

Sprite Animations

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Use sprite **frames** to add motion to your sprites, like in a flip book.

The resulting animation is called a **clip**.



Sprite Sheets

Spritesheets store sprite animation frames in one file.



Basic Attack 1

Summon

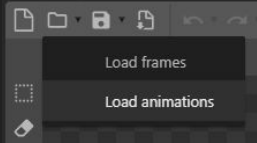
Run

Walk

Challenge - Explosion



1. Find an explosion sprite animation online.
2. **Right click the Layout -> Insert new object -> Sprite.**
Click Load Images from files and *Load animations* (sprite sheet) or ***frames*** (individual files).

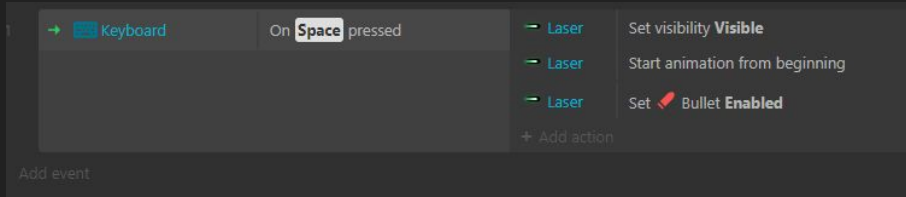


3. Check the **Loop** animation property for testing, preview and adjust the animation speed.
4. Rename the **ObjectType** 'Explosion' and drag it onto your Layout.
Place one explosion over an Enemy.
5. Set **Effects -> Blend mode -> Additive** on the Explosion objects.
6. Optionally, add a **Fade Behaviour** to the Explosion Objects.
7. Play-test and adjust the animation properties to your liking.

Challenge - Laser



1. Find a laser or bullet sprite animation online.
2. Add it to the layout, place it next to your Player, rotate and scale it if necessary.
3. Add these behaviours to the laser object;
 - a. Bullet
 - b. Destroy Outside Layout
4. Open the Event Sheet and click **Add event -> Keyboard -> On key pressed -> Space Bar**.
Add laser Actions to the event block to trigger the laser.



5. Play-test and adjust the Bullet and animation properties to your liking.

Challenge - After Burner



1. Find an after burner / jet fire sprite animation online.
2. Add it to the layout and place it next to your Player.
Rotate and scale it if necessary.
3. Make the Player a *parent* of the AfterBurner object;
Shift-select both objects -> Right click the Player -> Hierarchy -> Add selection.
4. Play-test and adjust the animation properties to your liking.

Stretch Challenge - Alternative Explosions



1. You implemented 1 explosion. Now find 2 more explosion animations online.
They could be different types. Try searching for different coloured explosions for example.
2. Add them as sprite animations and check the loop property for testing.
3. Play-test and adjust the animation properties to your liking.

Stretch Challenge - Wormhole / Portal



1. Imagine there is a wormhole in the game's world that makes spaceships vanish to another dimension.
2. Find a wormhole sprite animation online.
Try searching 'portal sprite animation' for example.
3. Add the sprite animation and check the loop property for testing.
4. Play-test and adjust the animation properties to your liking.

Stretch Challenge - Powerups



1. Imagine there are power-ups floating in your game's world, like ammo, energy and shields. The player could collect them to gain those items.
2. Think of a power-up that fits your game and find a sprite animation online.
3. Add the sprite animation and check the loop property for testing.
4. Play-test and adjust the animation properties to your liking.