



Create a SpritesheetConfiguration asset



Create	>	Scene
Show in Explorer Open Delete Rename		Scene Template
		Scene Template From Scene
		Scene Template Pipeline
		Prefab
Copy Path A	Alt+Ctrl+C	Prefab Variant
Open Scene Additive		Audio Mixer
View in Package Manager Import New Asset Import Package > Export Package Find References In Scene Select Dependencies		Material
		Lens Flare
		Render Texture
		Lightmap Parameters
		Lighting Settings
		Custom Render Texture
		Animation Spritesheet Configuration
Refresh	Ctrl+R	Animator Controller
Reimport		Animation
Reimport All		Animator Override Controller Avatar Mask
Extract From Prefab		
Update UXML Schema		Timeline Signal
Open C# Project		
View in Import Activity Window		Physic Material
Properties	Alt+P	GUI Skin
		Custom Font

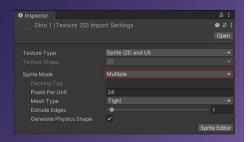


and open it

Select a spritesheet with ordered sprites









Add animation details



Animation Generator		: 🗆 ×
 Switch on project view s 		
Animations		
= Idle		Idle
	Frame Count	4
		7
	AutoFramerate	<u> </u>
= Walk	Name	Walk
	Frame Count	6
		7
	AutoFramerate	7
= Kick		Kick
- NICK	Frame Count	3
	Loop	·
	AutoFramerate	7
	Frame Rate	3
	Name	
= Hurt		Hurt
		•
		4
= Dash		Dash
		₹
		Z
= Run		Run
		✓
		V
		
Generate all a	nimations	Generate selected animation

And click Generate

Re-use the same configuration accross all spritesheets with identical mapping



