Documentation (/docs/)

API (/api/)

FAQ (/faq/)

Quick Reference (/quickref/)

Tutorial (/tutorial/)

Search documentation...

Feedback (https://community.aseprite.org/t/14148)

Table of content

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

Transformations

Aseprite supports flipping, resizing, cropping, trimming, and rotating the image. You can apply any operation to the canvas, sprite, or selection. Any transformation applicable to a sprite or selection can be applied to multiple layers, frames or cels at the same time.

Transforming Canvas   §

You can apply all fundamental transformation to the canvas using options under the *Sprite* menu:

- Flip canvas (/docs/flip-canvas/)
- Resize, Crop or Trim canvas (/docs/canvas/)
- Rotate canvas (/docs/rotate-canvas/)

Transforming Sprite or Selection

A sprite or a selection can be transformed using options mostly found under the *Edit* menu, or by using the selection handles:

- Flip sprite or selection (/docs/flip/)
- Move complete layer/cel (/docs/move-tool/) or move selection (/docs/move-selection/)
- Resize sprite or selection (/docs/resize/)
- Rotate sprite or selection (/docs/rotate/)

Transforming Multiple Layers, Frames or Cels

Transformations will be applied to every layer, frame, and cel selected on the timeline (/docs/timeline/). If there's no selection on the timeline, transformations will be applied only to the active cel.

> *Note: When transforming multiple layers, frames, or cels using the selections handles, the transformation will be shown in real time only for the active cel. The transformation will be applied to all other cels after committing the change by clicking outside the selection.*

SEE ALSO

Selecting (/docs/selecting/)

Links

Home (/)

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

Bug Report
(https://github.com/aseprite/aseprite/issues/new)

Contributors (/contributors/)

Donations (/donate/)

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𝕯 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)

Documentation

Quick reference (/quickref/)

Docs (/docs/) - FAQ (/faq/)

Tutorial (/tutorial/)

Blog (http://blog.aseprite.org/)

Development

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

Devblog (https://dev.aseprite.org/)

Roadmap (/roadmap/)

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

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🐦 Twitter (https://twitter.com/aseprite/)

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📷 Instagram (https://www.instagram.com/aseprite/)