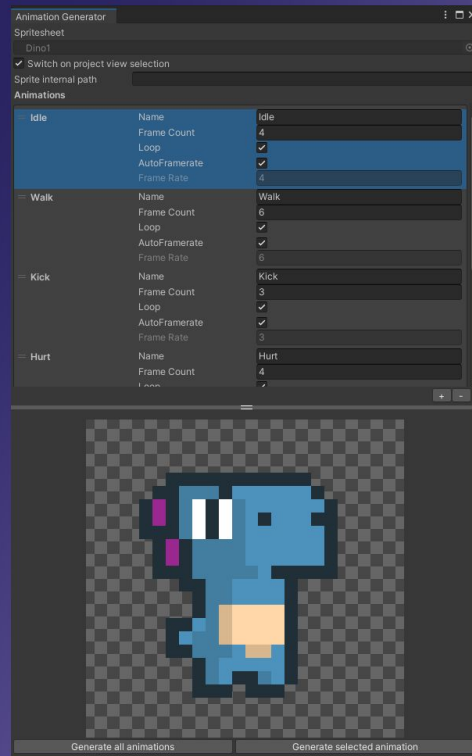
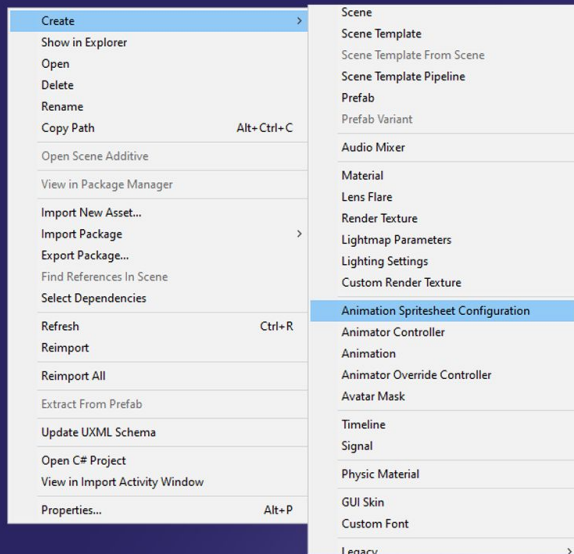




Animation Generator

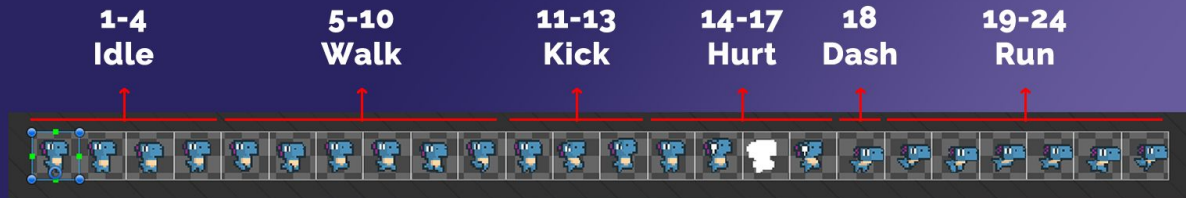
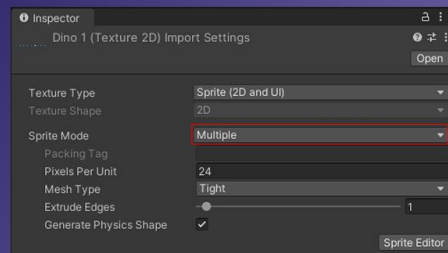
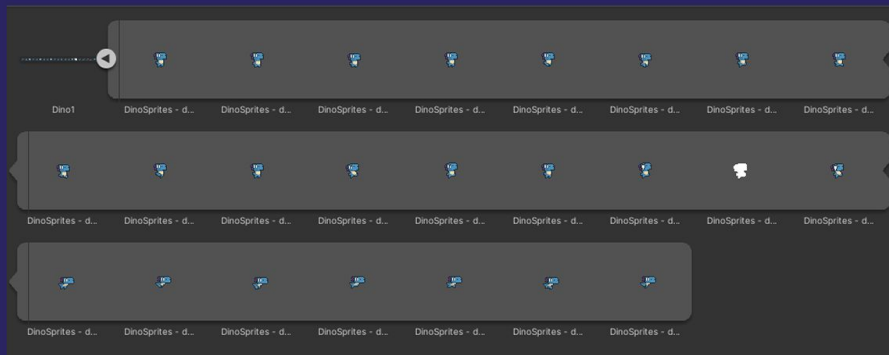


Create a SpritesheetConfiguration asset



and open it

Select a spritesheet with ordered sprites



Add animation details



Animation Generator

Spritesheet

Dino1

☒ Switch on project view selection

Sprite internal path

Animations

Idle	Name	Idle
	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFramerate	<input checked="" type="checkbox"/>
	Frame Rate	4
Walk	Name	Walk
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFramerate	<input checked="" type="checkbox"/>
	Frame Rate	6
Kick	Name	Kick
	Frame Count	3
	Loop	<input checked="" type="checkbox"/>
	AutoFramerate	<input checked="" type="checkbox"/>
	Frame Rate	3
Hurt	Name	Hurt
	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFramerate	<input checked="" type="checkbox"/>
	Frame Rate	4
Dash	Name	Dash
	Frame Count	1
	Loop	<input checked="" type="checkbox"/>
	AutoFramerate	<input checked="" type="checkbox"/>
	Frame Rate	1
Run	Name	Run
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFramerate	<input checked="" type="checkbox"/>
	Frame Rate	6

Generate all animations Generate selected animation

And click Generate

Re-use the same configuration accross all spritesheets with identical mapping



Animation Generator

Spritesheet


Dino2

☒ Switch on project view selection

Sprite internal path

Animations

	Name	Idle
Idle	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	4
Walk	Name	Walk
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Kick	Name	Kick
	Frame Count	3
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Hurt	Name	Hurt
	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Dash	Name	Dash
	Frame Count	1
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Run	Name	Run
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>



Generate all animations Generate selected animation

Animation Generator

Spritesheet


Dino3

☒ Switch on project view selection

Sprite internal path

Animations

	Name	Idle
Idle	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	4
Walk	Name	Walk
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Kick	Name	Kick
	Frame Count	3
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Hurt	Name	Hurt
	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Dash	Name	Dash
	Frame Count	1
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Run	Name	Run
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>



Generate all animations Generate selected animation

Animation Generator

Spritesheet


Dino4

☒ Switch on project view selection

Sprite internal path

Animations

	Name	Idle
Idle	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
	Frame Rate	4
Walk	Name	Walk
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Kick	Name	Kick
	Frame Count	3
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Hurt	Name	Hurt
	Frame Count	4
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Dash	Name	Dash
	Frame Count	1
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>
Run	Name	Run
	Frame Count	6
	Loop	<input checked="" type="checkbox"/>
	AutoFrameRate	<input checked="" type="checkbox"/>



Generate all animations Generate selected animation