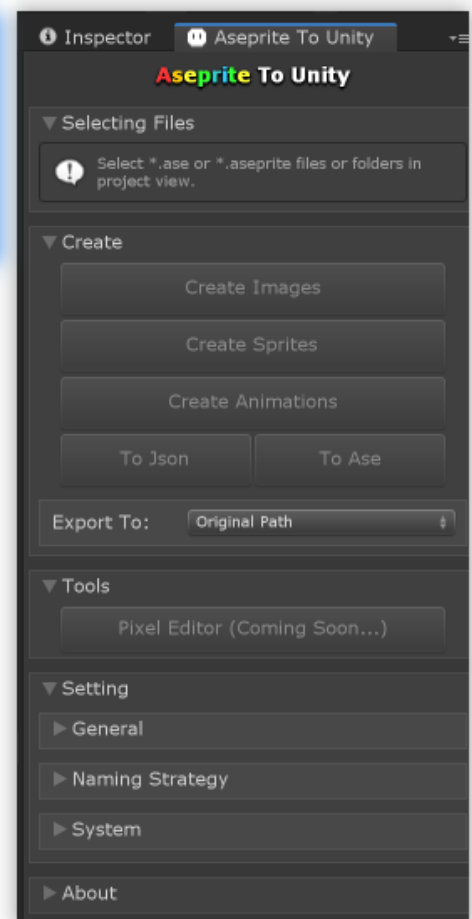
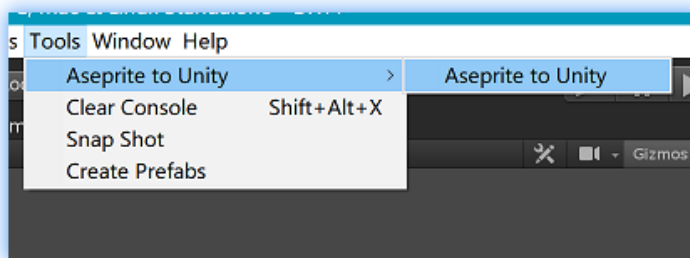


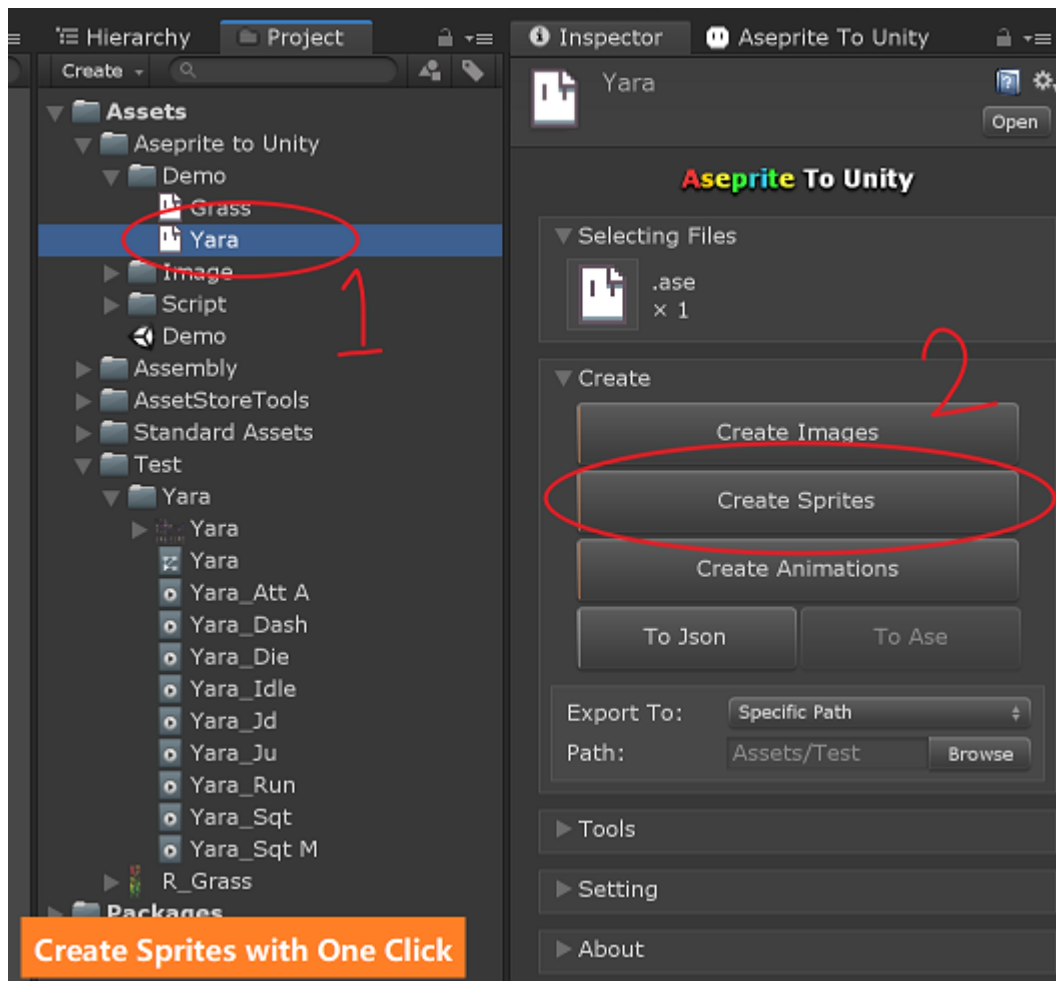
# Aseprite To Unity

Well designed importer for Aseprite, developed by 楠瓜Moenen.

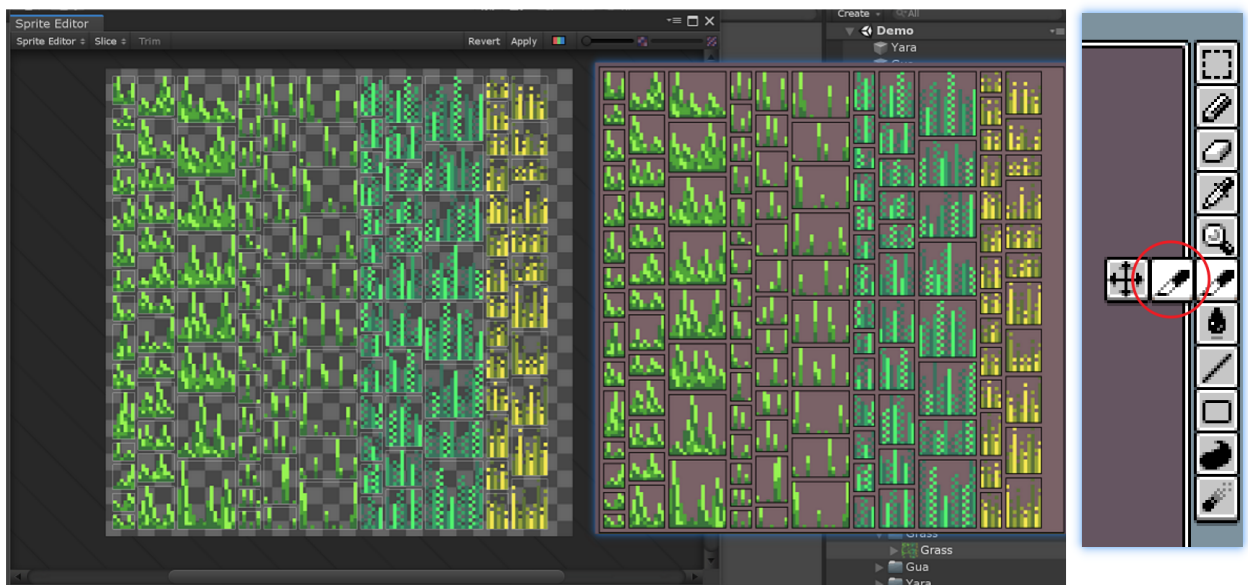
- Contact
  - Twitter @\_Moenen
  - [moenenn@163.com](mailto:moenenn@163.com)
  - QQ 1182032752
- How to Use:
  - Choose "Tools" > "Aseprite to Unity" > "Aseprite to Unity" to open the editor window.



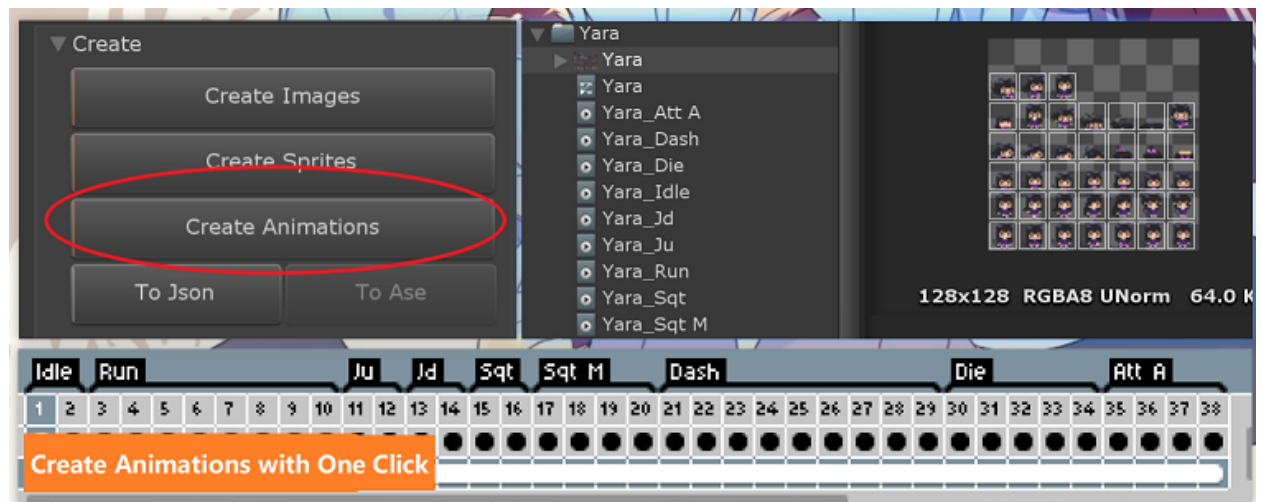
- Select \*.ase or \*.aseprite file in project view. Click "Create Sprites" button.



- This tool will create an image with sprites from the selecting files, the sprites created from slices in ase file. (Use the Slice tool in Aseprite to create slices)



- Click "Create Animations" button with \*.ase file selected. Animations will be created from the selected files. By default, there will be one animation file for each tag in the ase file.



- Tutorial  
See "Tutorial.pdf"...