



Create a SpritesheetConfiguration asset



Copy Path Alt+Ctrl+C Open Scene Additive View in Package Manager Import New Asset Import Package Export Package Export Package Find References In Scene Select Deendencies Refresh Ctrl+R Reimport All Extract From Prefab Update UXML Schema Open C≠ Project View in Import Activity Window Prefab Variant Audio Mixer Material Lens Flare Render Texture Lighting Settings Custom Render Texture Animation Spritesheet Configuration Animator Controller Animation Animator Override Controller Avatar Mask Timeline Signal Physic Material	Create	>	Scene
Open Delete Rename Copy Path Alt+Ctrl+C Open Scene Additive View in Package Manager Import New Asset Import Package Export Package Find References In Scene Select Dependencies Refresh Refresh Reimport Reimport All Extract From Prefab Update UXML Schema Open C≠ Project View in Import Activity Window Properties Alt+P Scene Template Pipeline Prefab Prefab Variant Addio Mixer Material Lens Flare Render Texture Lightmap Parameters Lighting Settings Custom Render Texture Animation Spritesheet Configuration Animator Controller Animation Animator Override Controller Signal Physic Material GUI Skin	Show in Explorer		
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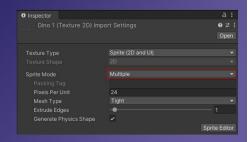


and open it

Select a spritesheet with ordered sprites









Add animation details



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 Switch on project view s 			
Animations			
= Idle		Idle	
	Frame Count	4	
	AutoFramerate	<u> </u>	
= Walk	Name	Walk	
William	Frame Count	6	
	Loop	2	
	AutoFramerate	× 7	
	Frame Rate	6	
= Kick		Kick	
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		Hurt	
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= Run		Run	
	Frame Count	6	
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	AutoFramerate	<u> </u>	
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		7	
Generate all ar	nimations	Generate selected animation	

And click Generate

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



