CSYE 7270

Building Virtual Environments

2D Sprite Animation

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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>

### References and Links:

### <https://docs.unity3d.com/Manual/Sprites.html>

### <https://docs.unity3d.com/ScriptReference/Sprite.html>

### <https://riptutorial.com/unity3d/example/20115/2d-sprite-animation>

### <https://answers.unity.com/questions/968859/create-a-2d-animation-from-sprites.html>

### <https://blogs.unity3d.com/2018/11/09/getting-started-with-unitys-2d-animation-package/>

### <https://www.youtube.com/watch?v=hkaysu1Z-N8>