



Spritesheets

Multimedia Programming

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Sprite Animation

A sprite is a small image that you can draw quickly to the screen.

A sprite is actually cut out of a larger image called a sprite sheet or master image

multiple sprites of different things, like the different characters in a game

also called an atlas

same character in different poses

Spritesheets



Spritesheet generators:

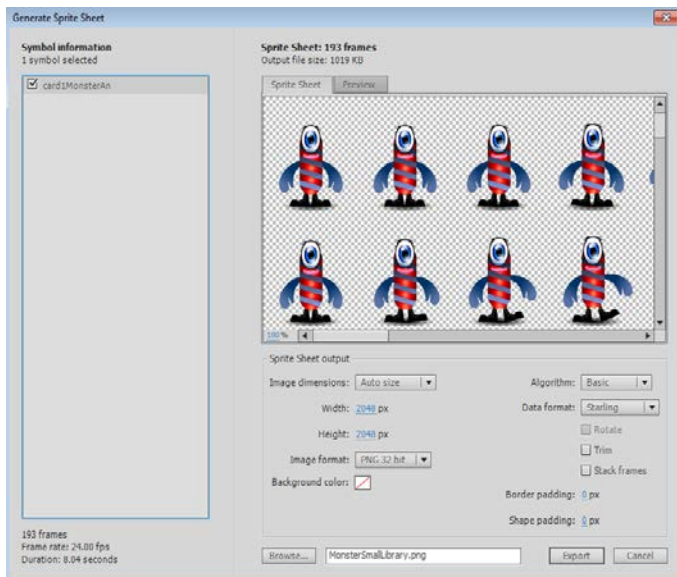
1. <http://spritesheetpacker.codeplex.com/>
2. Texture packer
3. Flash CS6 – with support for Easel JS.

20 seconds to your optimized sprite sheet

- 1 Drop your sprites PNG, PSD, SWF or even complete folders
- 2 Choose your Exporter
Many game frameworks are supported out of the box.
- 3 Press Publish
Writes the image and data file

The screenshot shows the Spriter application interface. A file explorer window is open, displaying a folder named 'Sprites' containing various image files. A red arrow points from the folder to the Spriter application. The Spriter application window shows a preview of a sprite sheet with cartoon characters and a tree. The 'Export' button is highlighted. The 'Publish' button is also visible. The interface includes a menu bar, a toolbar, and a sidebar with a 'Sprites' panel.

Sprite generation in Flash



Select a graphic in the library and in right mouse button contextual menu press “Generate Spritesheet”.

You can set the size, select a background colour or transparency and change a data format that facilitates the integration of the spritesheet into a games framework (such as EaselJS).

When to use sprites

a sprite is an image so it will probably draw faster than vectors -> **mobile** definitely

sprites are great for when you need to draw the same thing over and over

in games > bullets

- very fast to load a bullet sprite once and draw it over and over.

Sprites are fast to download and draw as part of a sheet:
-> 1 load request for all your graphic assets

Spritesheets help separate code from presentation:
designers replace artwork, drop in new spritesheet and the new artwork is displayed without modifying codebase.

draw loop for spritesheets

