Trails
- ☐ Custom Data

☒ Particle System Curves

Optimize

Console Project

Create +

Assets > particles > explosion

fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... fireball_exp... material_sp... New Sprite... test

The draw order of particles can be sorted by distance, oldest in front, or youngest in front.