



Create a SpritesheetConfiguration asset



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

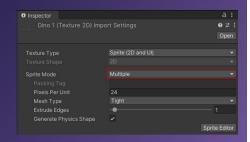


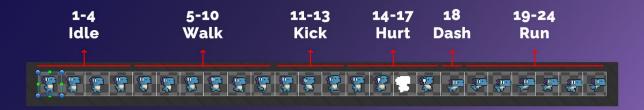
and open it

Select a spritesheet with ordered sprites









Add animation details



			: 🗆 ×
 Switch on project view s 			
Sprite internal path			
Animations			
		Idle	
		4	
= Walk		Walk	
		✓	
		✓	
= Kick		Kick	
	Frame Count		
		V	
		☑	
= Hurt		Hurt	
	Frame Count	4	
		7	
	AutoFramerate	₩	
= Dash		Dash	
	Frame Count	1	
		5	
	AutoFramerate	2	
		Run	
= Run	Frame Count	6	
	Loop	7	
	AutoFramerate	7	
	Frame Rate	6	
	8	i	
Generate all ar	imations	Generate selected animation	

And click Generate

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



