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

Animation

Aseprite's main goal is to be a tool to create animations. The timeline (</docs/timeline/>) gives you total control over frames, layers (</docs/layers/>), and cels (</docs/cel/>).

The general workflow is:

1. You draw (</docs/drawing/>) the first frame
2. Then you add new frames (</docs/new-frame/>) (e.g. pressing `Alt+N`) and continue drawing them
3. You can navigate frames using `Left` and `Right` arrow keys (or `,` and `.`) to go to the previous or next frames respectively
4. You can preview the animation (</docs/preview-window/>) using the Play button  or pressing `Enter` key
5. You can tag (</docs/tags/>) a range of frames for future reference or to separate different animations of the same sprite

There are some extra tools like the Preview Window (</docs/preview-window/>) and Onion Skinning (</docs/onion-skinning/>) that will make your life a lot easier to animate.

Common Operations

1. Add a new frame copying the current one (</docs/new-frame/>)
2. Add a new empty frame (</docs/new-frame/#new-empty-frame>)
3. Copy frames (</docs/copy-frames/>) or cels (</docs/copy-cels/>)
4. Move frames (</docs/move-frames/>) or cels (</docs/move-cels/>)
5. Remove frames
6. Reuse frames (</docs/linked-cels/>)
7. Tag several frames (</docs/tags/>)
8. Change the duration of a specific frame (</docs/frame-duration/>)
9. Copy layers/frames/cels between files (</docs/timeline/#copy-between-documents>)
10. Loop a section (</docs/loop/>)
11. Reverse frames (</docs/reverse-frames/>)

Onion Skinning

See the Onion Skinning (</docs/onion-skinning/>) section.

SEE ALSO

[Timeline \(/docs/timeline/\)](/docs/timeline/) | [Onion Skinning \(/docs/onion-skinning/\)](/docs/onion-skinning/) | [Continuous Layers \(/docs/continuous-layers/\)](/docs/continuous-layers/) | [Tags \(/docs/tags/\)](/docs/tags/)

Links

Home (/)

Known Issues

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


Bug Report

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

Contributors (/contributors/)

Donations (/donate/)

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/>)

Documentation

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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>)

Social

 Twitter (<https://twitter.com/aseprite/>)

 Mastodon (<https://mastodon.art/@aseprite>)

 Facebook (<https://www.facebook.com/aseprite>)

 YouTube (<https://www.youtube.com/user/aseprite>)

 Instagram (<https://www.instagram.com/aseprite/>)

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