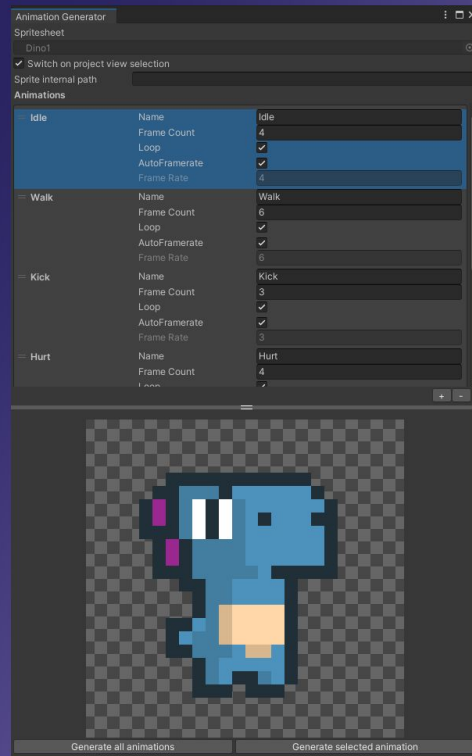
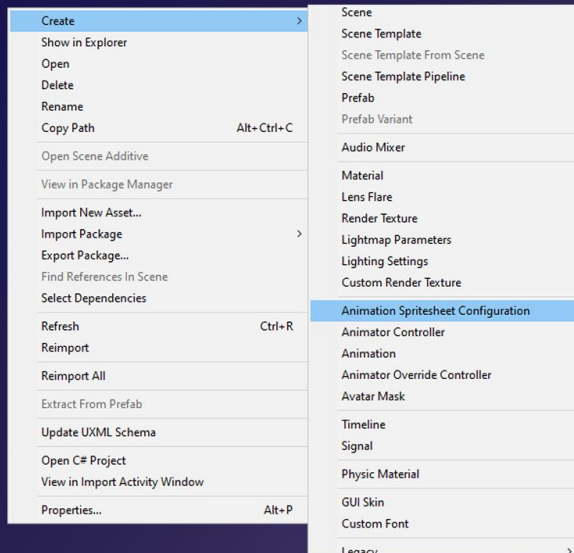


Animation Generator

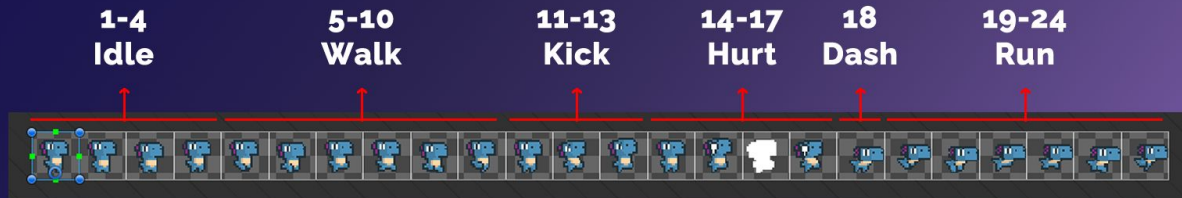
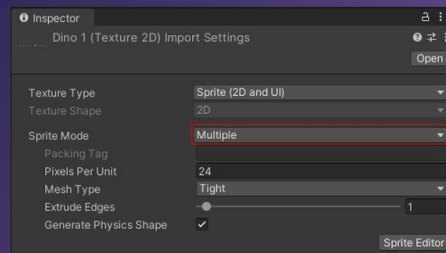
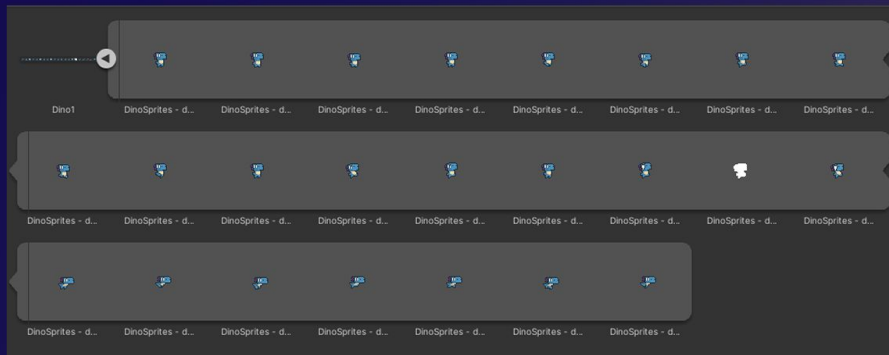


Create a SpritesheetConfiguration asset



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 spritesheets with identical mapping

