

The background is a dark, atmospheric 2D game scene. It features a stone archway in the center, with a hanging lantern above it. There are glowing green plants on either side of the archway. The scene is dimly lit, with some red light sources visible in the background.

Unity - Sprites & Spritesheets

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For 2D Game Objects, Animated Particles & More



#DENORELLIART
#300DAYSOFANIMATION





- Plaatjes speciaal bedoeld voor 2D graphics

- Vier manieren om met sprites te werken:

- Losse sprites geanimeerd in een gameobject

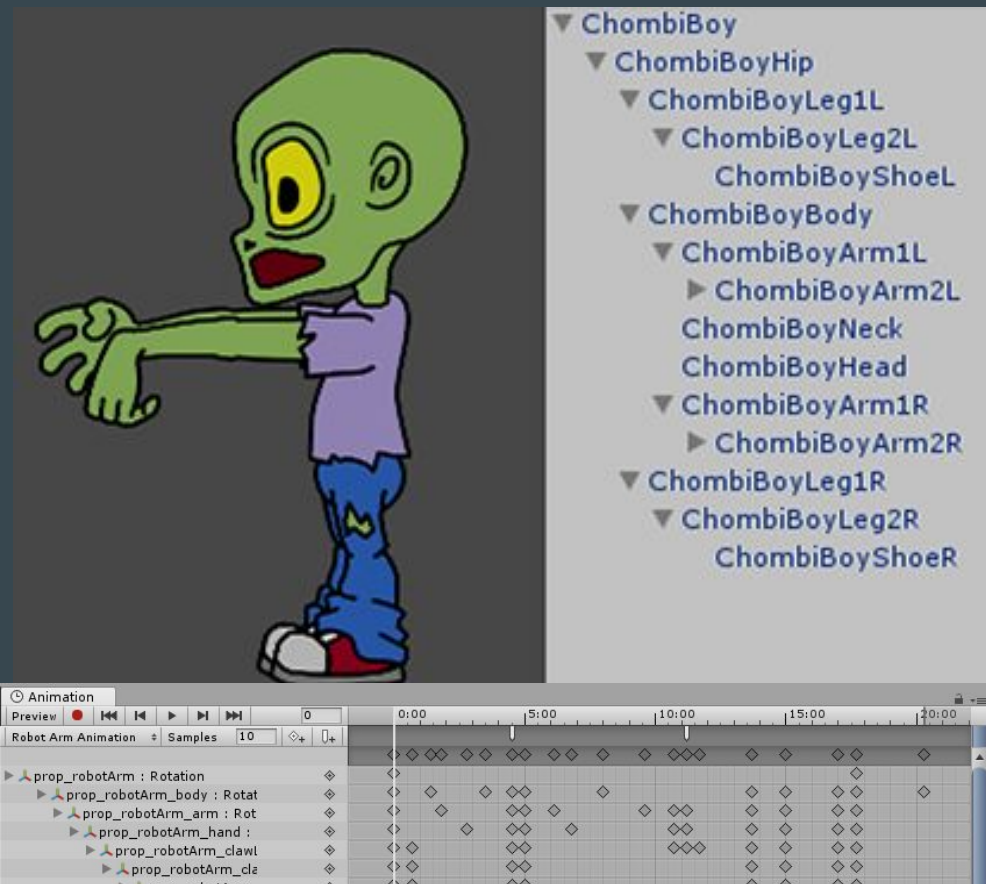
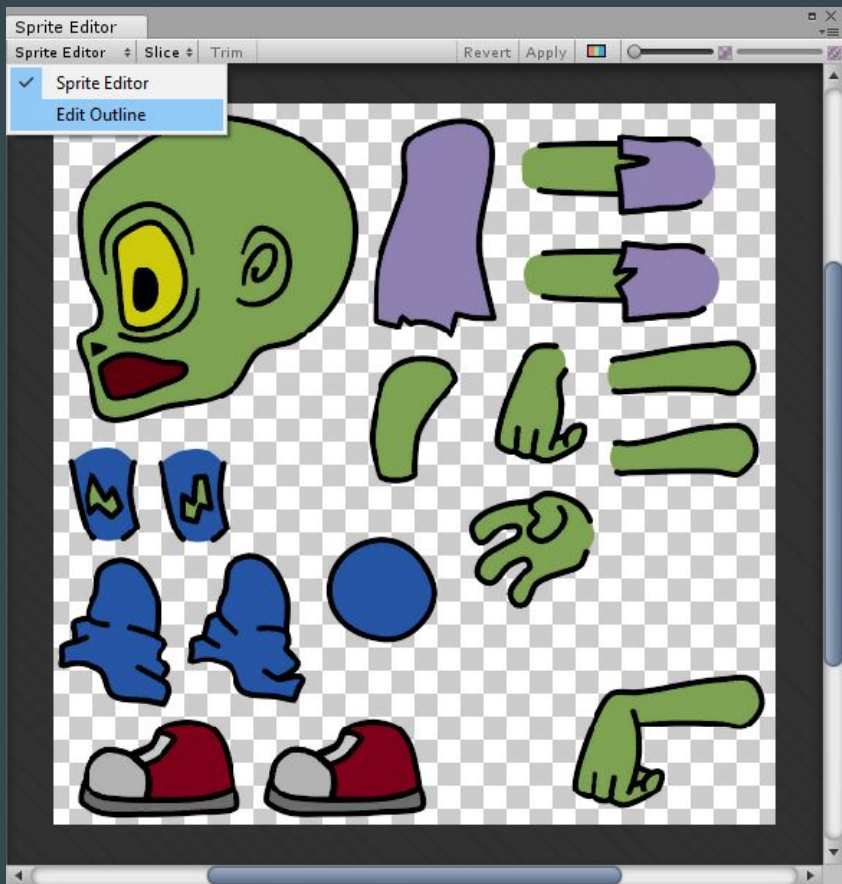
- Losse sprites geanimeerd in Unity met bones

- Sprite animatie met losse sprites

- Spritesheets

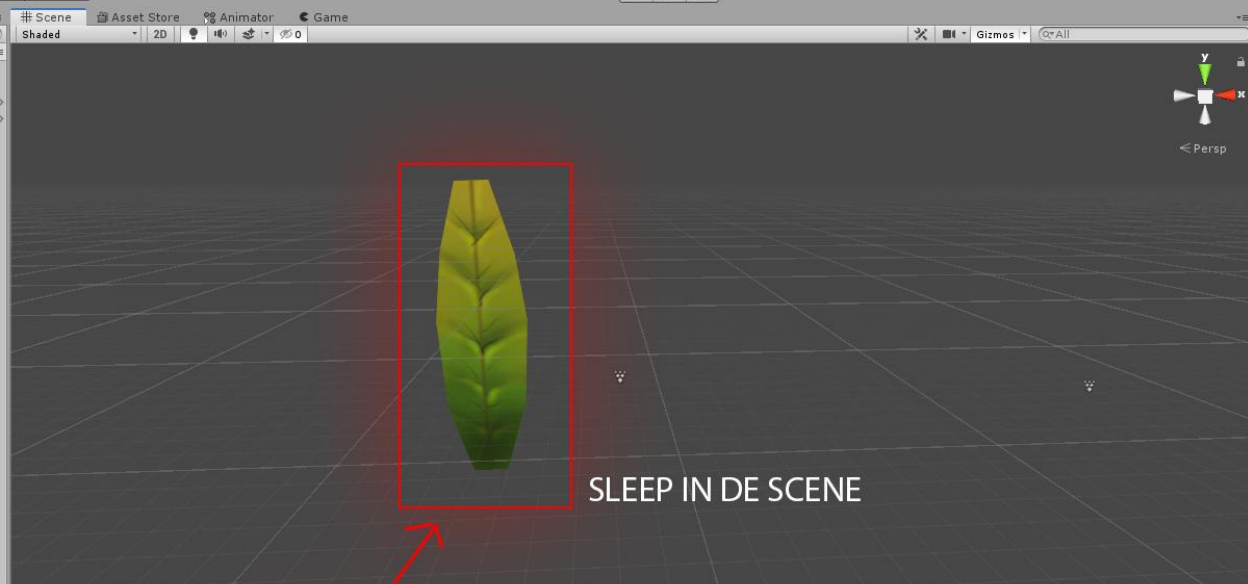


Losse sprites geanimeerd binnen een gameobject



Hierarchy

- 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



Inspector

leaf 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: 10

Default

Max Size: 1024
Resize Algorithm: Mitchell
Format: Automatic
Comorepression: Normal Quality

Project

Assets > graphics

leaf

Assets/graphics/leaf.png



Create Empty Ctrl+Shift+N

Create Empty Child Alt+Shift+N

3D Object

2D Object

Effects

Light

Audio

Video

UI

Camera

Center On Children

Make Parent

Clear Parent

Set as first sibling Ctrl+=

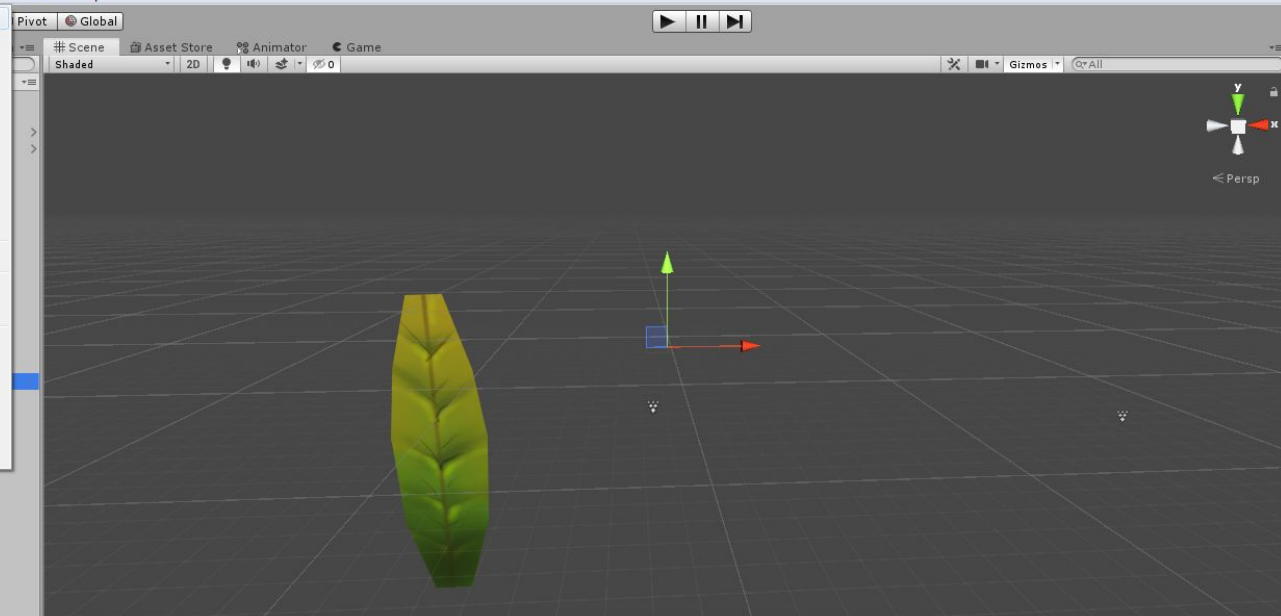
Set as last sibling Ctrl+-

Move To View Ctrl+Alt+F

Align With View Ctrl+Shift+F

Align View to Selected

Toggle Active State Alt+Shift+A



Inspector

GameObject

Tag Untagged Layer Default

Transform

Position	X -22.00478	Y 75.0177	Z
Rotation	X 0	Y 0	Z
Scale	X 1	Y 1	Z

Add Component

Project Console

Create

Favorites

- All Materials
- All Models
- All Prefabs

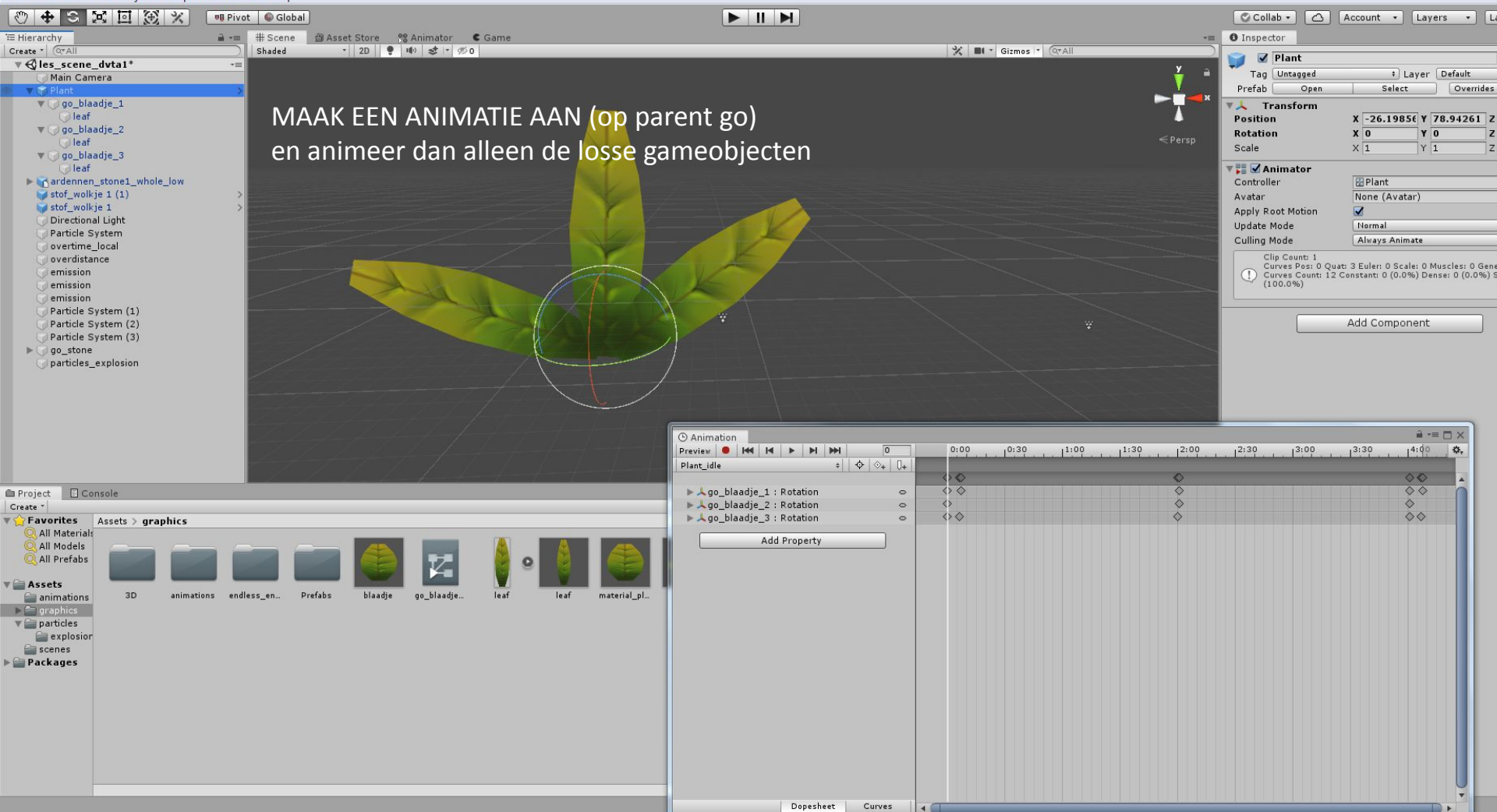
Assets

- animations
- graphics
- particles
- explosion
- scenes

Packages

Assets > graphics

3D animations endless_en... Prefabs blaadje go_blaadje... leaf leaf material_pl... Plant Plant plant 1 plant 1 plant2_idle plant2_walk Plant_idle





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 is open, showing the 'Nieuwe map' (New Map) window with the file name 'New Animation.anim' and the save location 'Lokale schijf (C:)'. The 'Animation' panel at the bottom shows the 'Plant_idle' animation clip with three keyframes for 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

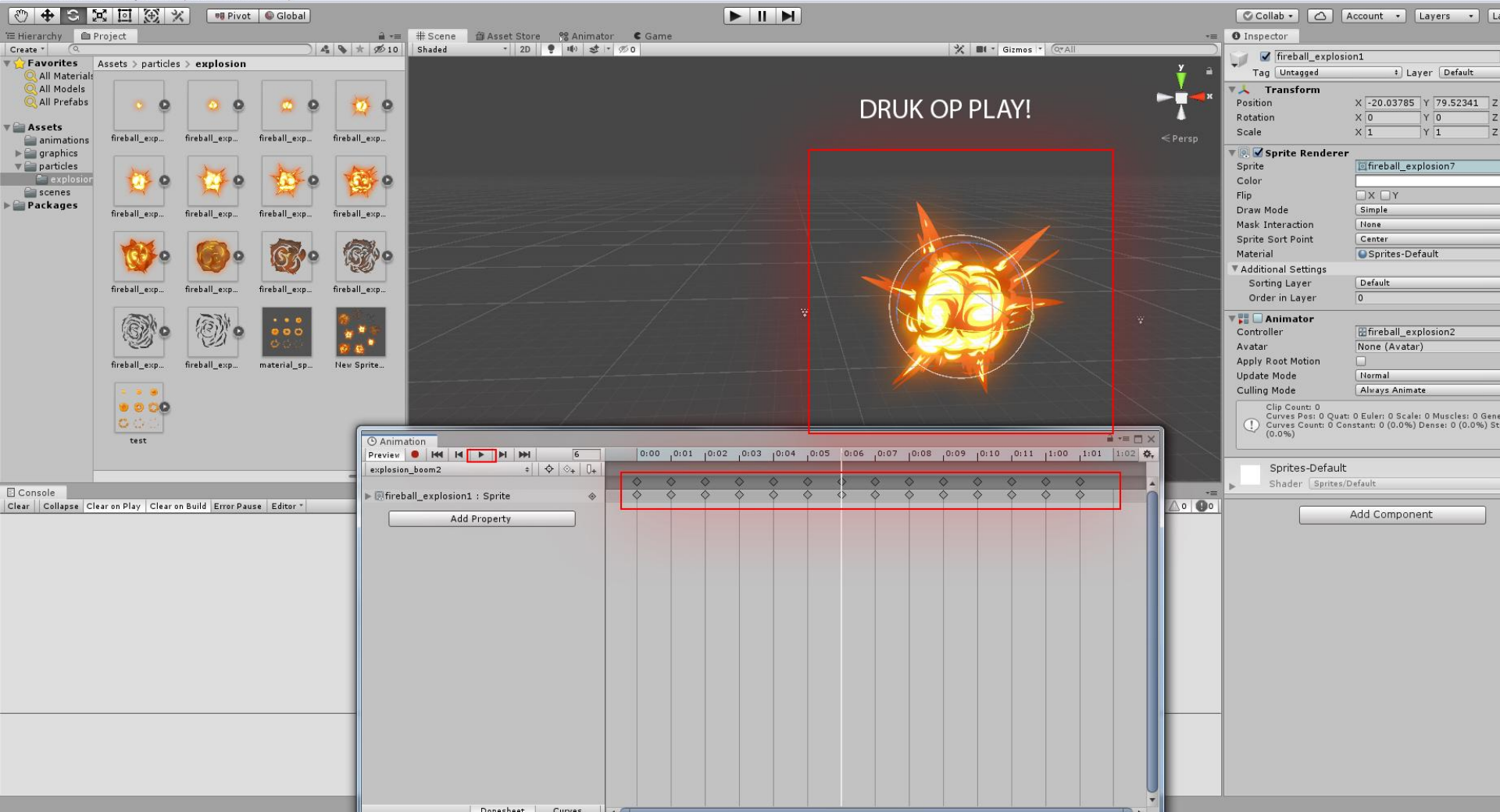
Animation

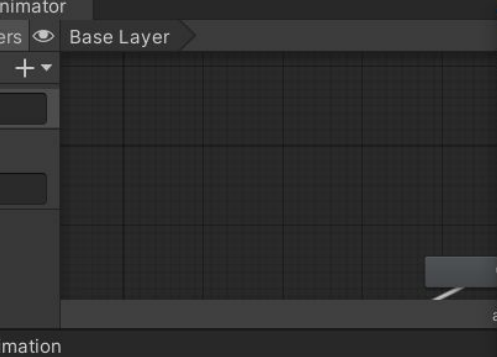
Preview ☒

Plant_idle

go_blaadje_1 : Rotation
go_blaadje_2 : Rotation
go_blaadje_3 : Rotation

Add Property

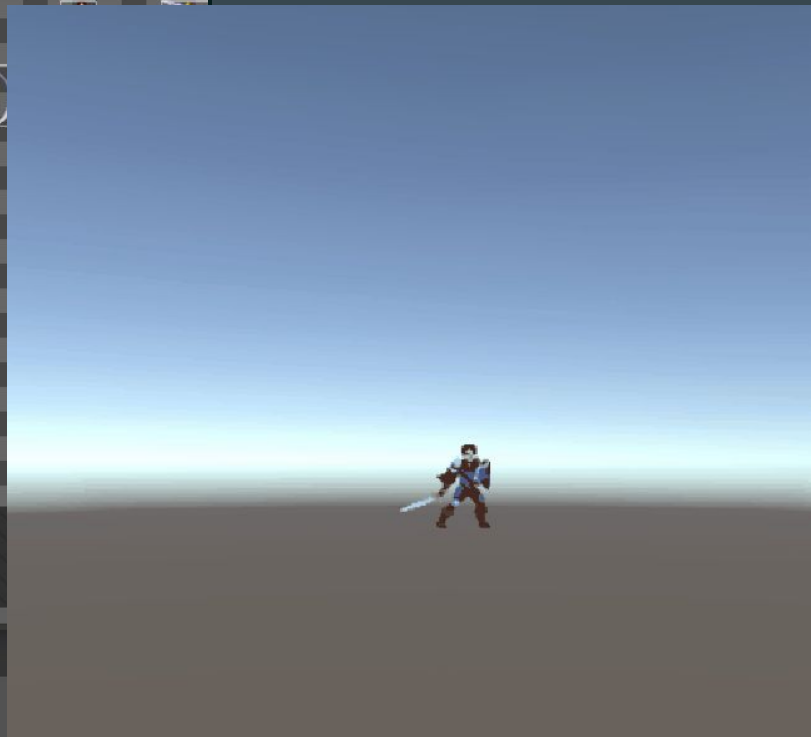


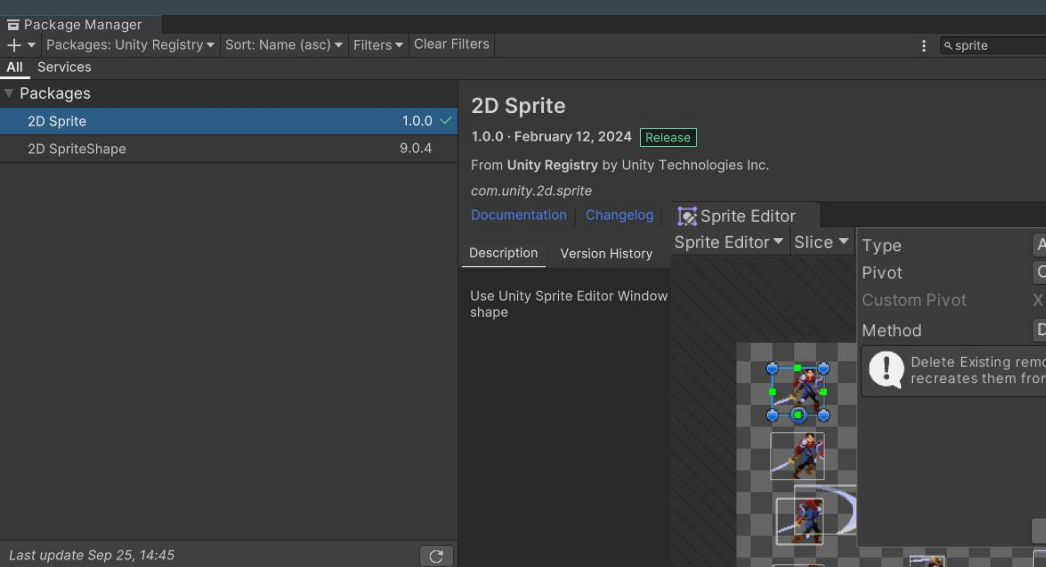


Assets > Graphics > SpriteSheets > knight



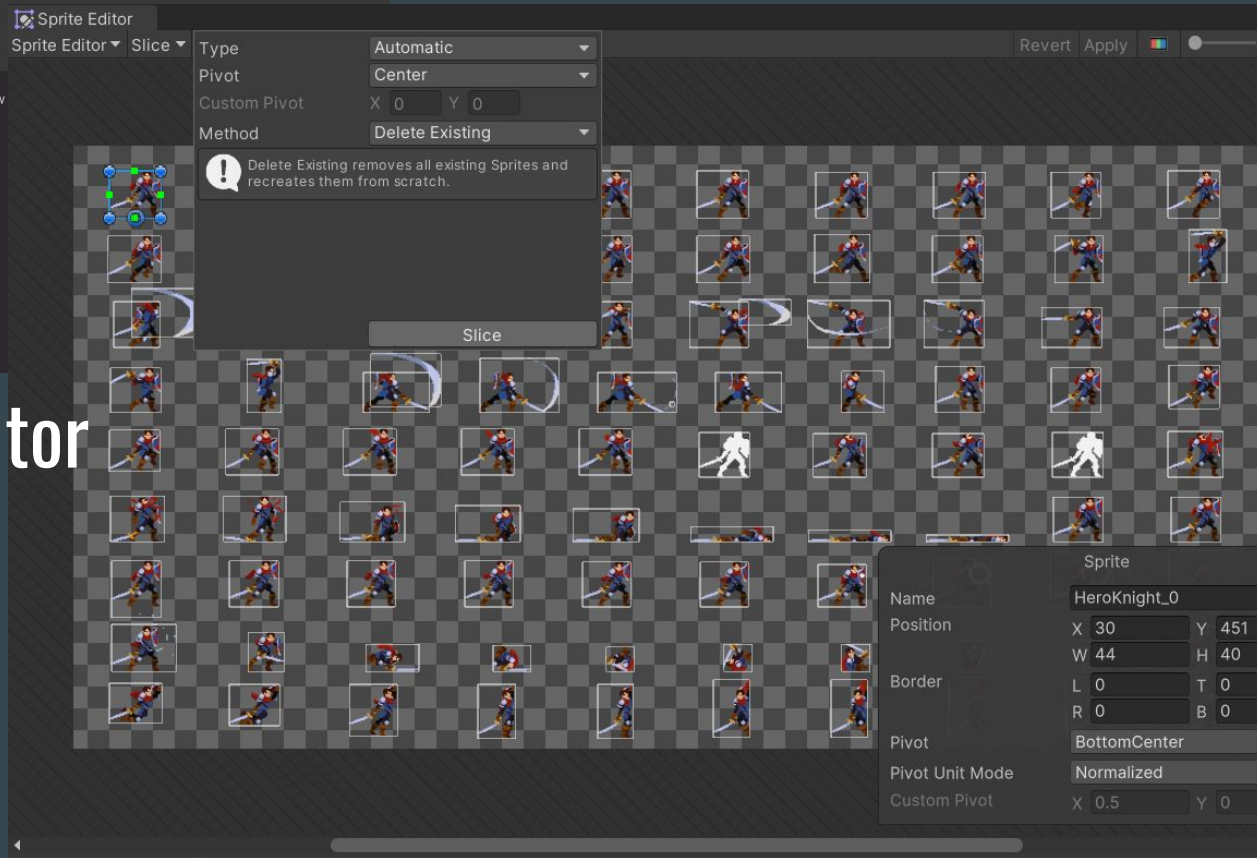
Sprite animatie uit geslice-de spritesheet





Slice je spritesheet

Installeer de sprite Editor



sleep de geslice-de sprites in de scene

Create New Animation

Assets > Graphics > SpriteSheets > knight

Organize New folder

- This PC
- 3D Objects
- Desktop
- Documents
- Downloads
- Music
- Pictures
- Videos
- OSDisk (C:)
- Network

No items match your search.

File name: New Animation.anim

Save as type: anim (*.anim)

Save

Spritesheets & Animated Particles

