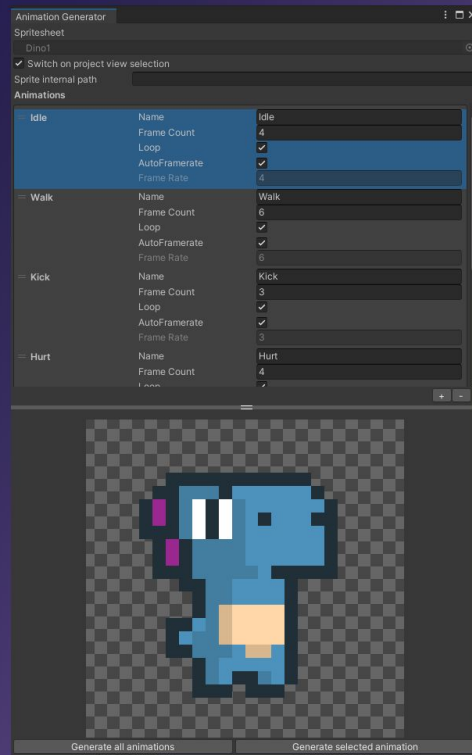
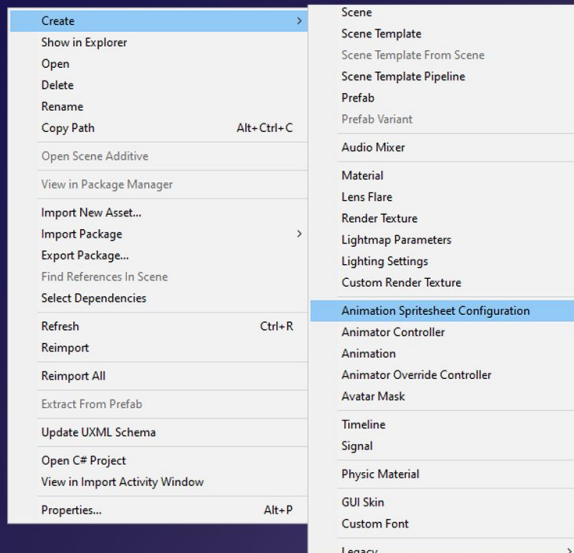




# Animation Generator

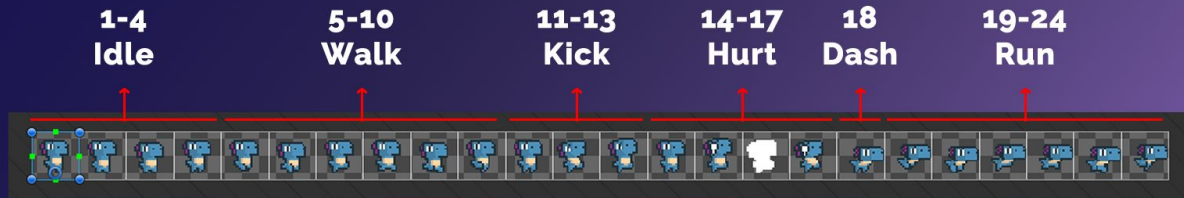
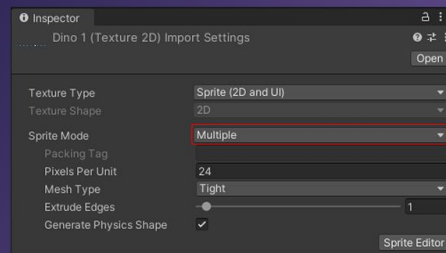


# Create a SpritesheetConfiguration asset



and open it

# Select a spritesheet with ordered sprites



# Add animation details



Animation Generator

Spritesheet

Dino1

☒ Switch on project view selection

Sprite internal path

Animations

Idle	Name	Idle
	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	4
Walk	Name	Walk
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	6
Kick	Name	Kick
	Frame Count	3
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	3
Hurt	Name	Hurt
	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	4
Dash	Name	Dash
	Frame Count	1
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	1
Run	Name	Run
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	6

Generate all animations

Generate selected animation

## And click Generate

# Re-use the same configuration accross all spritesheet with identical mapping

