

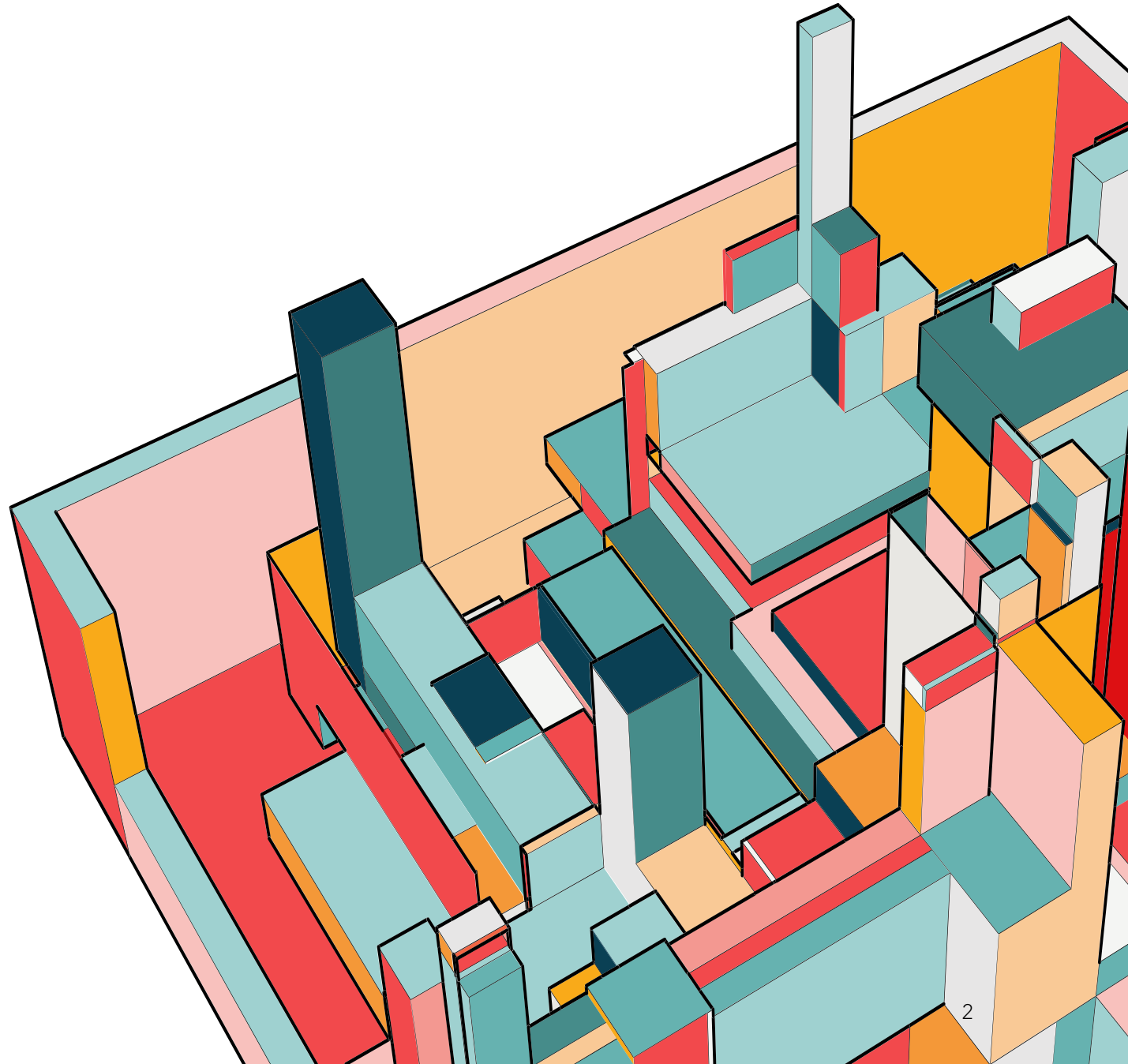


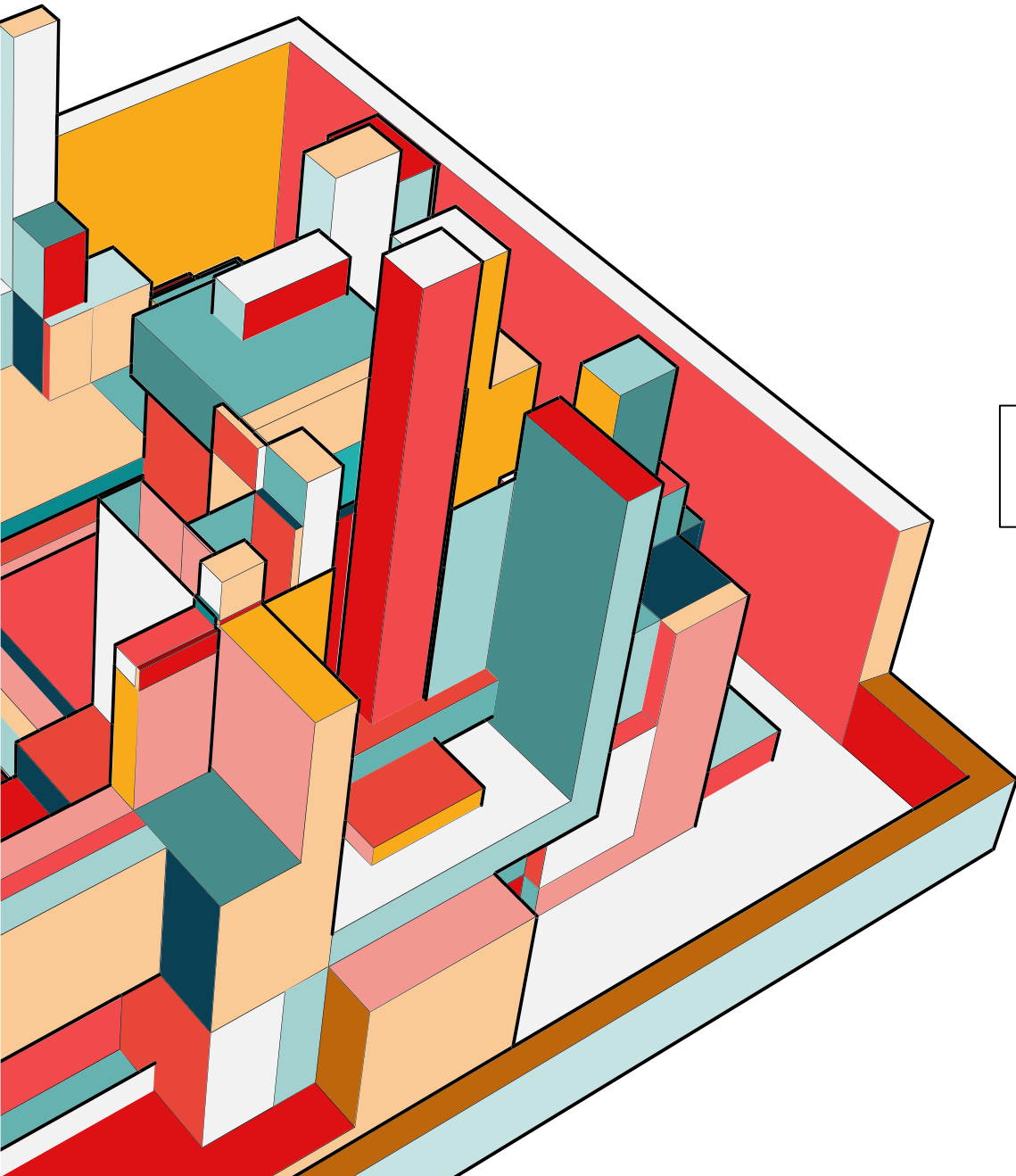
SPIELEENTWICKLUNG OHNE VORWISSEN

Session 2

ROADMAP

1. 2D Animation
2. Sprite Sheet
3. AnimatedSprite2D

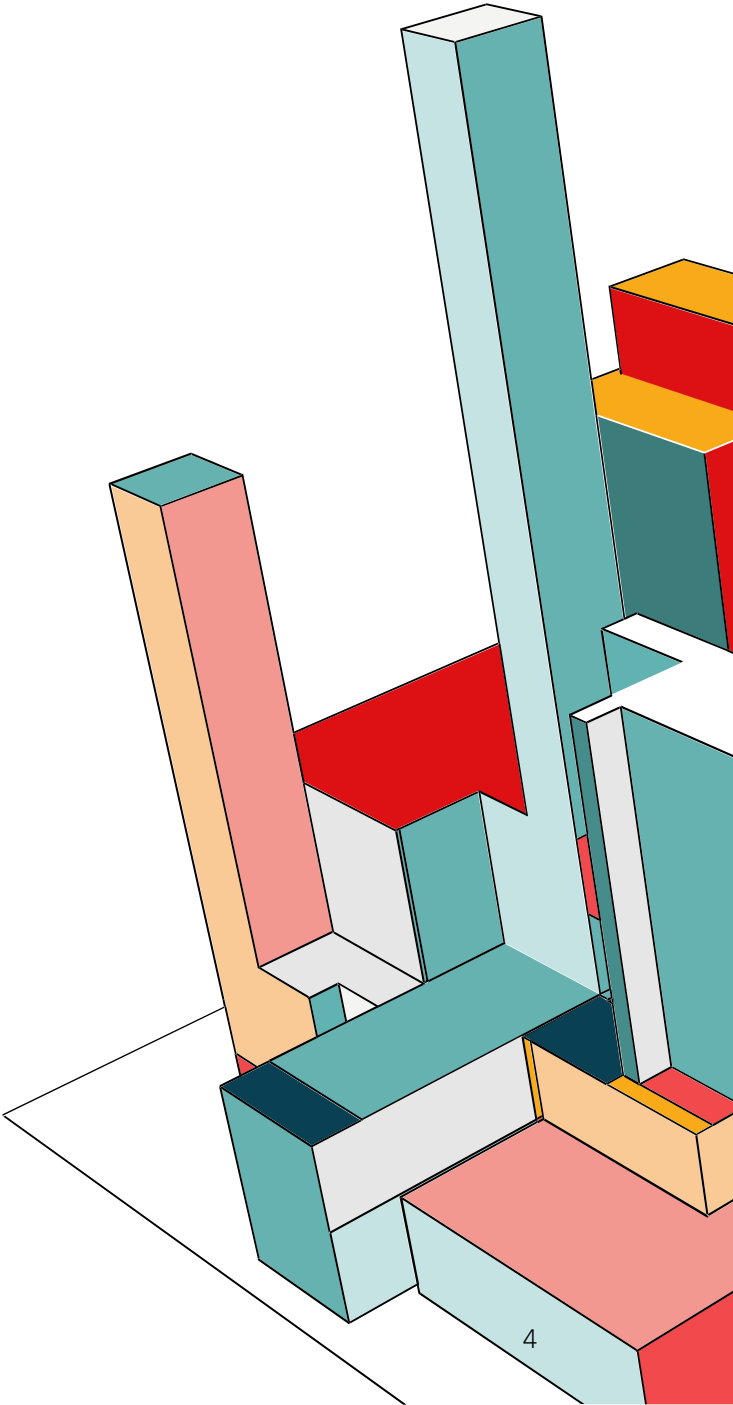
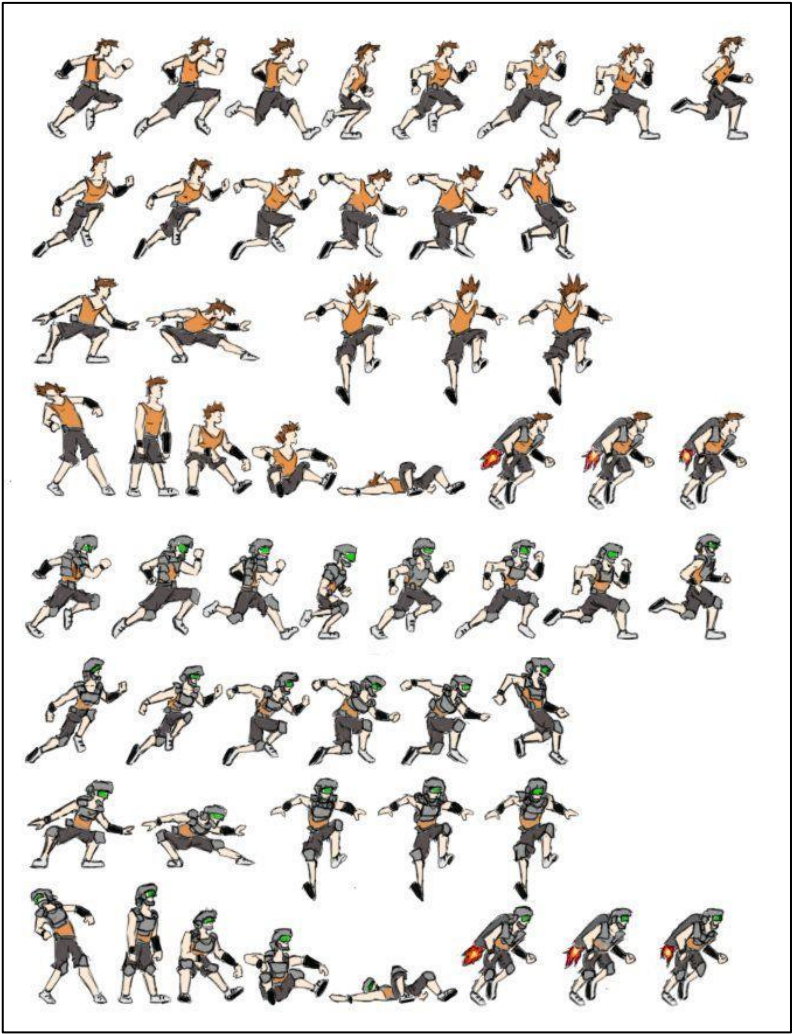
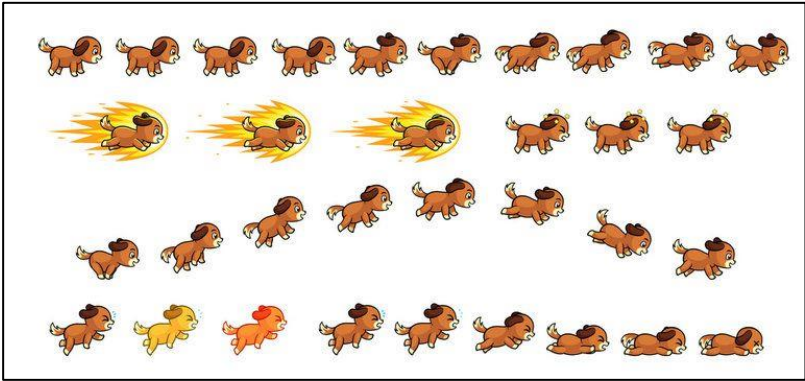
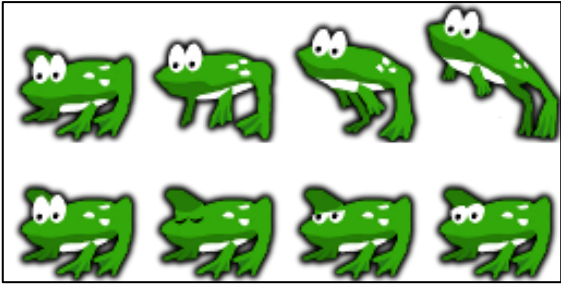




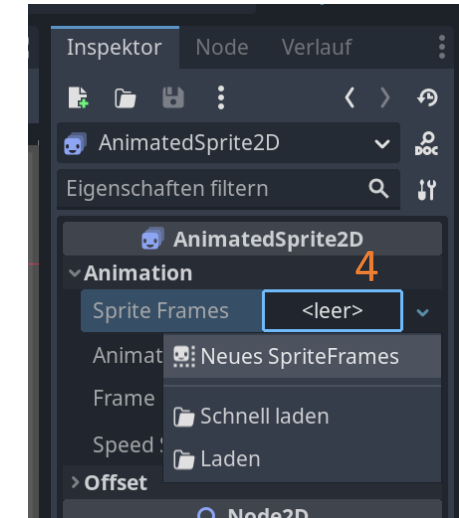
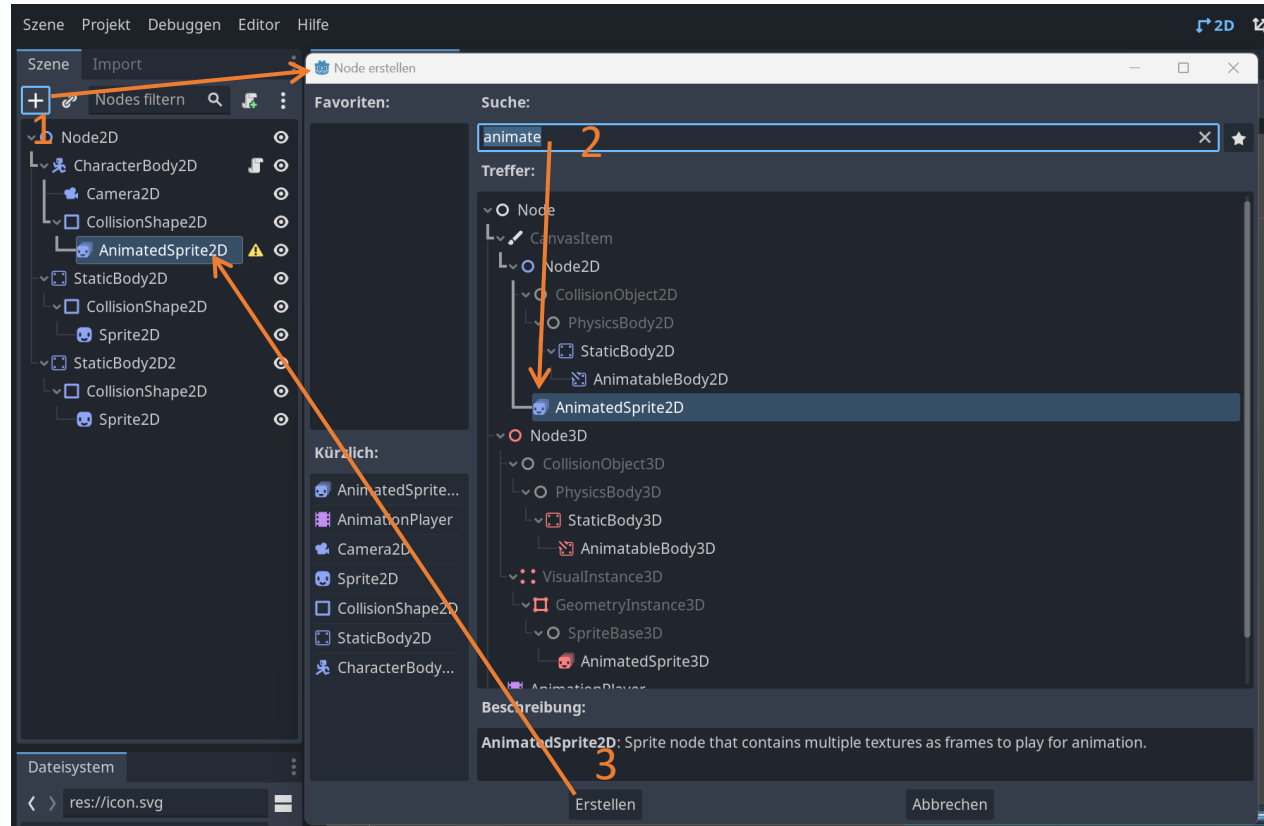
2D ANIMATION

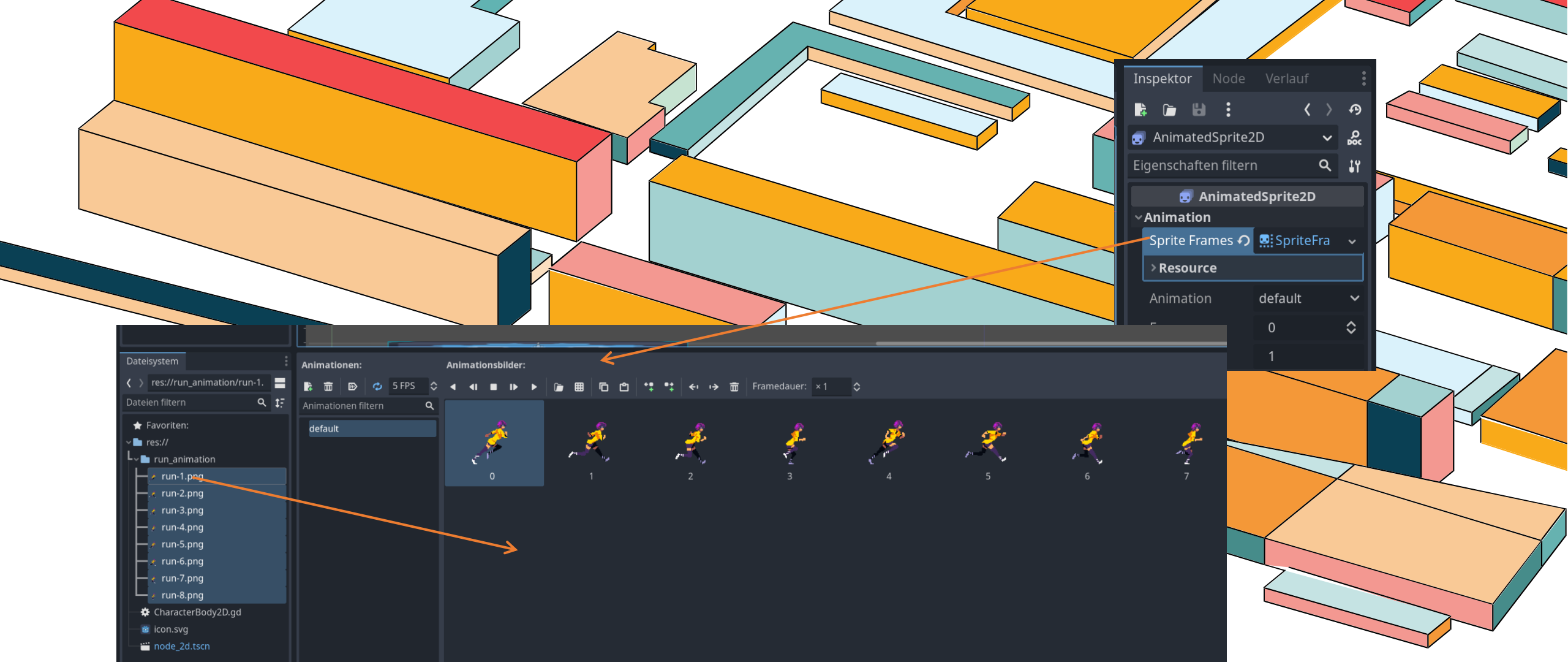


SPRITE SHEET



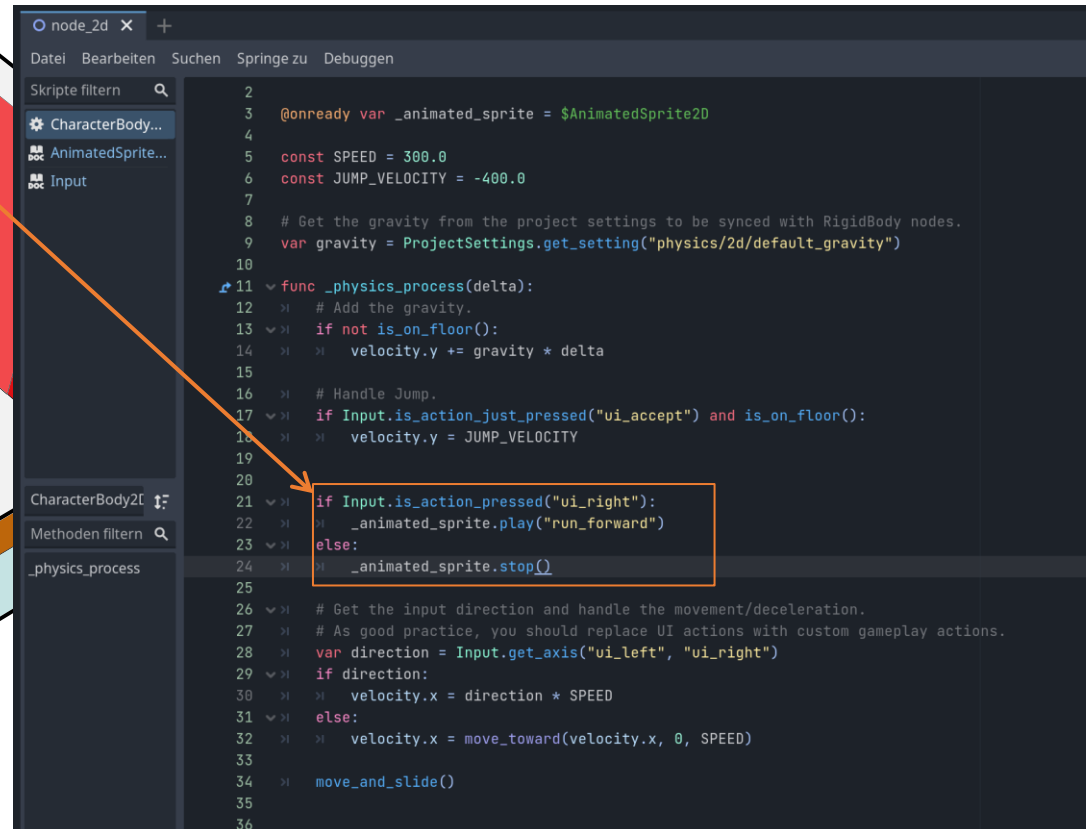
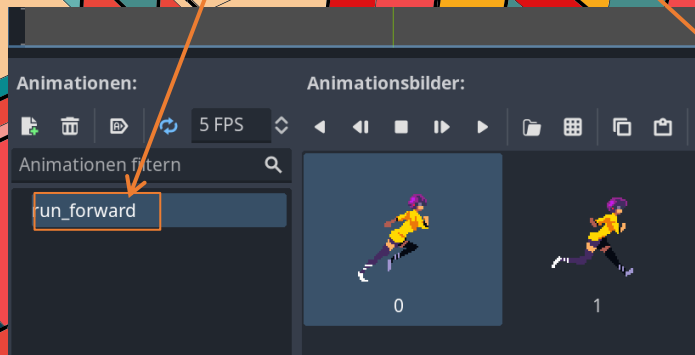
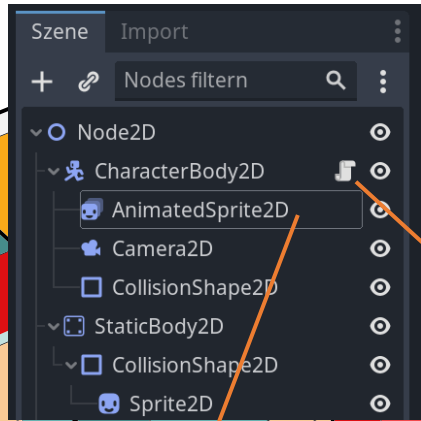
ANIMATED SPRITE 2D



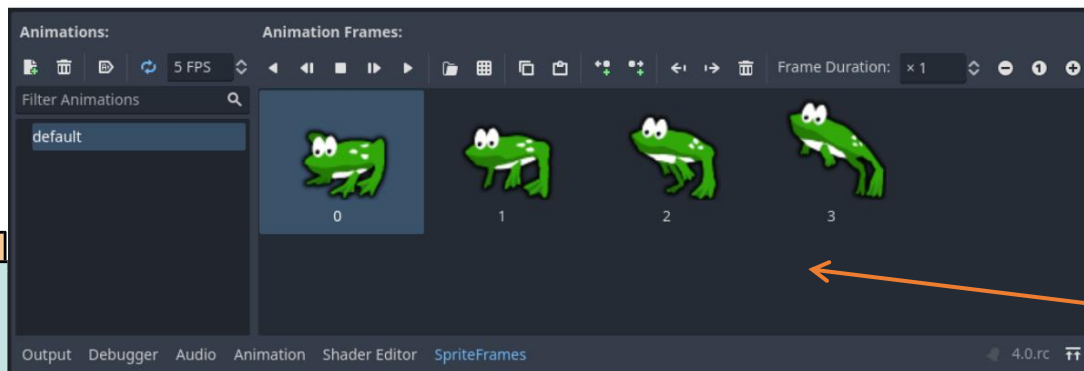
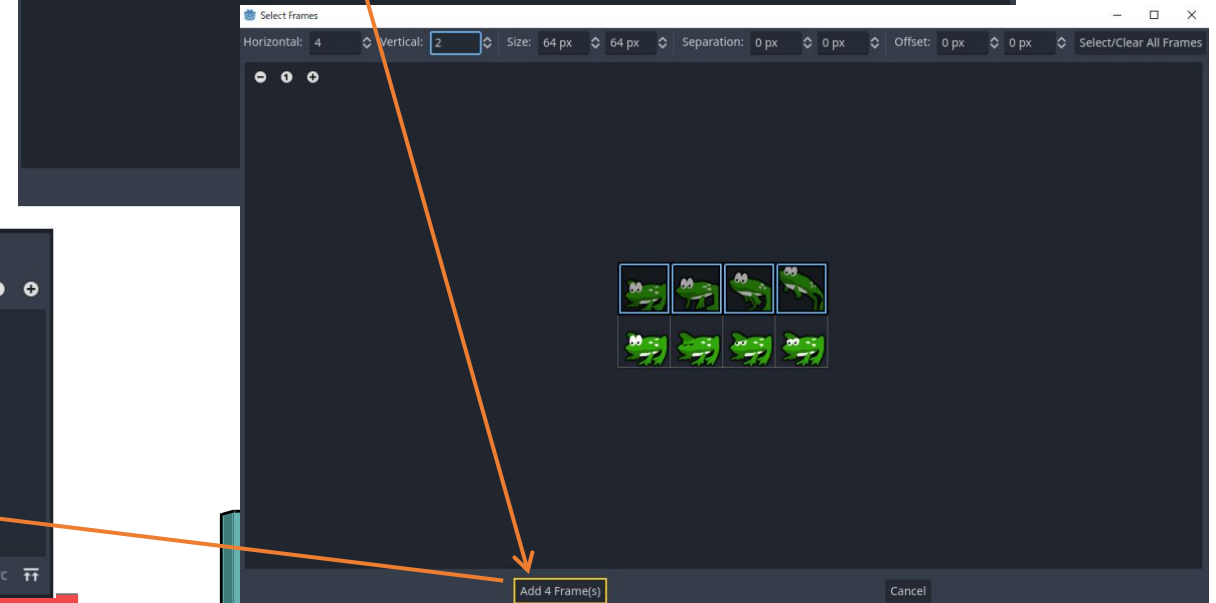
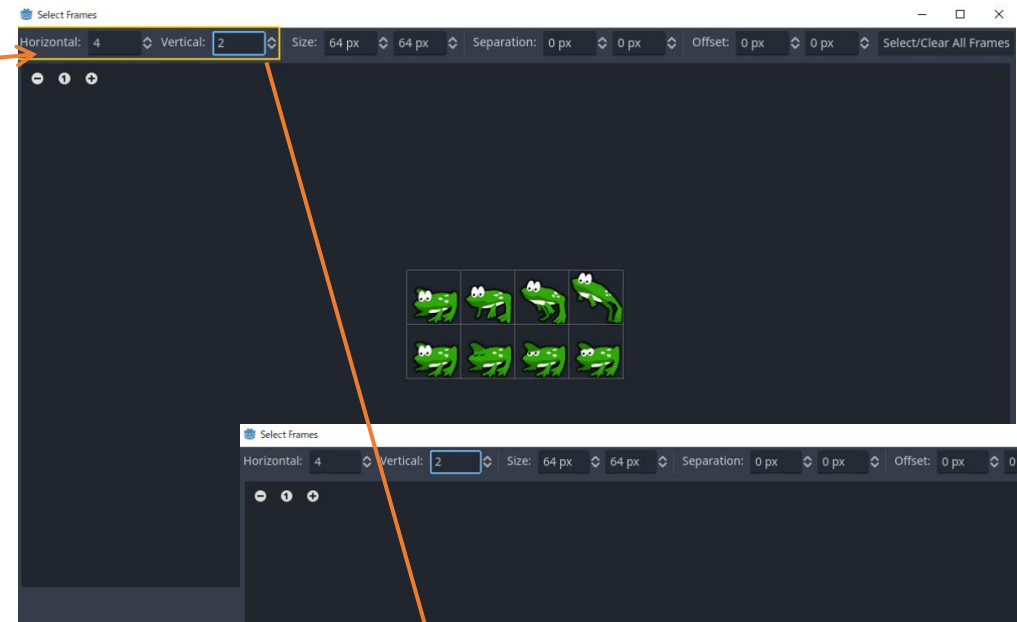
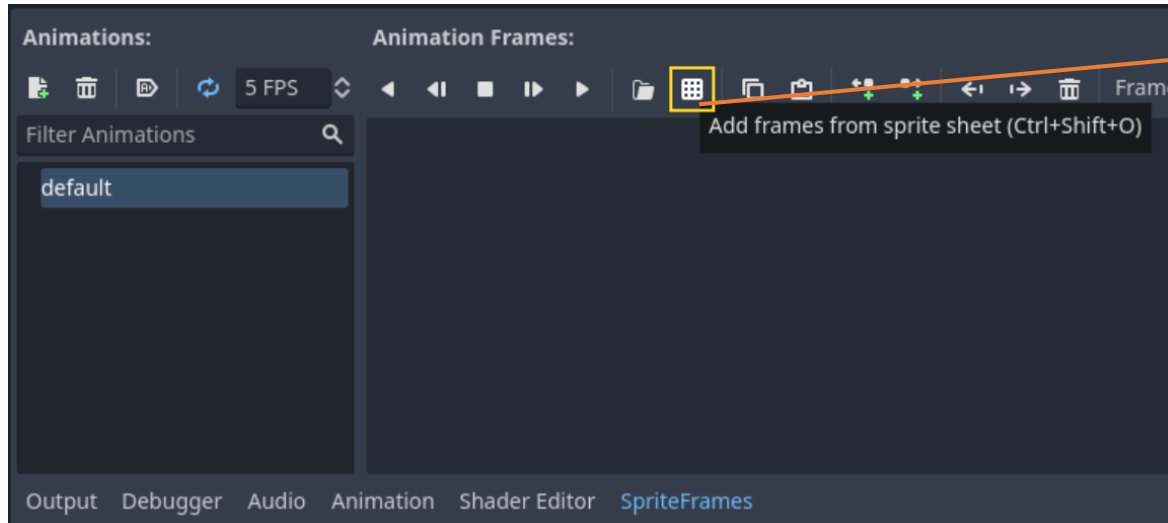


SPRITE FRAMES

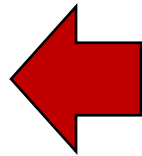
ANIMATION „ABSPIELEN“



SPRITE SHEED



VIELEN DANK



Folien und
Beispielcode
hier

