CS 5410
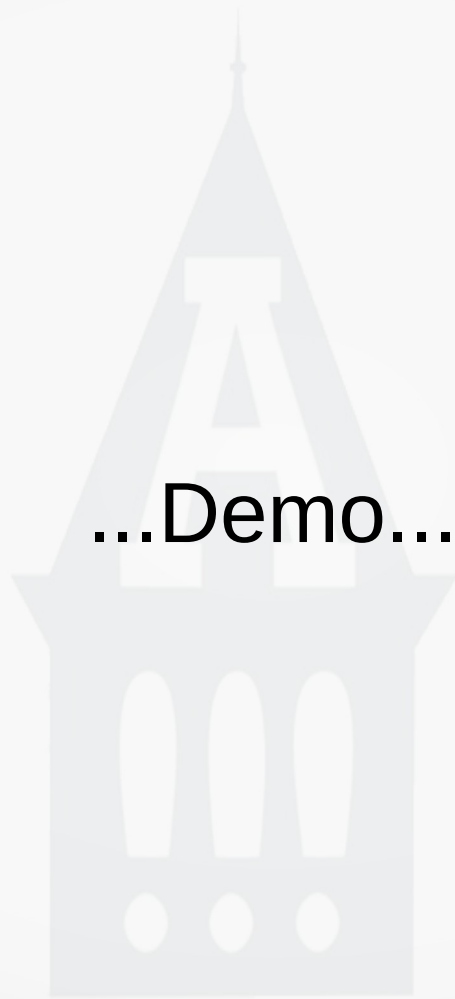
Intro to Animated Sprites

Animated Sprites

...Demo...

Building Blocks

- Spritesheet
- # of Frames
- Per frame timing
- Sub-image rendering

Sub-Image Rendering

- SpriteBatch.Draw(
  spriteSheet,
  destination, // Rectangle for where to draw the image
  source,   // Sub-Image rectangle to draw
  Color.White);   // Set to white for no blending

  - destination, source may be smaller/larger to shrink/stretch the image
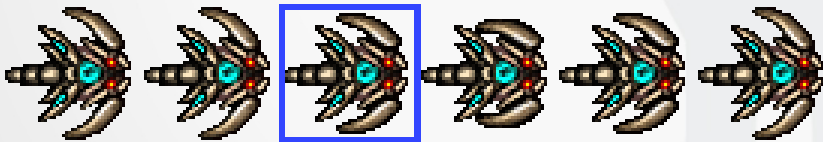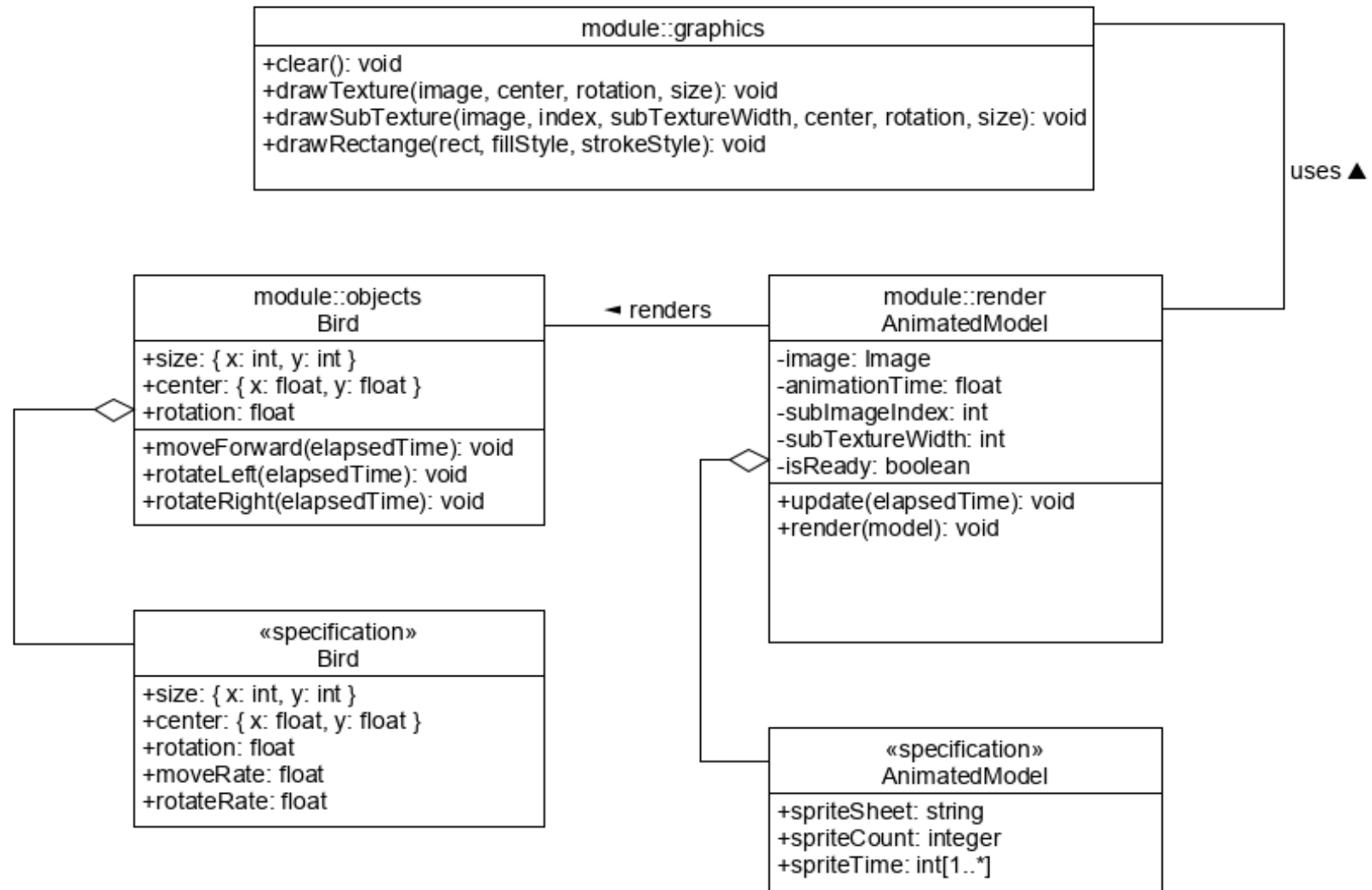


```
spriteBatch.Draw(
    m_spriteSheet,
    new Rectangle((int)m_center.X - m_subImageWidth / 2,
    (int)m_center.Y - m_spriteSheet.Height / 2, (int)m_size.X,
    (int)m_size.Y),
    new Rectangle(m_subImageIndex * m_subImageWidth, 0,
    m_subImageWidth, m_spriteSheet.Height),
                Color.White);
```

Organizing The Code – Alt 1
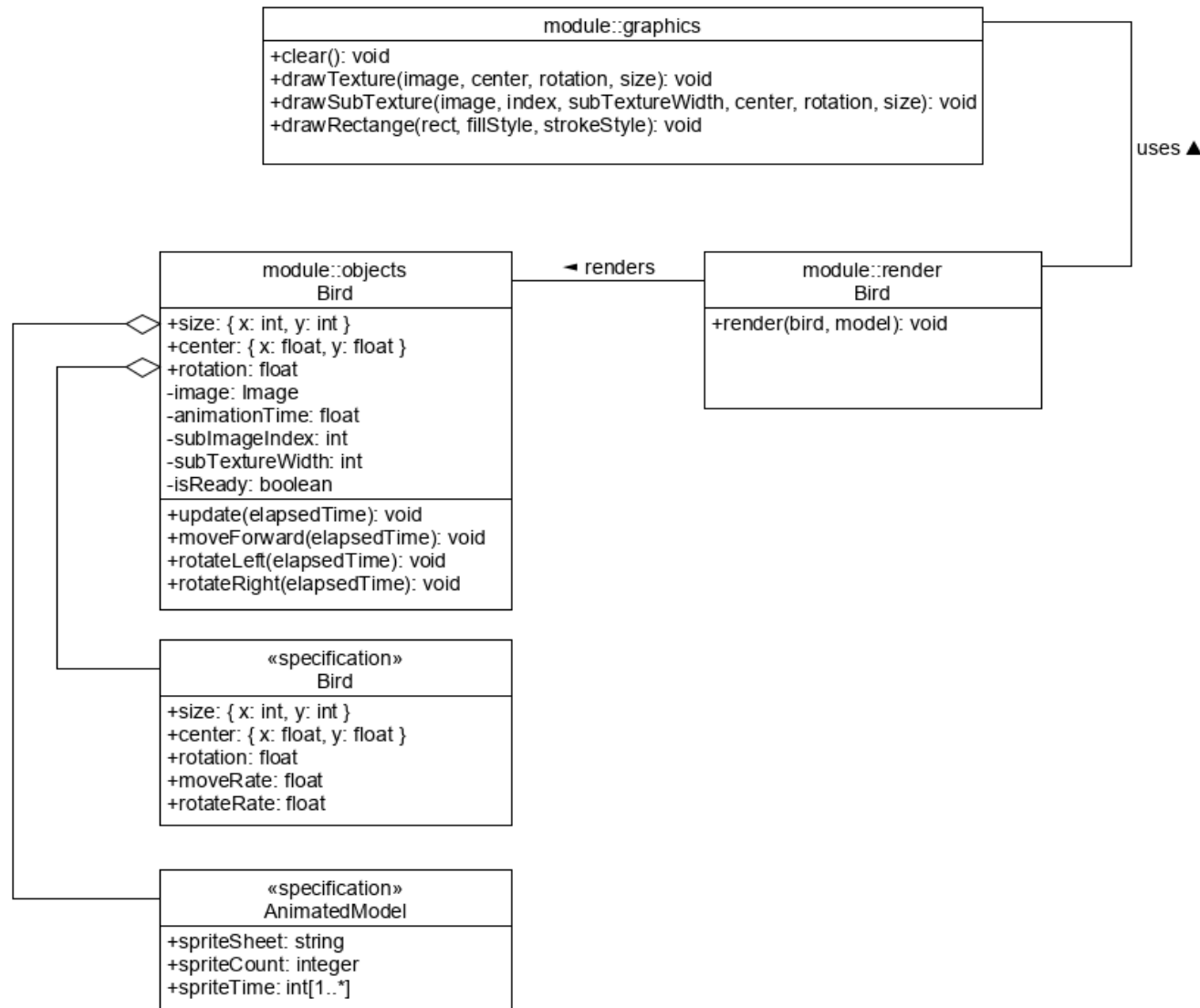
Organizing The Code – Alt 2

Animated Sprites

...implementation...