

# Pixel Prototype Player Sprites

## Sprites

The sprites for each animation is included in the [Art/Sprites](#) folder. Each animation has its frames as separate PNGs, each within it's own folder. There is also a separated version of the player where all parts are in separate folders inside the [Art/Sprites/SpritesSeparated](#) folder.

You can find the source Aseprite animation files under the [Art/Aseprite](#) folder, which contains the [Player](#) file (which includes the base actions like idle, run, crouch etc.), the [PlayerCombat](#) file (which includes all combat animations), the [PlayerFishing](#) file (which contains all fishing animations), the [Effects](#) file (which contains all VFX) and the Weapons folder containing the weapons.

## Animations

You can find the pre-made animation clips inside the [Art/Animations](#) folder, where each animation is turned into a clip, if you would like to use it this way instead.

## Demo Scene

The demo scene is in the [Demo/DemoScene](#) folder and allows you to view the animations in action.

You can use the [left arrow](#) and [right arrow](#) keys or [A](#) and [D](#) to scroll left and right to step through the animations. All of the animations here are looped.

## Support

Contact me at [deadrevolvermusic@gmail.com](mailto:deadrevolvermusic@gmail.com) if you have any questions or are experiencing any issues and I will be more than happy to help.