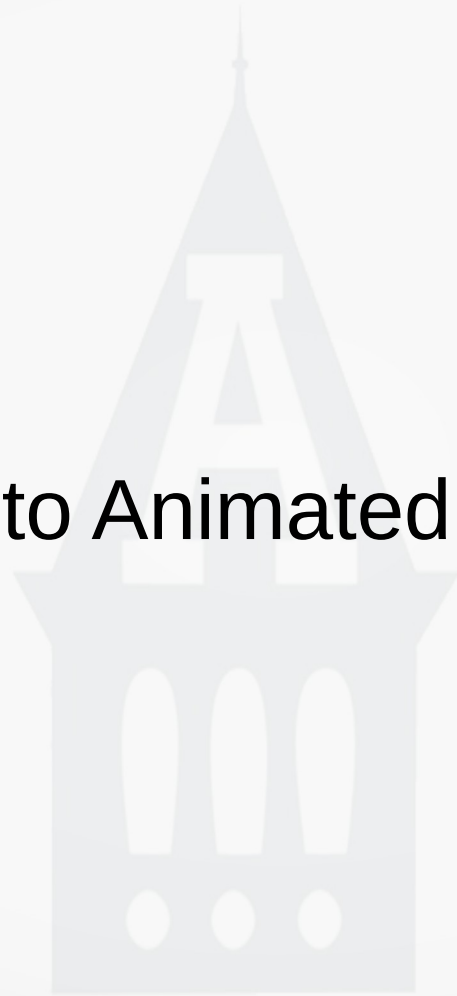
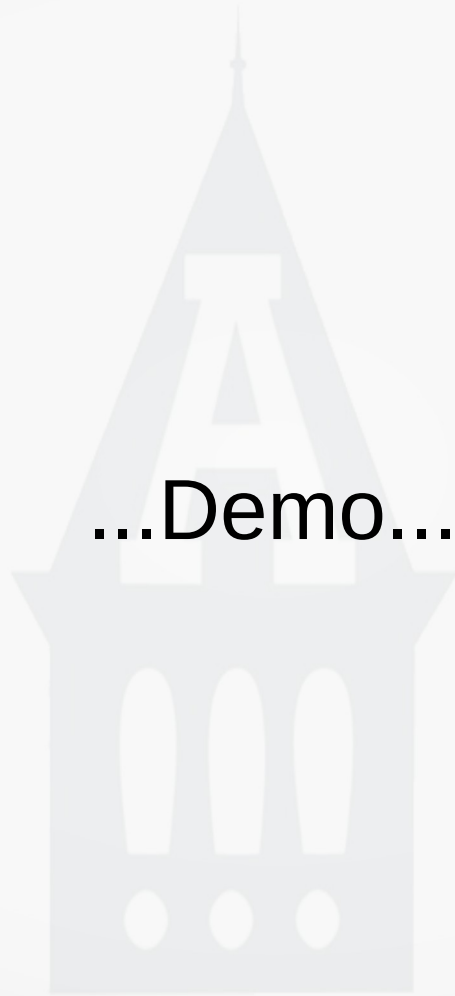


Intro to Animated Sprites



Animated Sprites

...Demo...



Building Blocks

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



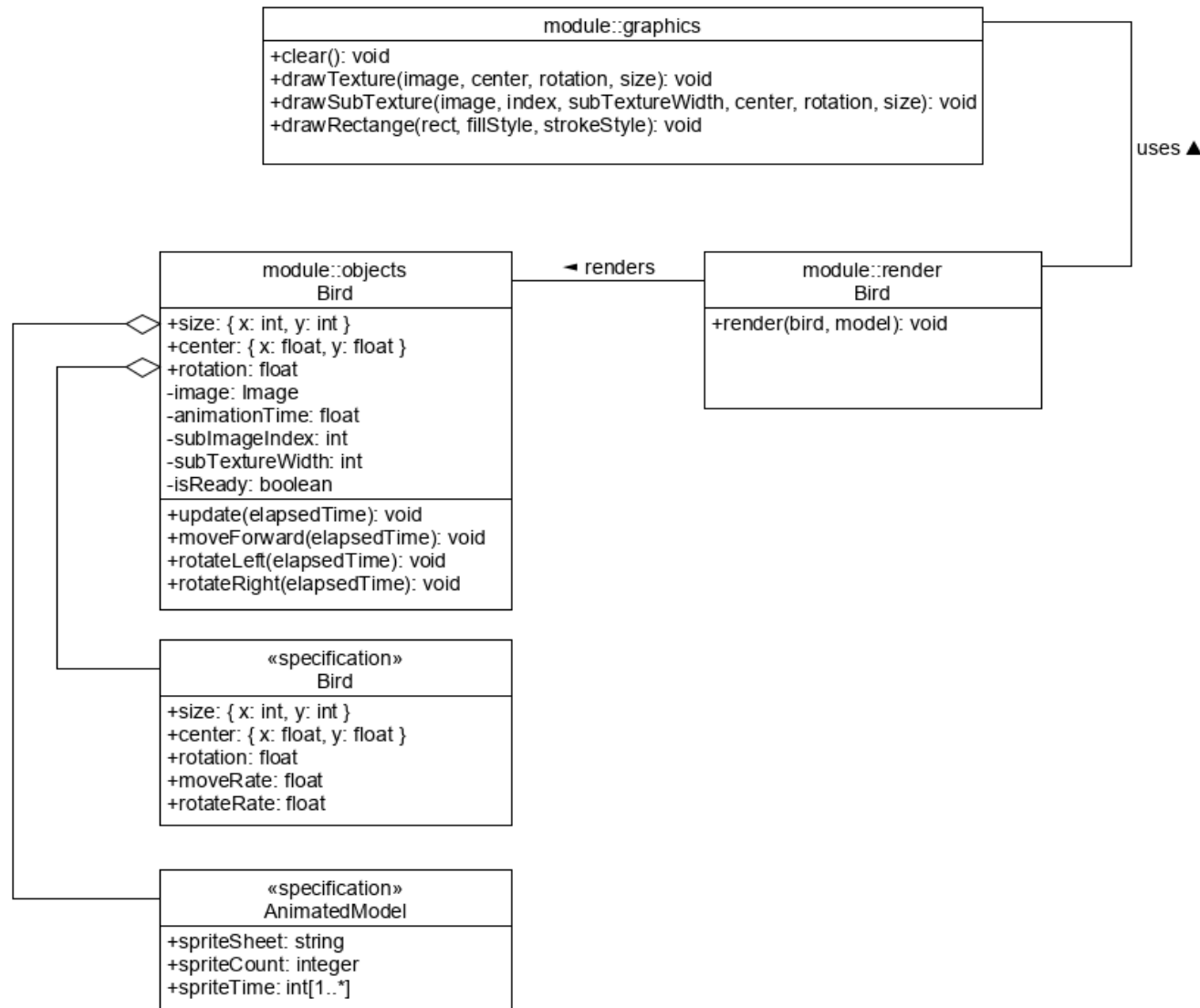
Sub-Image Rendering

- `drawImage(
 image, // Image to render
 sx, sy, // x, y coordinate to start clipping
 swidth, sheight, // width, height of the clipped image
 x, y, // canvas coordinate to start rendering
 width, height); // width, height to render on canvas`
 - width, height may be smaller/larger to shrink/stretch the image

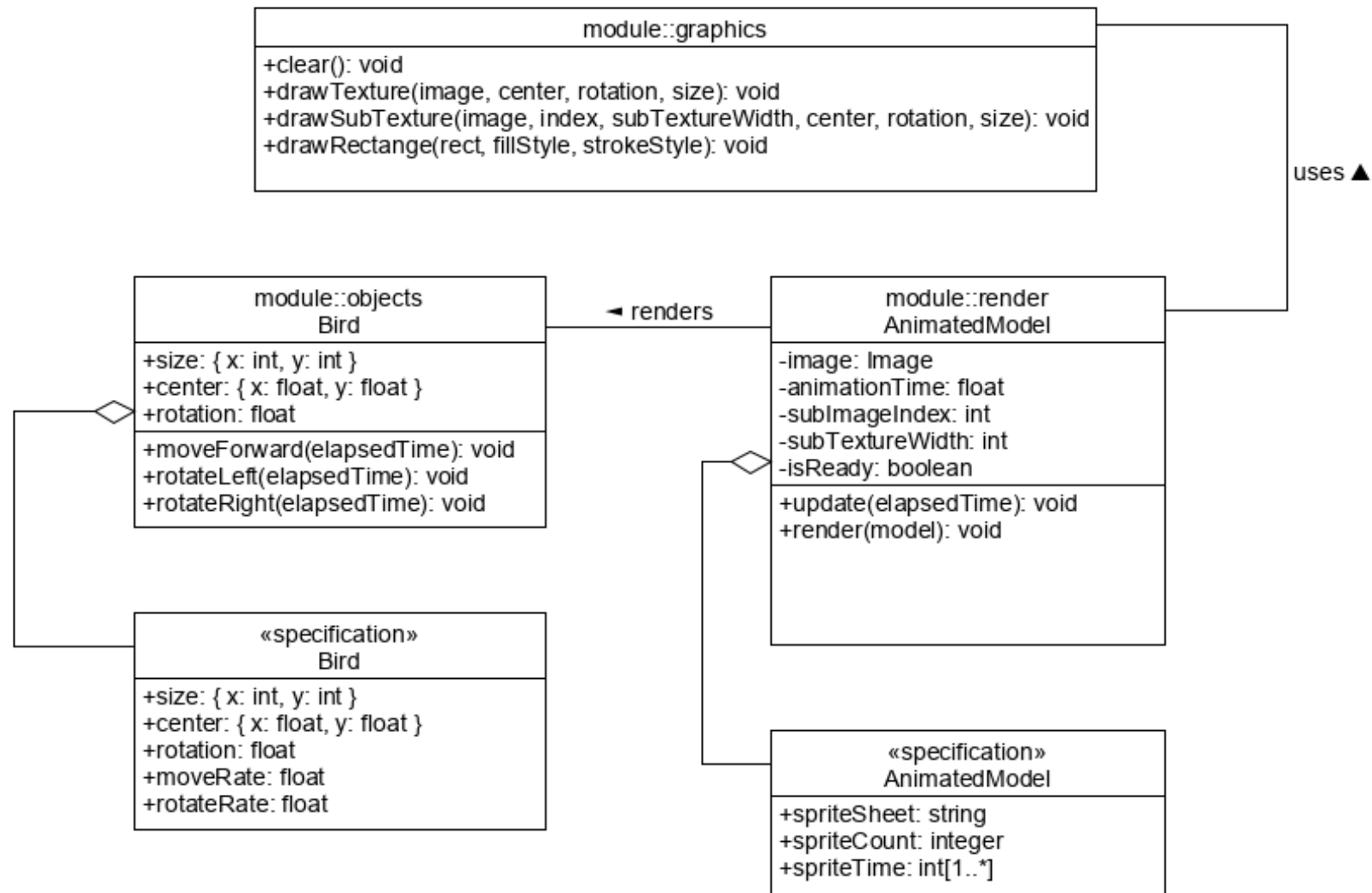


```
drawImage(  
    ship,  
    2 * subImageWidth, 0,  
    subImageWidth, ship.height,  
    startX, startY,  
    sizeX, sizeY);
```

Organizing The Code – Alt 1



Organizing The Code – Alt 2



Animated Sprites

...implementation...

