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Edit page (https://github.com/aseprite/docs/edit/main/sprite-sheet.md)

Sprite sheets

A sprite sheet is one big image with several frames of the same sprite on it. For example, you can save this animation:



Like an horizontal sprite sheet:



A vertical one:



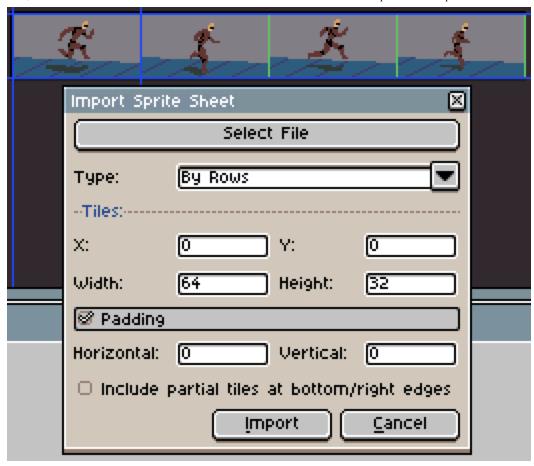
Or a matrix:



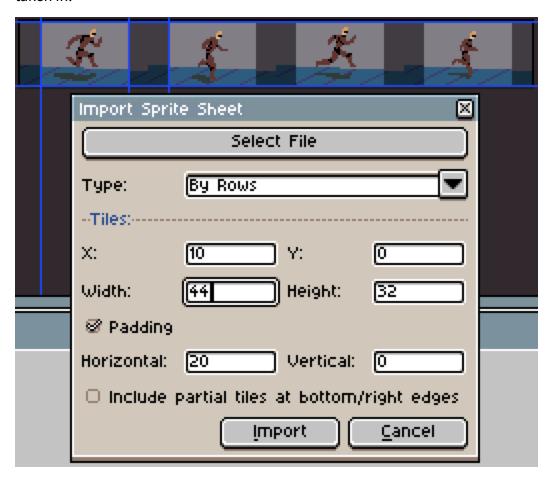
In the following section you will know how to export and import this kind of images into Aseprite.

Import

To import a sprite sheet use File > Import Sprite Sheet option. Then you can select the file to import with an assigned offset x, y and sprite width, height.

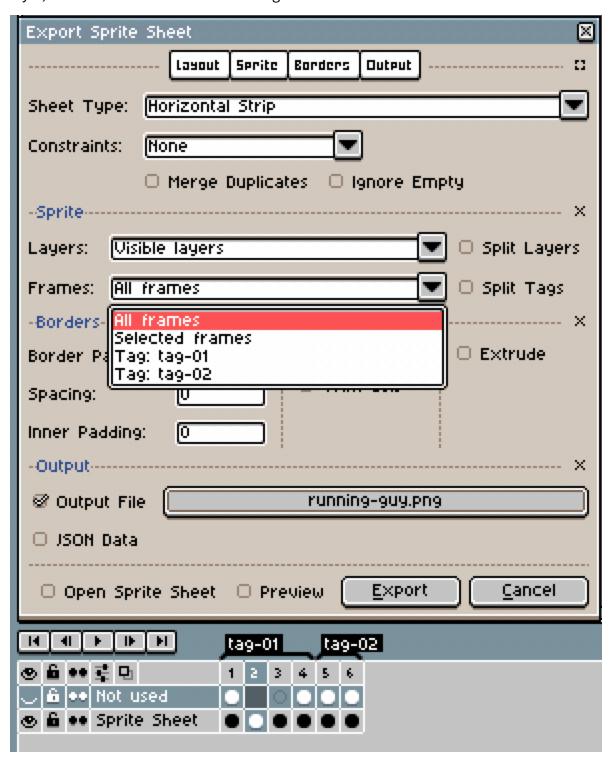


Padding is available if there are gaps between sprites, and the sheet type will affect the order of the sprites taken in.



Export

To export a sprite sheet use *File > Export Sprite Sheet* option. You can select all visible layers or a certain layer, and select the frames based on tags.



Automate from Command Line

(Work-in-progress)

Texture Atlases

A texture atlas is an huge image with all the graphics, sprites and images that a game will use. It's called "texture" because the image can be loaded into the video memory, to render graphics on screen with hardware acceleration.

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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)

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

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

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

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