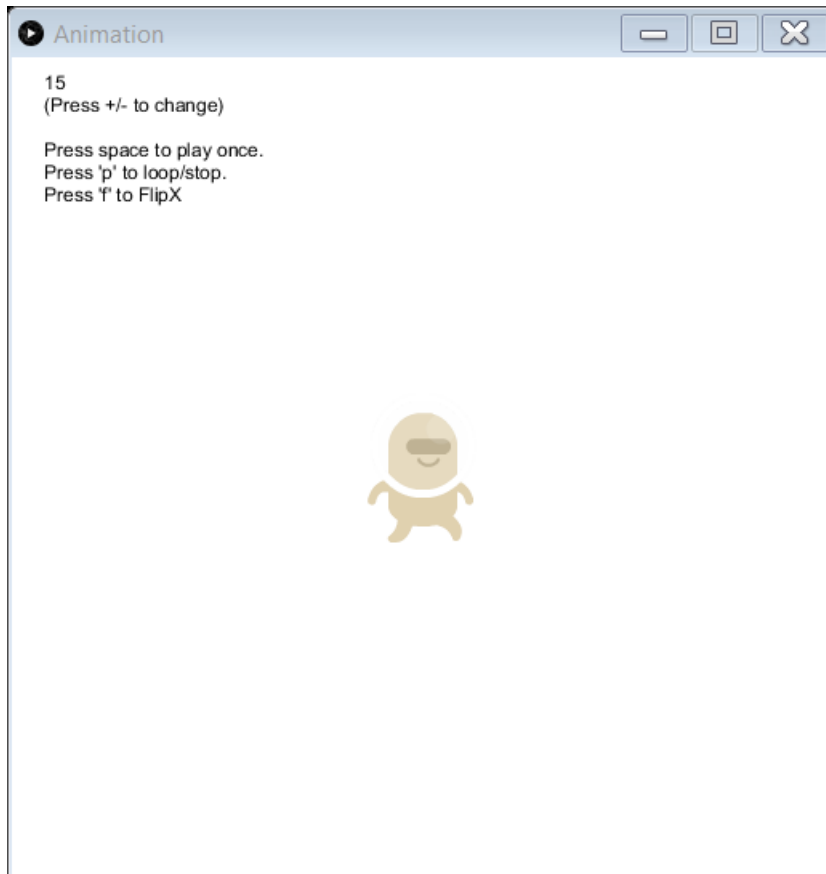


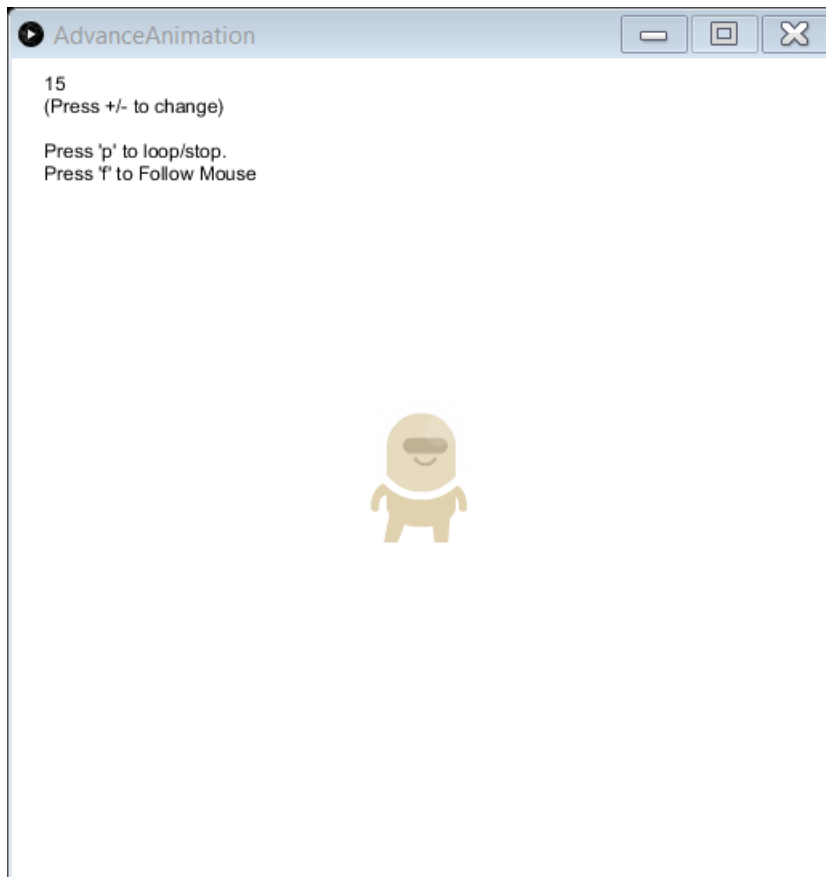
Workshop 15 Mini Sprite Animator

Basic Animation



// For the basic animation, firstly we have to create void setup () that have site with (512,512) and set the color of background and also set the framerate with (24) then we have to insert picture data into the folder. After that it will have the draw function that appears the data on the top. Moreover, has the flip of the picture. If press 'f' it will set the size with (20,20). Another function is the keypressed () function that will have each character to specify its function.

Then for the animationsprite page it will have the animation that related to the little boy characters and also, we have to set various values for example like the animation speed value of my little boy characters and for the flip of my little boy characters. Furthermore, rendering where the picture position is and upgrading which commands are right now in In the event that purge, at that point play once more.

AdvanceAnimation

// For the advance animation it also has to setup as same as the previous one. Whereas the unit page it will be an additional function for the movement of the image in order to follow the mouse direction which also has a function that will decides the speed of the movement. Moreover, it has a function that checks the position in which it is presently moving.