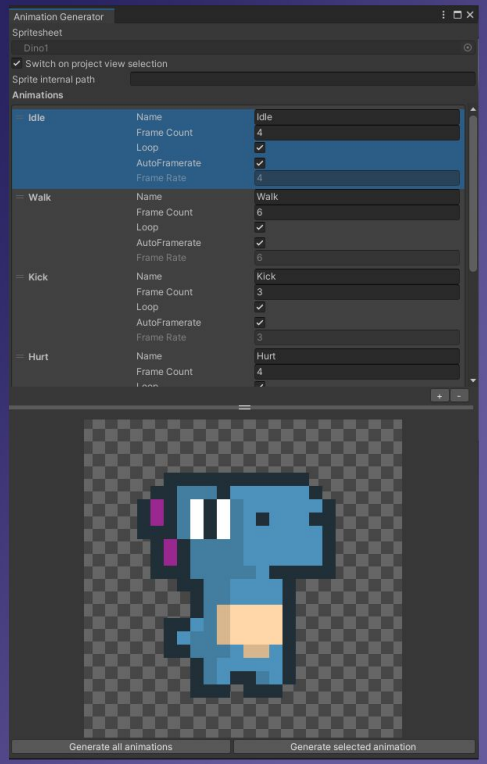
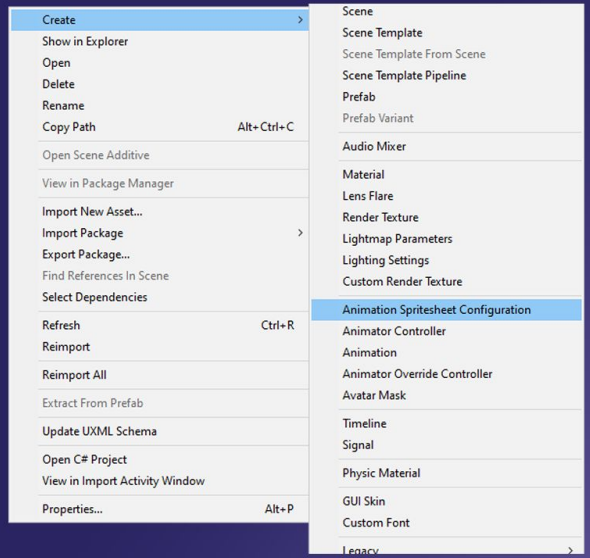
Animation Generator

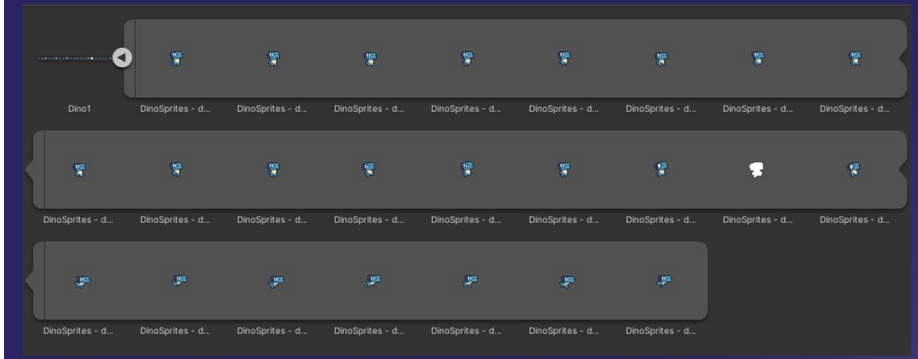


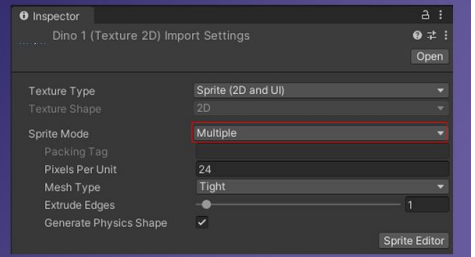
Create a SpritesheetConfiguration asset

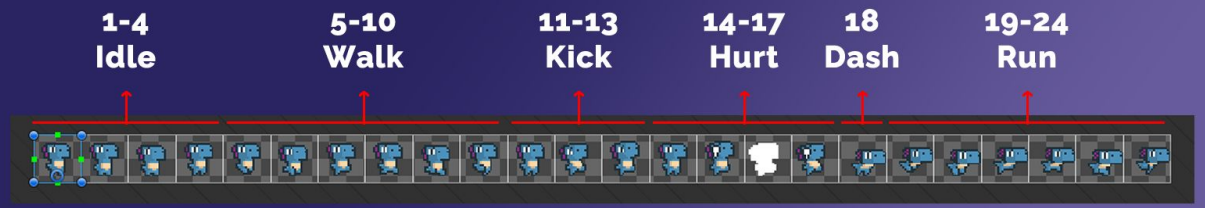


and open it

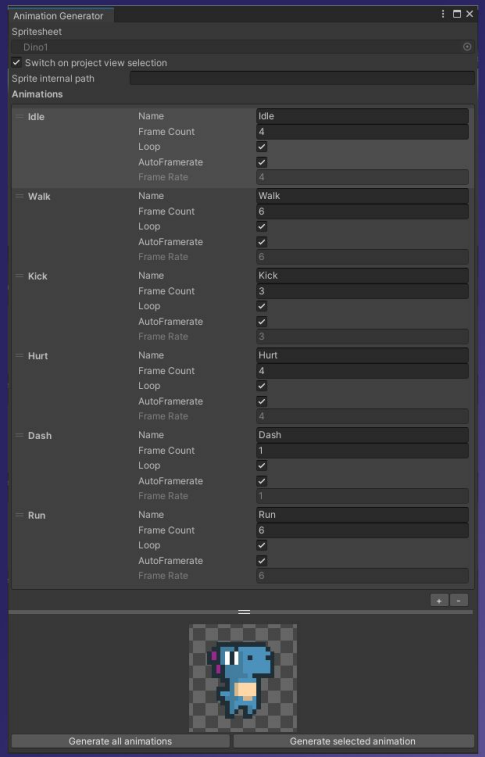
Select a spritesheet with ordered sprites

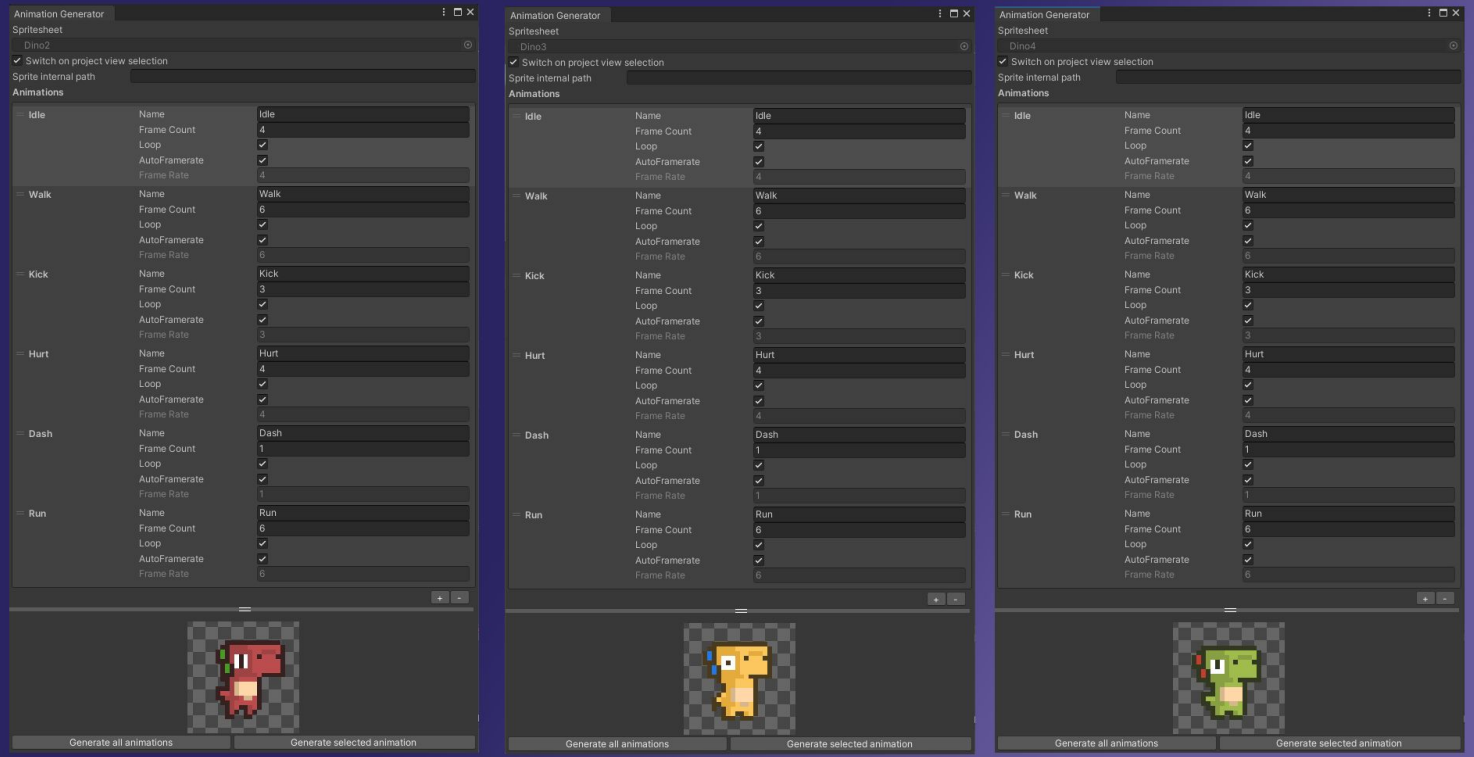






Add animation details



And click Generate

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