Creating an animated sprite in Piskel is a straightforward process. Here's a step-by-step guide to help you get started:

**Step 1: Open Piskel**

1. **Launch Piskel**: Go to [Piskel's website](https://www.piskelapp.com/) and open the Piskel app.

**Step 2: Create a New Sprite**

1. **New Sprite**: Click on Create a new sprite from the Piskel home screen.
2. **Set Dimensions**: In the popup, set your sprite dimensions (e.g., 32x32 pixels) and click Create.

**Step 3: Draw Your First Frame**

1. **Select Tools**: Use the tools on the left sidebar (pencil, eraser, color picker, etc.) to draw your sprite.
2. **Draw**: Draw your sprite in the canvas area. This will be the first frame of your animation.

**Step 4: Add Frames**

1. **New Frame**: Click on the Add new frame button located in the frames bar at the bottom of the screen. This will duplicate your current frame so you can make slight changes to create the illusion of movement.
2. **Edit Frame**: Make slight modifications to the new frame to create the next step in the animation.

**Step 5: Preview Animation**

1. **Preview**: Click on the Play button in the right sidebar to preview your animation. You can adjust the frame rate to see how your animation looks at different speeds.

**Step 6: Continue Adding Frames**

1. **Repeat**: Continue adding and modifying frames until you have a complete animation sequence.

**Step 7: Save and Export**

1. **Save Project**: To save your work, click on File in the top menu, then select Save as Piskel project.
2. **Export**: To export your animated sprite, click on Export in the top menu. Choose your desired export format (e.g., GIF, PNG sprite sheet). For a GIF, simply select GIF and click Download. For a PNG sprite sheet, choose PNG, set the options, and click Download.

**Step 8: Import into Your Game**

1. **Import Sprite**: Import the exported sprite into your game engine or software. For example, in Godot, you can add the sprite sheet and set up the animation using the AnimatedSprite node.

**Tips for Animation**

* **Consistency**: Ensure that each frame flows smoothly into the next to create a seamless animation.
* **Simplicity**: Start with simple animations (e.g., walking, jumping) before moving on to more complex ones.
* **Layers**: Use layers to separate different parts of your sprite for easier animation.