

Aseprite Animation Workflow

Introduction

Aseprite Animation Workflow is a drop-in Unity package that instantly enables the automatic import of Aseprite **.ase** and **.aseprite** Aseprite animation files.

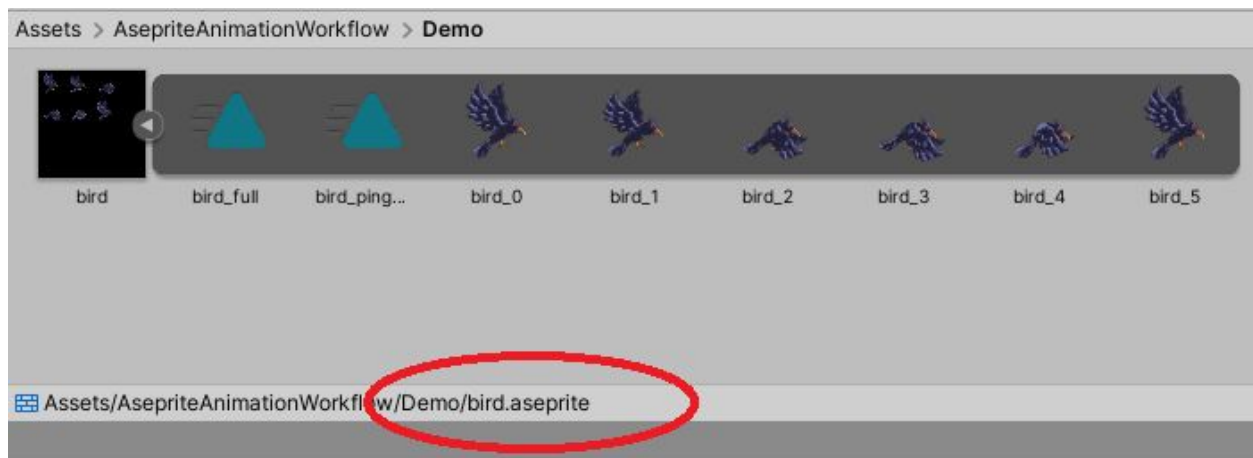
With Aseprite Animation Workflow, changes to Aseprite files are reflected in Unity automatically and instantly. This puts Aseprite at the center of your animation workflow and removes any need to duplicate development effort between Aseprite and Unity.

Basic Usage

A video overview is available here:

<https://www.youtube.com/watch?v=qOKIm8MbhNA&t=2s>

Aseprite Animation Workflow works automatically as soon as an Aseprite file is saved in your project's Assets directory. Here is an example from the provided demo:



As can be seen, the file type is **.aseprite**. Aseprite Animation Workflow has automatically generated an optimised spritesheet for the frames and an animation file for each Aseprite Tag.

The generated spritesheet and animation can be used just the same as any other Unity spritesheet or animation. To quickly see them working in Unity, drag the spritesheet into the scene to create a new object, then drag one of the animations onto the object, then click **Play**.

Advanced Usage

Aseprite Animation Workflow imports can be configured using a familiar inspector.

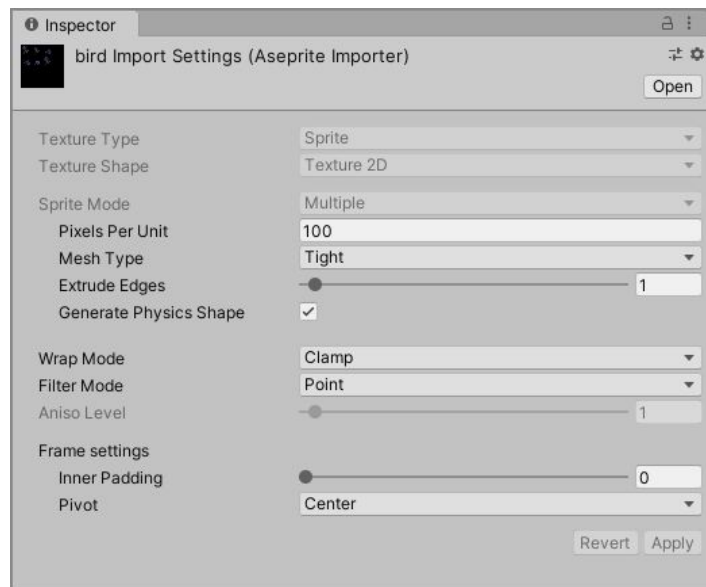
Texture Type, **Texture Shape** and **Sprite Mode** are all fixed for Aseprite imports, as these are handled automatically by Aseprite Animation Workflow.

Pixels Per Unit, **Mesh Type**, **Extrude Edges**, **Generate Physics Shape**, **Wrap Mode** and **Filter Mode** all serve the same purpose as their counterparts for regular image imports. Hover over their labels to find more information.

Frame Settings is a new section specific to Aseprite Animation Workflow.

By setting **Inner Padding**, you can increase the number of empty pixels that are wrapped around each frame of the imported aseprite file. This is useful when using Aseprite Animation Workflow in conjunction with shaders that require empty space around a sprite to function properly, such as some *outline shaders*.

By setting **Pivot**, you can orient the imported sprites around a more intuitive point, such as the animation's feet or some other connecting point.



Support

If you have any issues at all with Aseprite Animation Workflow, please know that we are here to help and keen to do so! Simply email support@apishift.io with a screenshot and description of the issue you're facing, including the version of Unity you're using, and we'll get you an answer as soon as possible.