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*[Feedback \(https://community.aseprite.org/t/14148\)](https://community.aseprite.org/t/14148)*

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Edit page (<https://github.com/aseprite/docs/edit/main/exporting.md>)

# Exporting

Generally you will use *File > Save* to save your work (`/docs/save/`) with full information as an `.aseprite` file (`/docs/files/#aseprite`). Then you can export your sprite for your own game, website, application, etc. using the *File > Export > Export As* menu option ( `Ctrl+Alt+Shift+S` key or `⌘⇧⌘S` on macOS) to convert your sprite into a `.gif` file or a sequence of `.png` files.

*File > Export > Export As* will remember the latest options you've used in case that you want to save the copy again.

## Export as a sequence of images

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You can save the whole animation as a sequence specifying a file name with a number and a file type for static images. E.g. `frame1.png` where `1` specifies the number of the first frame, and `.png` the static file type used to save each frame. See how to load a sequence of images (`/docs/open/#loading-image-sequences`).

If you specify other file name like `frame001.png` file names will be like `frame001.png` , `frame002.png` , `frame003.png` , etc.

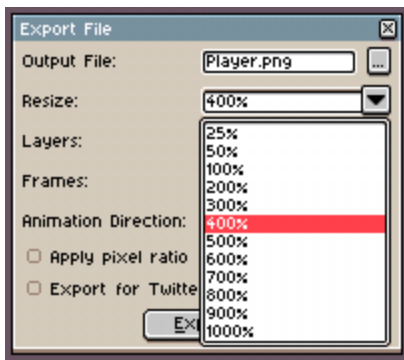
## Export Just One Frame

From *File > Export* you can export one frame (or one layer, or a set of selected frames, etc.) changing *Frames* field to *Selected frames*:



## Automatic Resize on Export

The *File > Export* dialog contains a special *Resize* field so you can save your copy with other scale. E.g. It's useful to upload your animation for social networks (like Twitter), that needs higher scales (e.g. 400% of your original sprite size):



## Other Export Options

There are other useful options in *File > Export*:



- *Animation Direction*: You can export your animation in Forward, Backward, or Ping-Pong mode.
- *Apply pixel ratio*: In case your sprite has a special pixel aspect ratio (like 2:1), checking this option will export the sprite applying the pixel aspect ratio to the final result.
- *Export for Twitter*: Adjusts the animation to avoid some problems on Twitter reproducing the last frame with an invalid delay.

## SEE ALSO

[Save \(/docs/save/\)](#) | [Sprite sheets \(/docs/sprite-sheet/\)](#) | [Command Line Interface \(/docs/cli/\)](#)

## Links

[Home \(/\)](#)

[Known Issues](#)

<https://github.com/aseprite/aseprite/issues>

## Community

[Aseprite Community](#)

<https://community.aseprite.org/>


[Discord Server](#) (<https://discord.gg/Yb2CeX8>)

[Bug Report](#)

<https://github.com/aseprite/aseprite/issues/new>

[Contributors \(/contributors/\)](#)

[Donations \(/donate/\)](#)

 [Steam Community](#)

<https://steamcommunity.com/app/431730>

 [/r/aseprite](#) (<https://www.reddit.com/r/aseprite/>)

## Documentation

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[Tutorial \(/tutorial/\)](#)

[Blog \(http://blog.aseprite.org/\)](http://blog.aseprite.org/)

## Development

 [GitHub \(https://github.com/aseprite/aseprite/\)](https://github.com/aseprite/aseprite/)

[Devblog \(https://dev.aseprite.org/\)](https://dev.aseprite.org/)


[Roadmap \(/roadmap/\)](#)

[Contribute](#)


<https://github.com/aseprite/aseprite/blob/master/CONTRIBUTING.md>

## Social

 [Twitter \(https://twitter.com/aseprite/\)](https://twitter.com/aseprite/)

 [Mastodon \(https://mastodon.art/@aseprite\)](https://mastodon.art/@aseprite)

 [Facebook \(https://www.facebook.com/aseprite\)](https://www.facebook.com/aseprite)

 [YouTube \(https://www.youtube.com/user/aseprite\)](https://www.youtube.com/user/aseprite)

 [Instagram \(https://www.instagram.com/aseprite/\)](https://www.instagram.com/aseprite/)

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