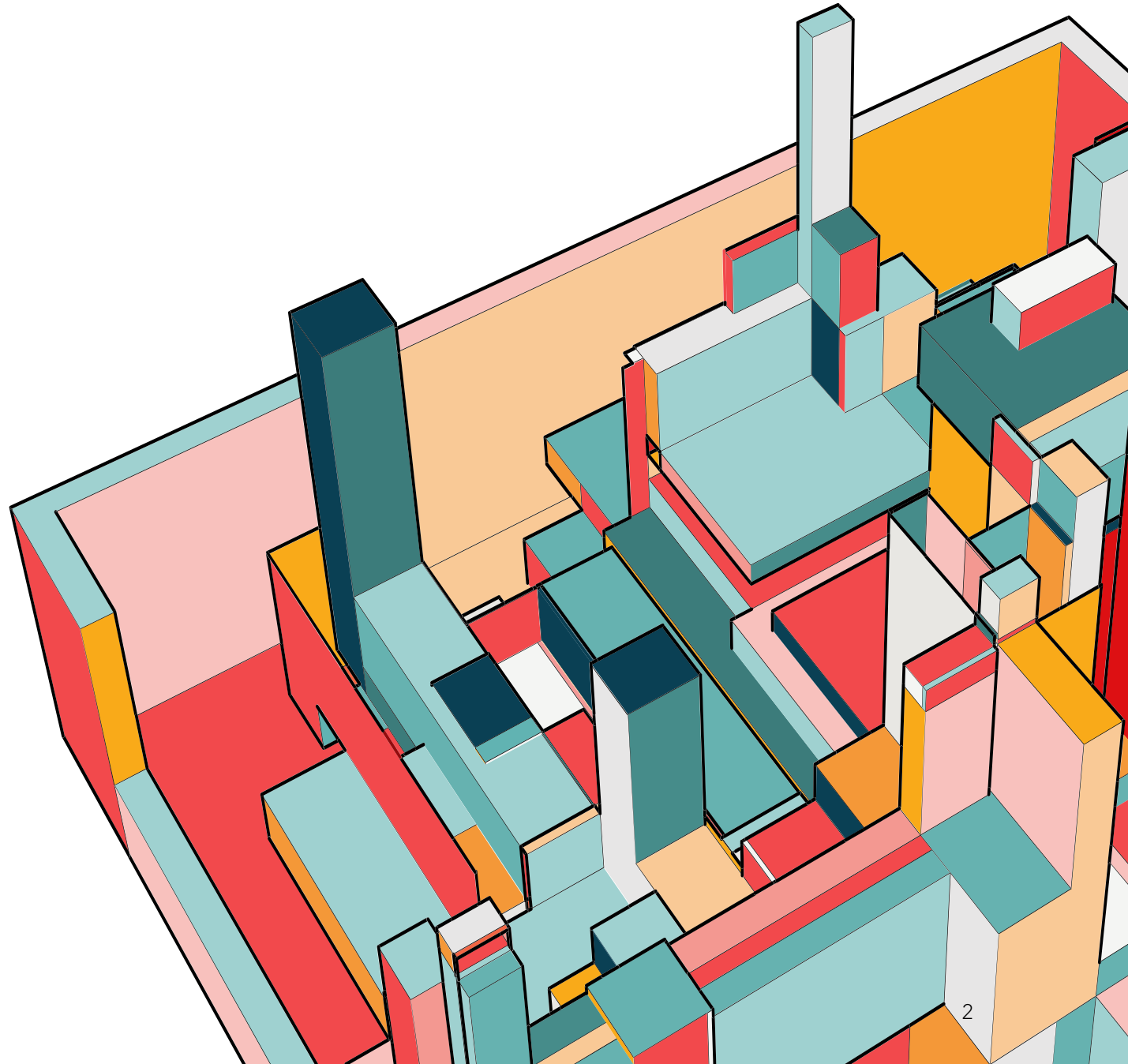# SPIELEENTWICKLUNG OHNE VORWISSEN
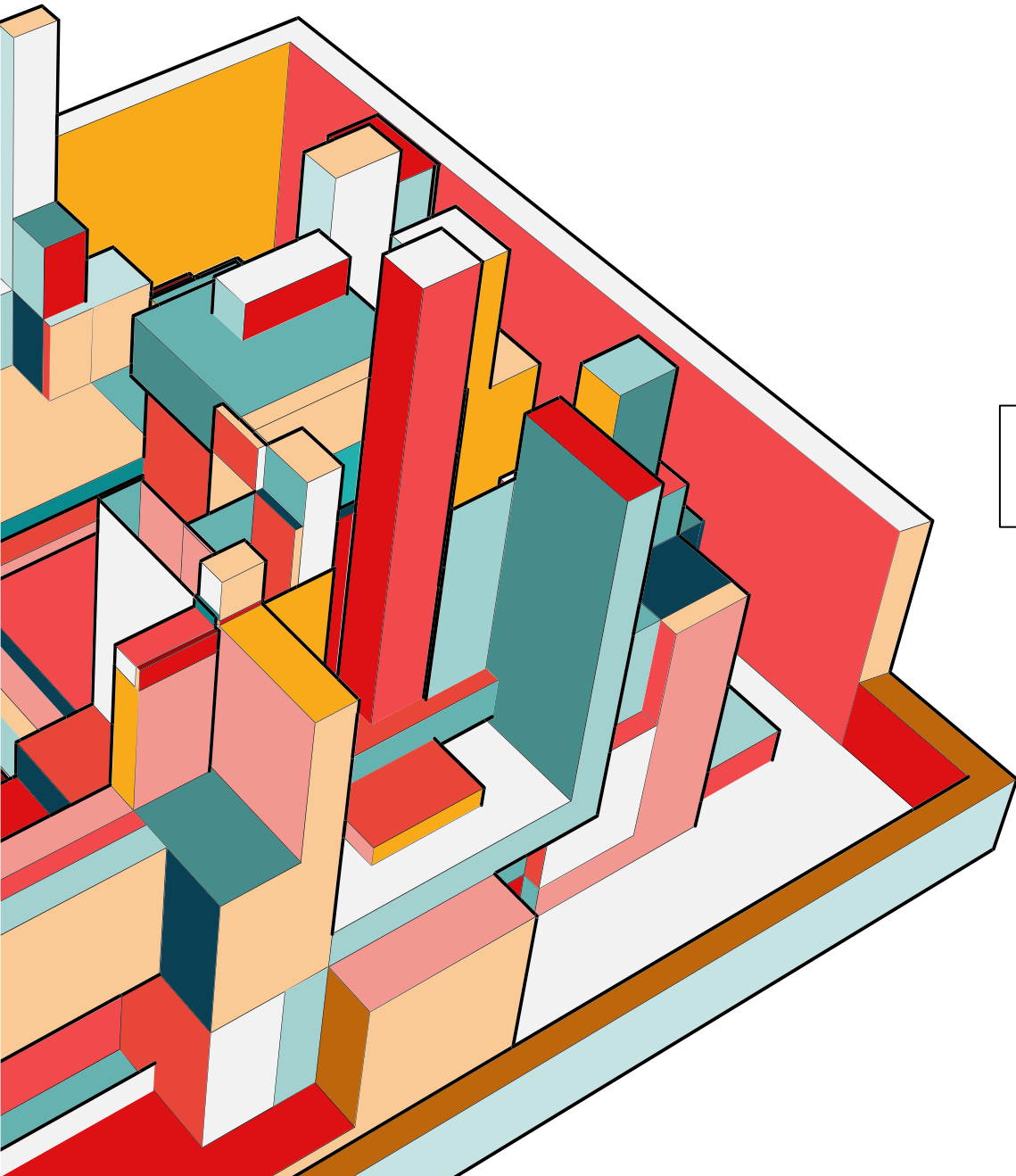
Session 2

Hinweis:
Die Präsentationsfolien zeigen stets den einfachsten Weg, der keine Programmierkenntnisse erfordert.

# ROADMAP

1. 2D Animation
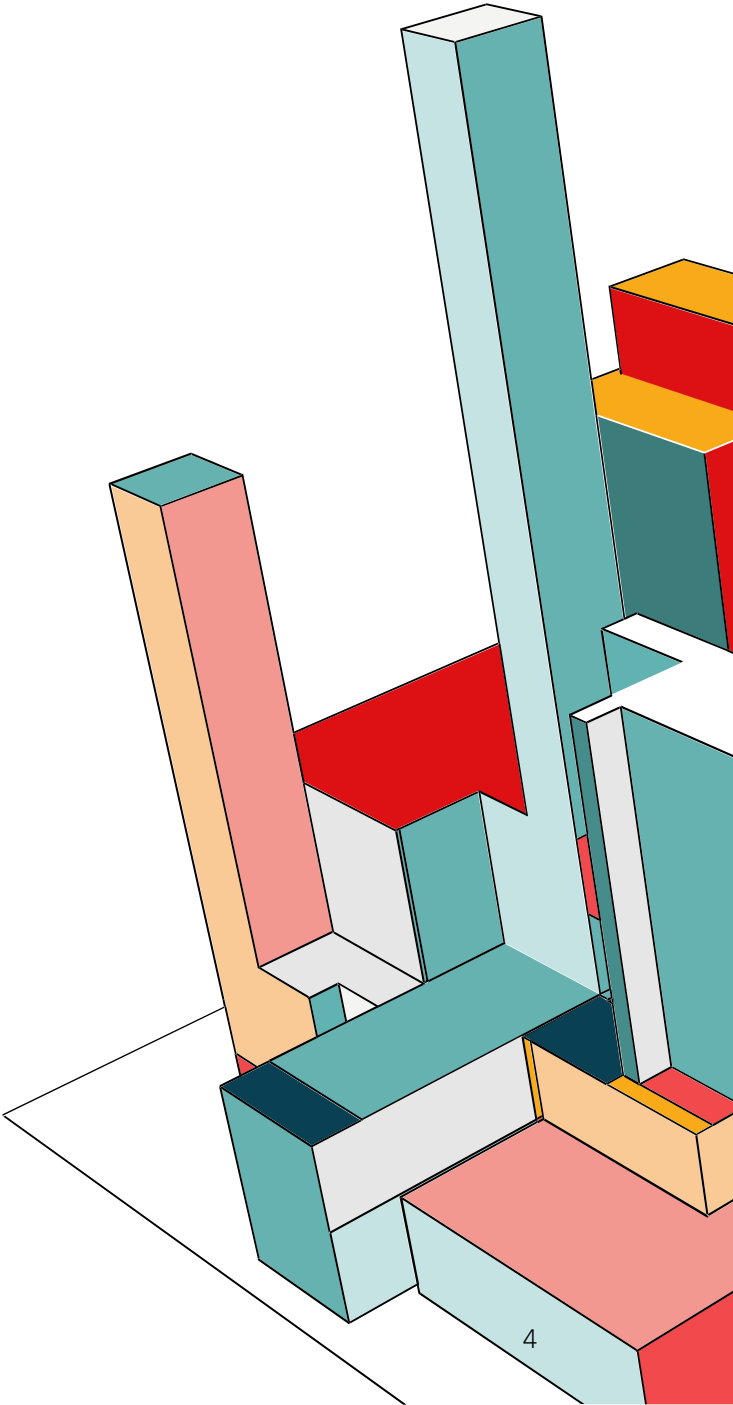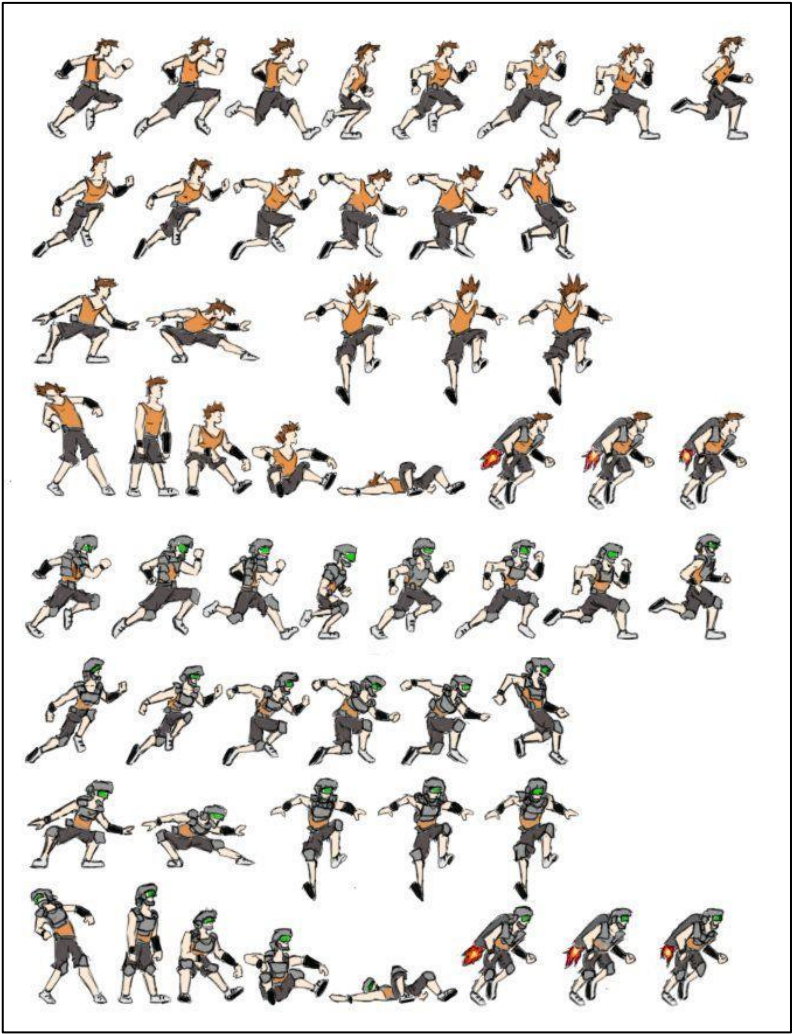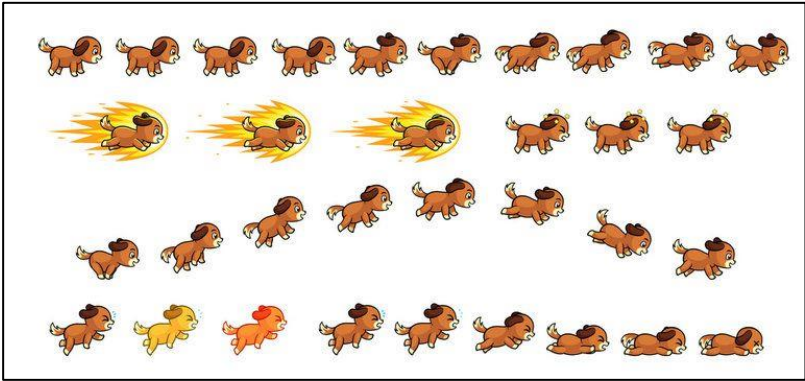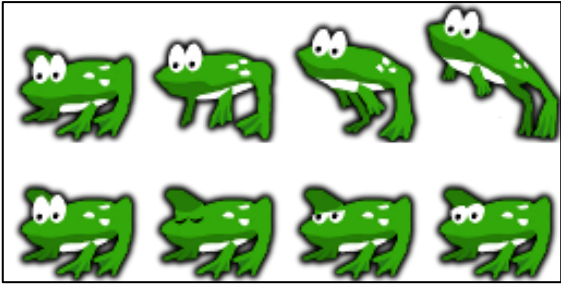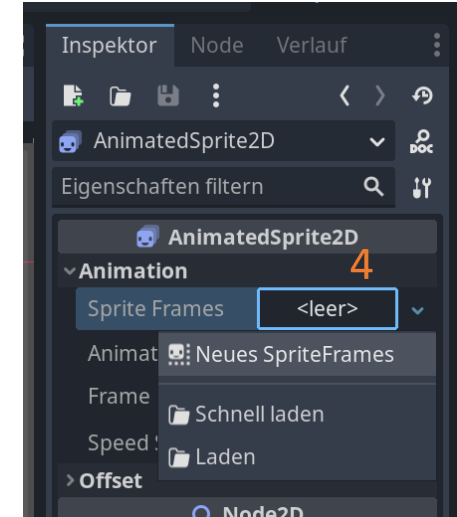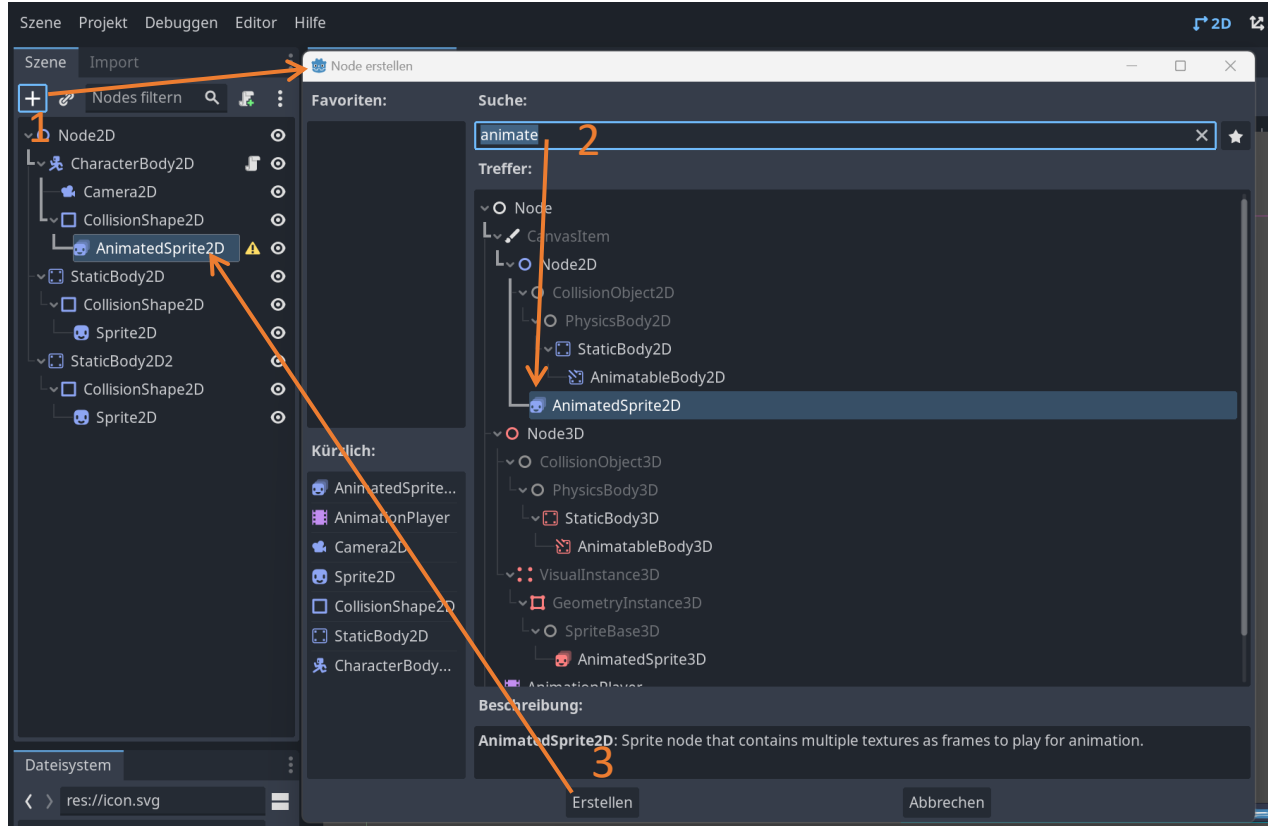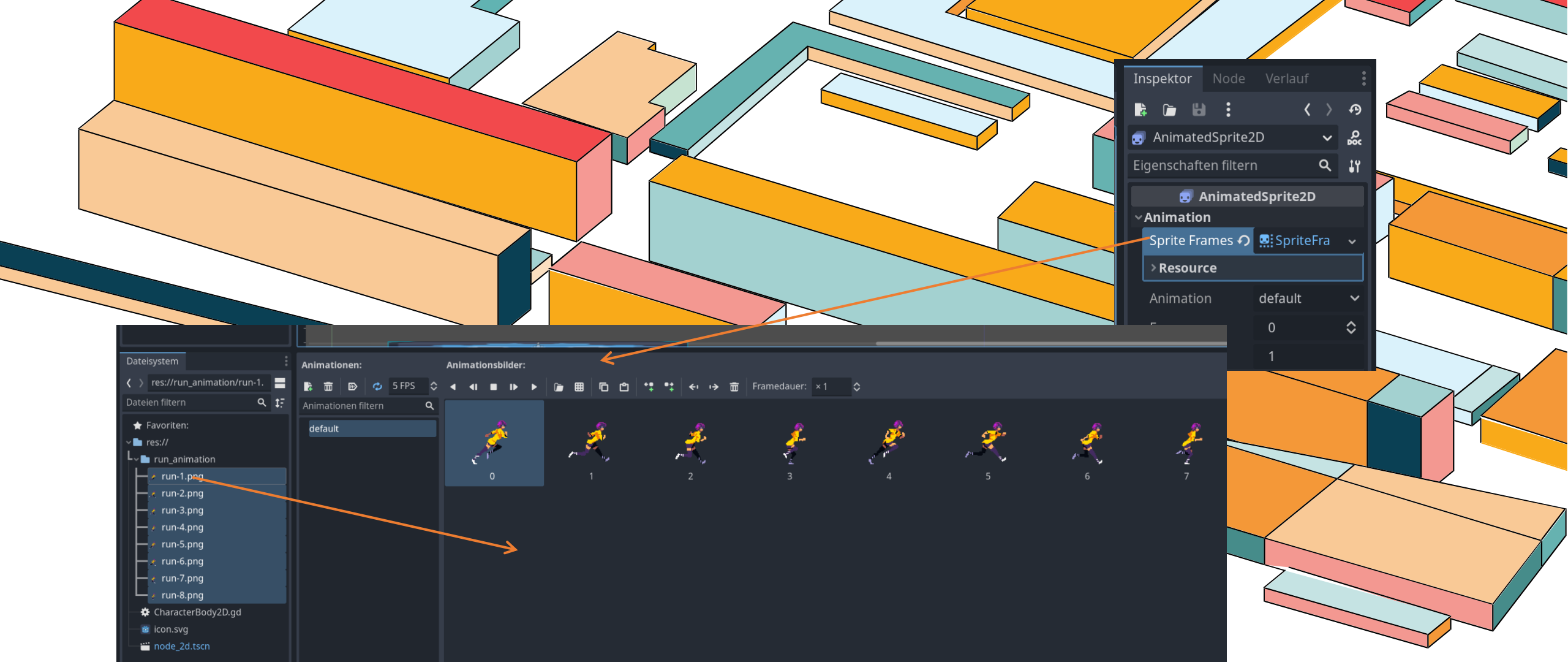
2. Sprite Sheet

3. AnimatedSprite2D

# 2D ANIMATION

# SPRITE SHEET

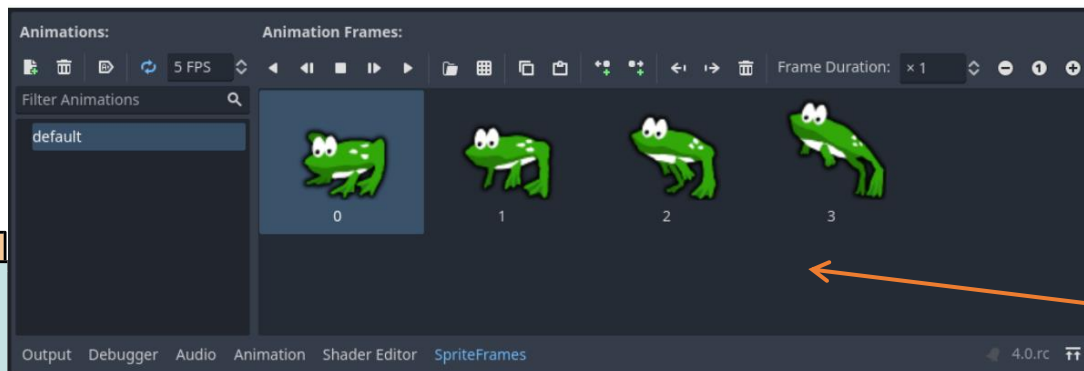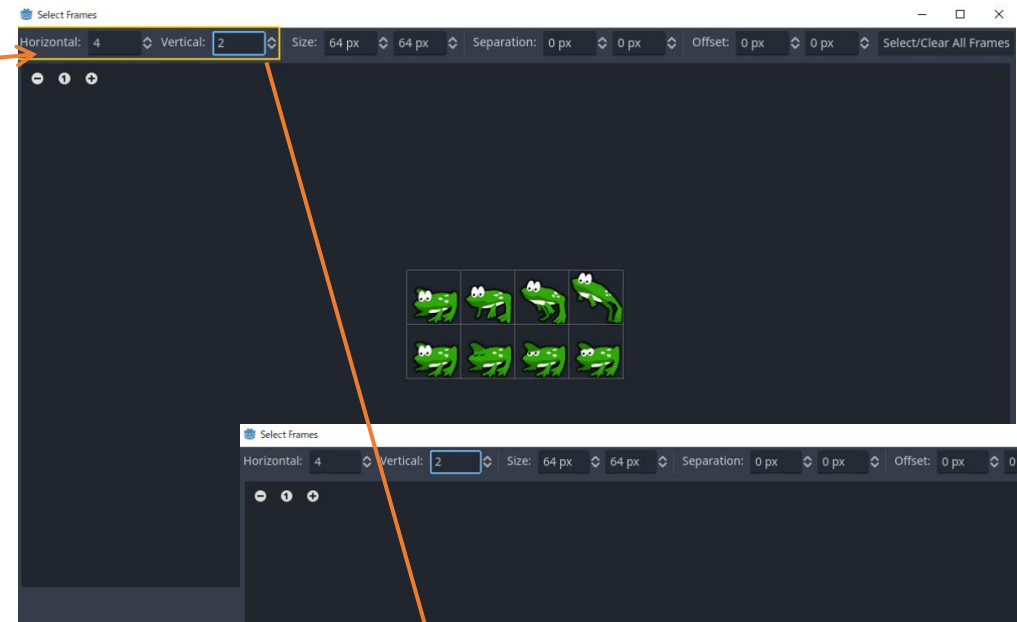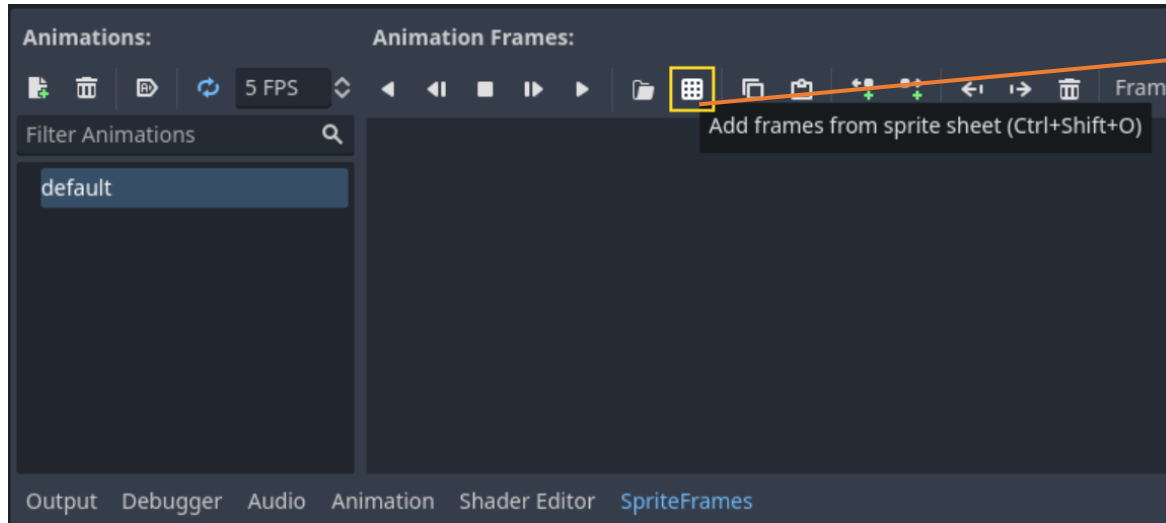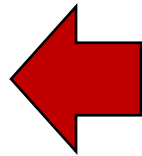# ANIMATED SPRITE 2D

# SPRITE FRAMES

# ANIMATION „ABSPIELEN"
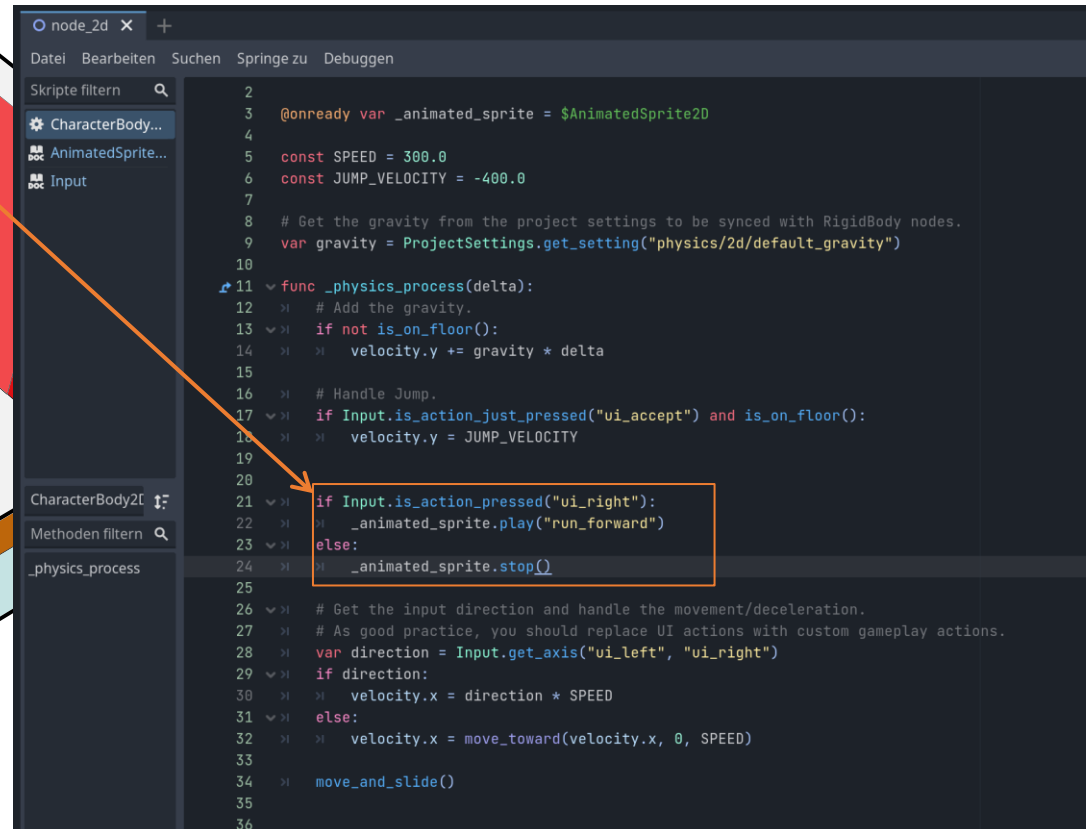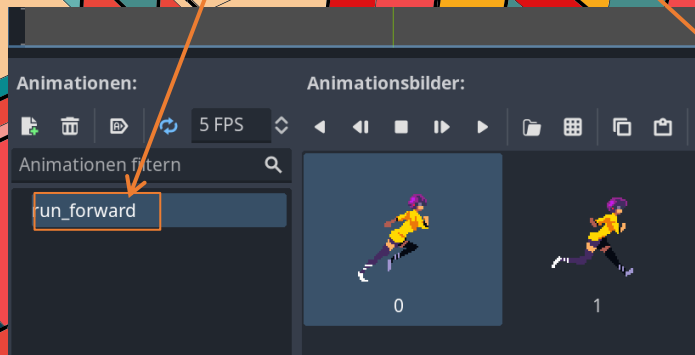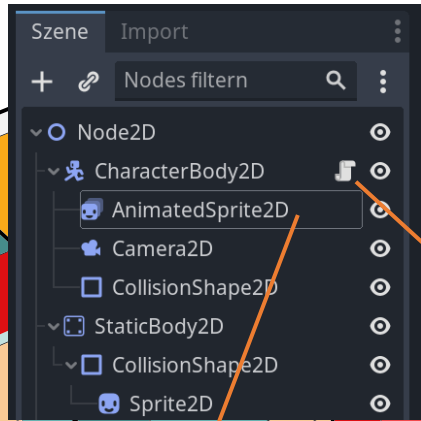
# SPRITE SHEED

# VIELEN DANK

Folien und Beispielcode hier