Animation Previewer
Ver 1.0

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1. INTRODUCTION

"Animation Previewer" (Preview For Sprite Animation) is an Unity3D asset designed to make it possible to watch how bitmap based animations will look like before creating Animation Clips.
Also it can be used to preview existing clips or create new ones from Sprites or Texture2Ds without need to attach them to any object.
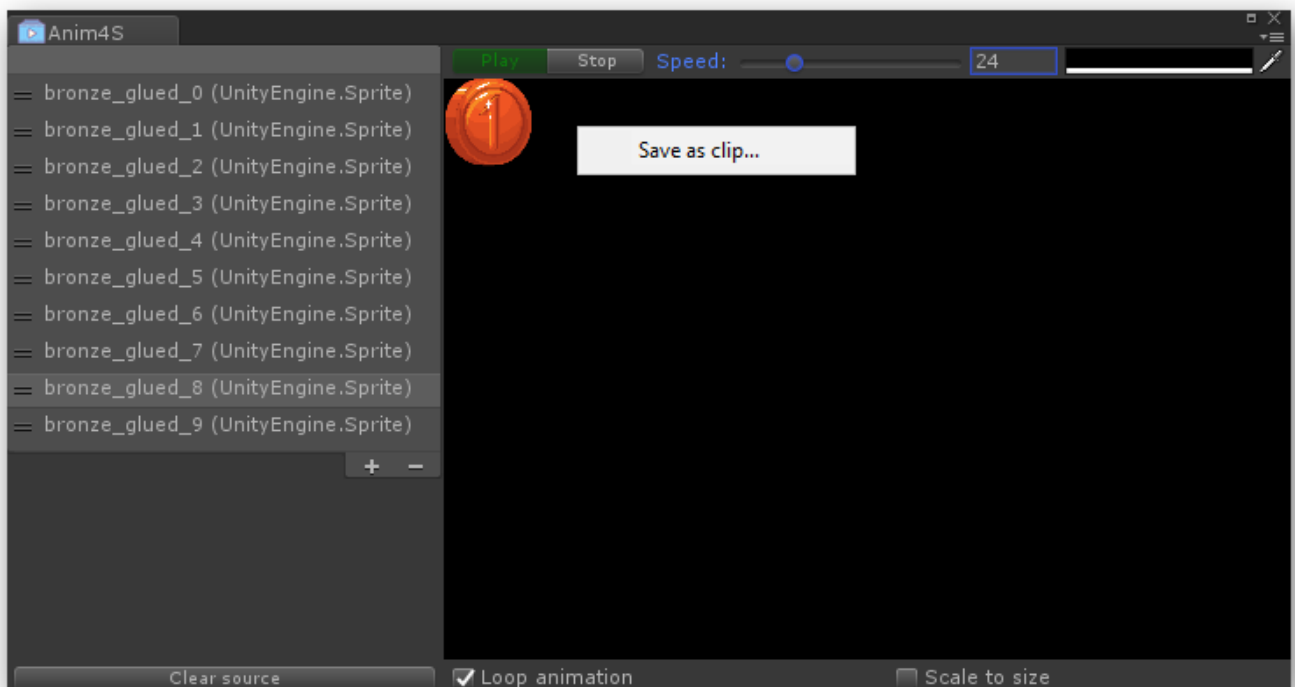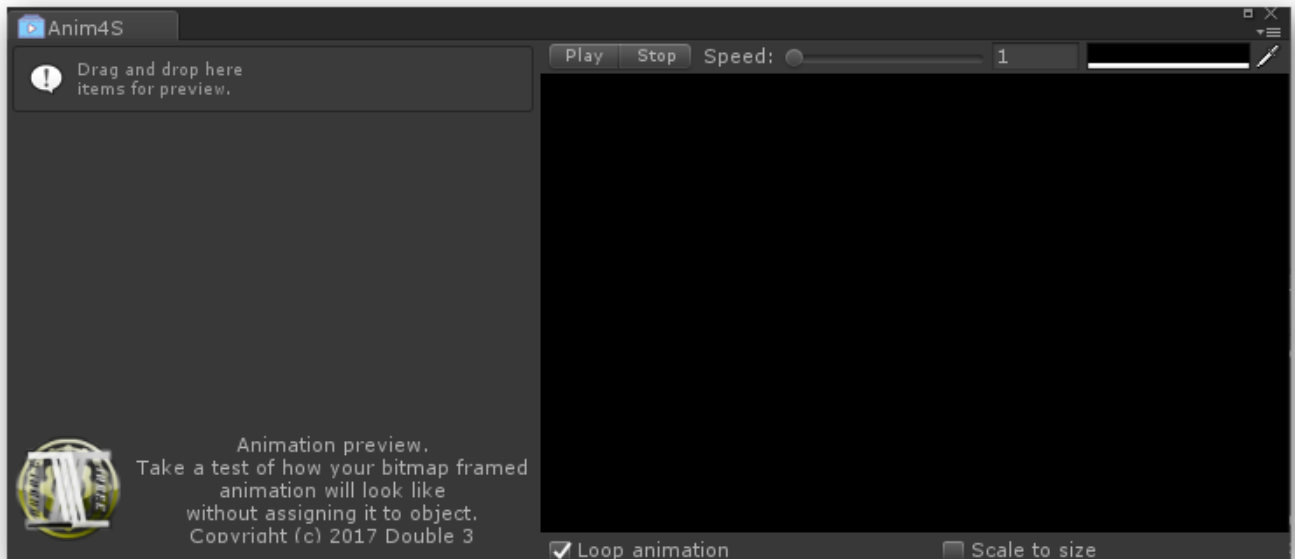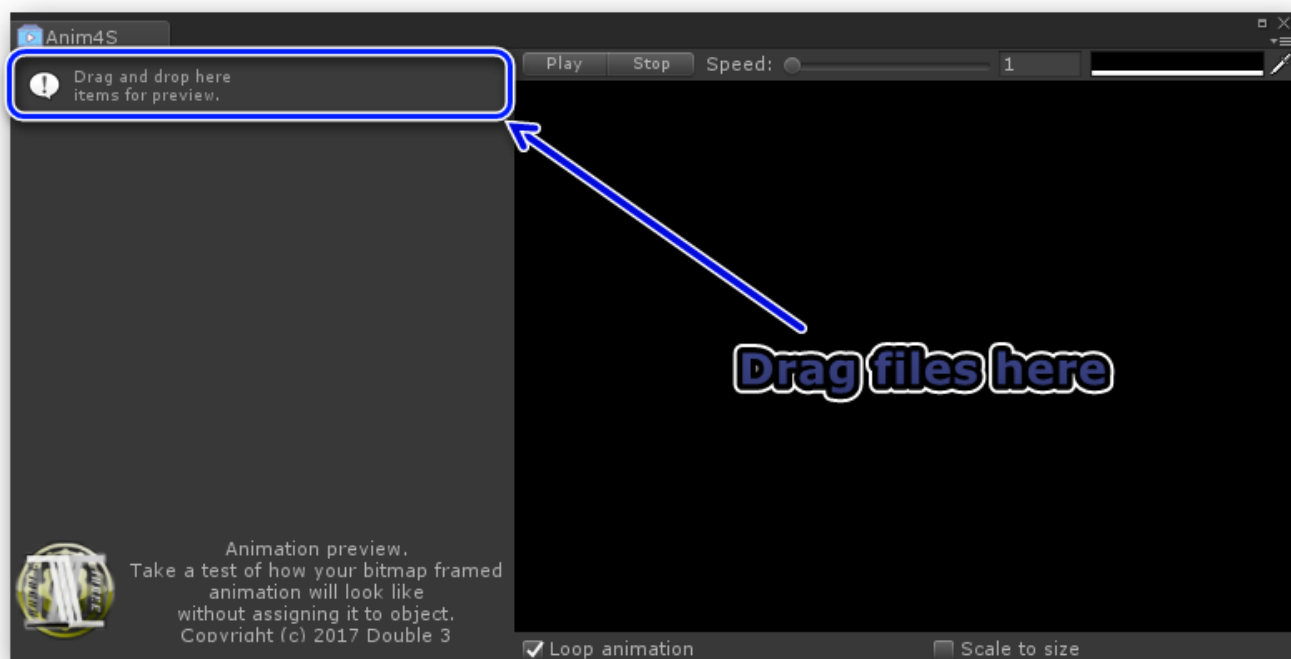
2. USAGE

2.1 Opening Animation Previewer

There are 2 ways to open "Animation Previewer".
First one is to find it under [Window -> Double 3 -> Preview Animation] menu.
This way will open empty previewer window. To start watching animations simply drag and drop sprites/texture2Ds or animation clips to zone marked on picture below.
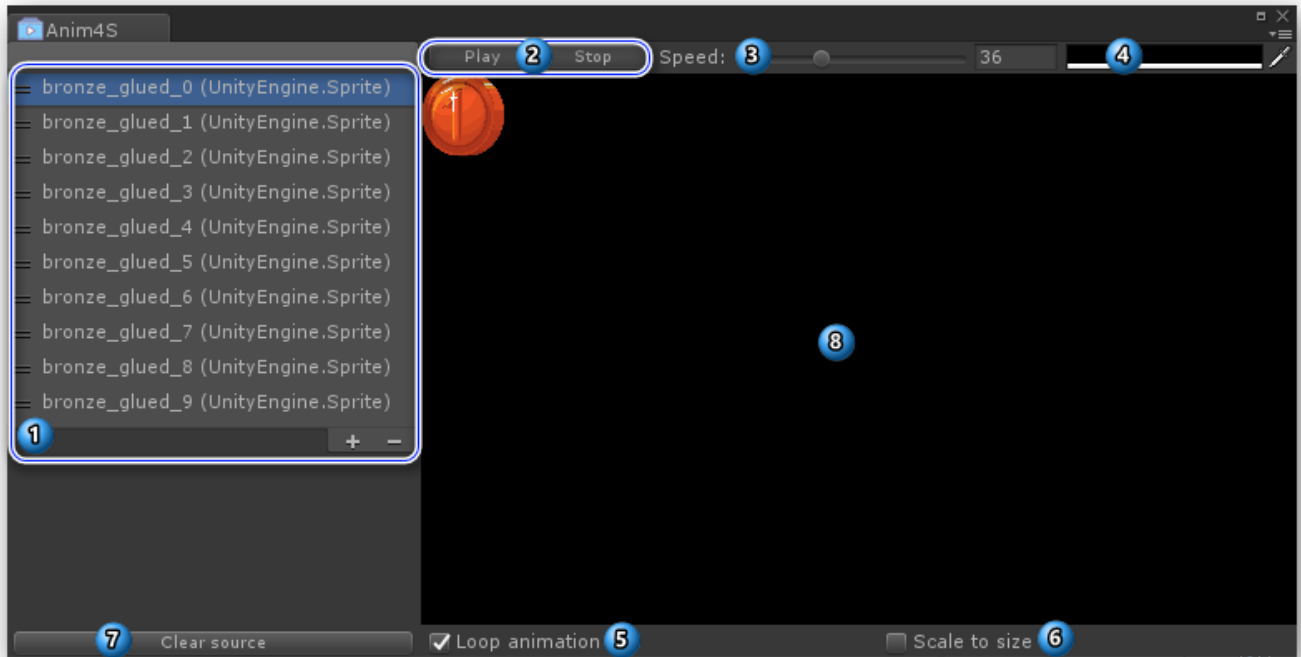

The Second one is to use context menu in "Project explorer".
Select sprites/texture2ds or animation clip you want to preview, right click and choose [Double 3 -> Preview Animation] and "Animation Previewer" window will be opened and filled with chosen source objects.
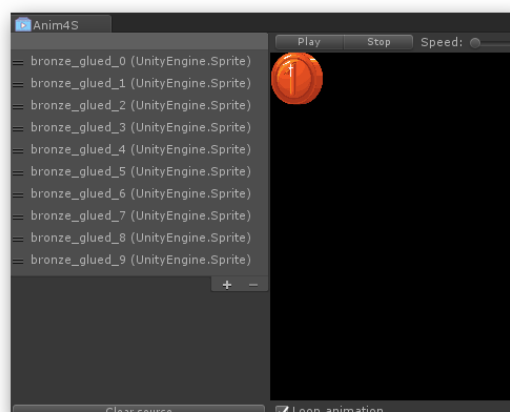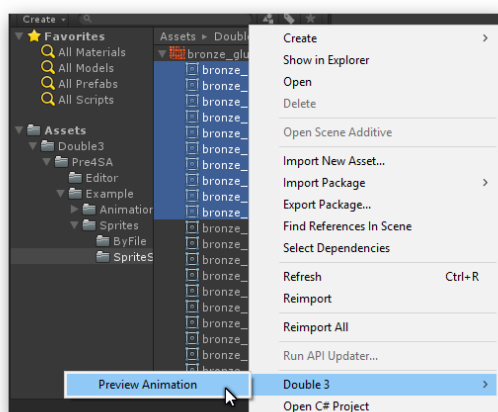
2.2 Previewing Animations

"Animation Previewer" with selected sources has next zones:

1) Source frames of animation.
   If using Sprites or Texture2Ds works like frame list. When adding frames are sorted just like in project explorer but this list gives you ability to reorder them if needed to. In case of using existing animation clip this field is only show clip name so multiple clips can be loaded to preview.
   Zone is dragable so you can drag and drop here sources from project explorer or use control keys of list. If dragged source is same type as used in list it will be added to the end in the other way whole source list will be reloaded with new type.
2) Play/Stop animation control.
   Keep in mind that first time animation played it can "blink" due to bufferization.
3) Speed of animation.
   Please note that it not FPS it`s just makes framerate faster or slower.
4) Background color for preview zone.
5) Is animation need to be looped or not.
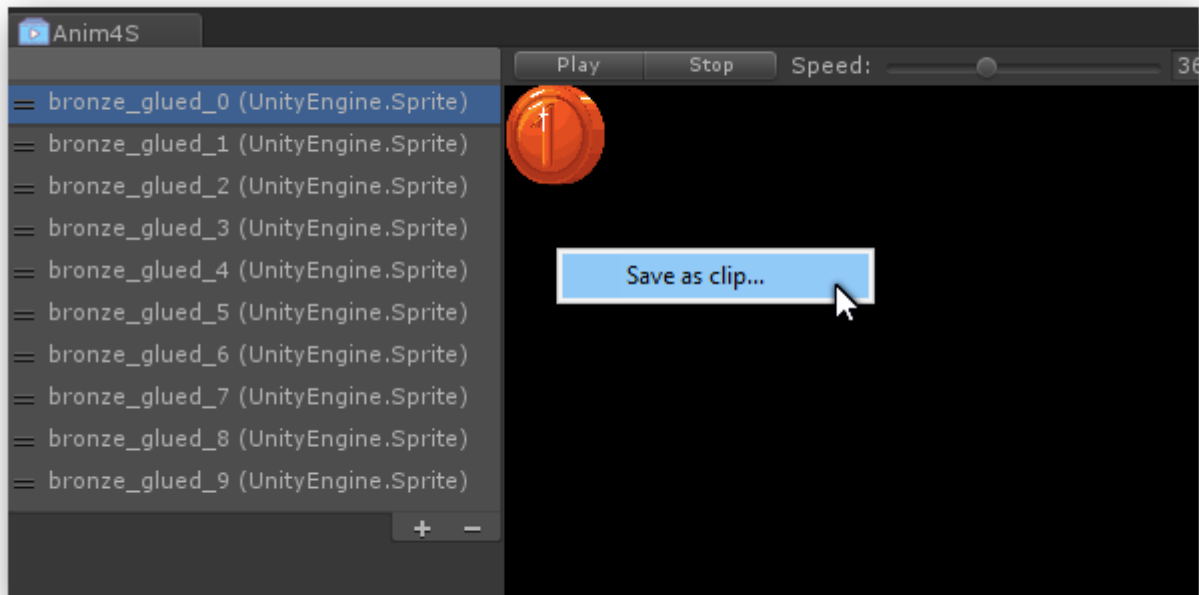6) Ability to scale preview size of animation.
7) Clear source list.
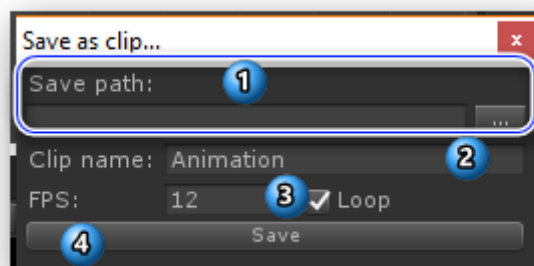8) Animation preview zone.

!NB This option is available for sprites or texture2Ds only. As Animation Clips are already Animation Clips…

With source frames in desired order right click on preview and select [Save as clip…]

"Save as clip" dialog with next options will appear:

1) Path to save new clip.
   Must be chosen before saving and be under the "Assets" hierarchy.
2) Animation Clip name.
   Also well be used as filename.anim
3) FPS of Animation Clip and must it be looped or not.
4) When all settings are fine press "Save" and new Animation Clip will be created.

3. CONTACTS

Preview 4 Sprite Animation version: 1.0
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