CSYE 7270
Building Virtual Environments
2D Sprite Animation

Professor: Nik Bear Brown

TA: Rohan Bharti <bharti.r@husky.neu.edu>

2D Sprite Animation

Counts towards assignment score

One of the assignments of your choice.

2D Sprite Animation

Create a 2D Sprite Animation that MUST be used in a game.

Part 1 – (50 Points) Create a sprite sheet

Create a sprite sheet. The script must have a set of at least 50 sprites, and translate and rotate a game character.

Part 2 – (50 Points) Animate a movement cycle

Animate a movement cycle such as a walk cycle, fly cycle, kick cycle, etc using your sprite sheet in a game.

Scoring Rubric

100 points possible

Requirement	Points
Sprite sheet	50
Sprite movement cycle	40
Quality	10

Submission

You will submit your assignment via BlackBoard. Upload to the week that you do the assignment. If you submit this in week 4 upload to assignment 4, if you submit this in week 5 upload to assignment 5, etc.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

2D Sprite Resources

What is a sprite sheet? - The Movie - Introduction https://www.codeandweb.com/what-is-a-sprite-sheet

spriters-resource http://www.spriters-resource.com/

An Introduction to Spritesheet Animation http://gamedevelopment.tutsplus.com/tutorials/an-introduction-to-spritesheet-animation--gamedev-13099