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Edit page (https://github.com/aseprite/docs/edit/main/save.md)

Save

You can save your sprite using the File > Save menu or pressing Ctrl+S (#S on macOS).

We highly recommend you to save your sprites in the .aseprite (/docs/files/#aseprite) format, so you keep the full sprite information intact (layers (/docs/layers/), frames (/docs/frames/), etc.). But you can save your sprite as other file types if you don't need all this information. For example, you can open (/docs/open/) a .png file, editing it, and save it again as .png (without using the .aseprite format).

Export

If you want to export your sprite as a .png file or a .gif animation, you can use the *File > Export* option. See the Exporting (/docs/exporting/) section for more information.

SEE ALSO

Open (/docs/open/) | Exporting (/docs/exporting/)

Links

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(https://github.com/aseprite/aseprite/issues)

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Community

♠ Aseprite Community

(https://community.aseprite.org/)

Discord Server (https://discord.gg/Yb2CeX8)

Steam Community

(https://steamcommunity.com/app/431730)

/r/aseprite (https://www.reddit.com/r/aseprite/)

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GitHub (https://github.com/aseprite/aseprite/)

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Roadmap (/roadmap/)

Contribute

(https://github.com/aseprite/aseprite/blob/master/CONTRIBUTING.md)

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- Mastodon (https://mastodon.art/@aseprite)
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