Animation Generator

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Spritesheet
Dino1
☑ Switch on project view selection
Sprite internal path
Animations

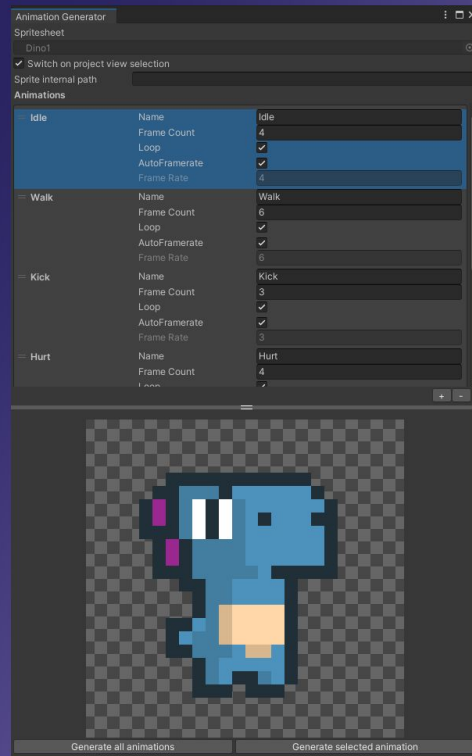| Idle | Name | Idle |
	Frame Count	4
	Loop	☑
	AutoFramerate	☑
	Frame Rate	4
Walk	Name	Walk
	Frame Count	6
	Loop	☑
	AutoFramerate	☑
	Frame Rate	6
Kick	Name	Kick
	Frame Count	3
	Loop	☑
	AutoFramerate	☑
	Frame Rate	3
Hurt	Name	Hurt
	Frame Count	4
	Loop	☑

Generate all animations   Generate selected animation

Create a SpritesheetConfiguration asset
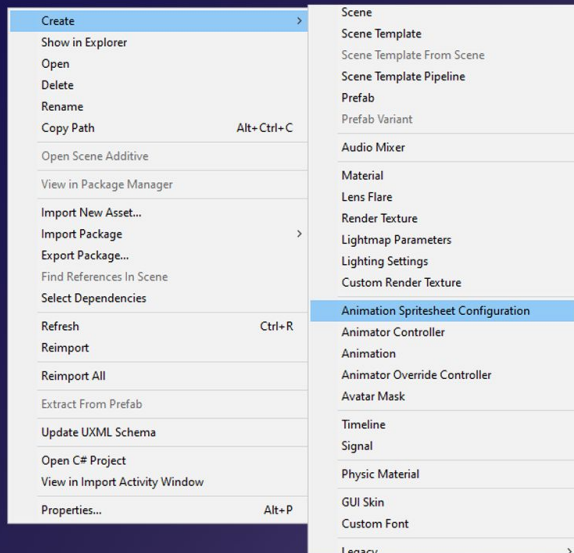
and open it

Select a spritesheet with ordered sprites

1-4 Idle

5-10 Walk

11-13 Kick

14-17 Hurt

18 Dash

19-24 Run
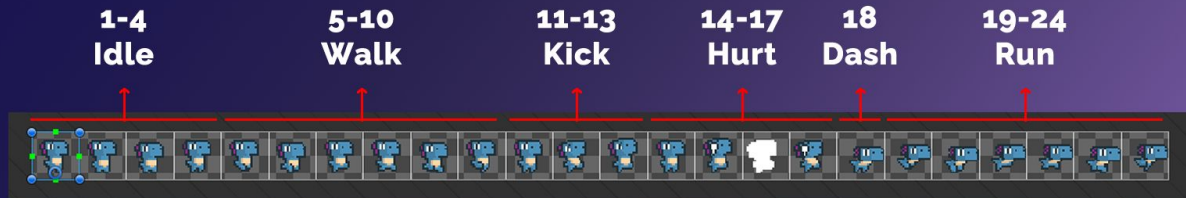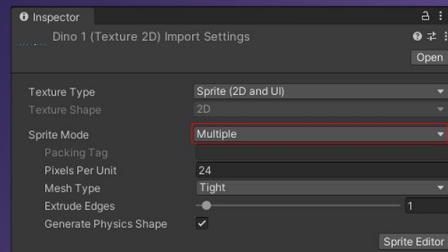
Add animation details

And click Generate

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