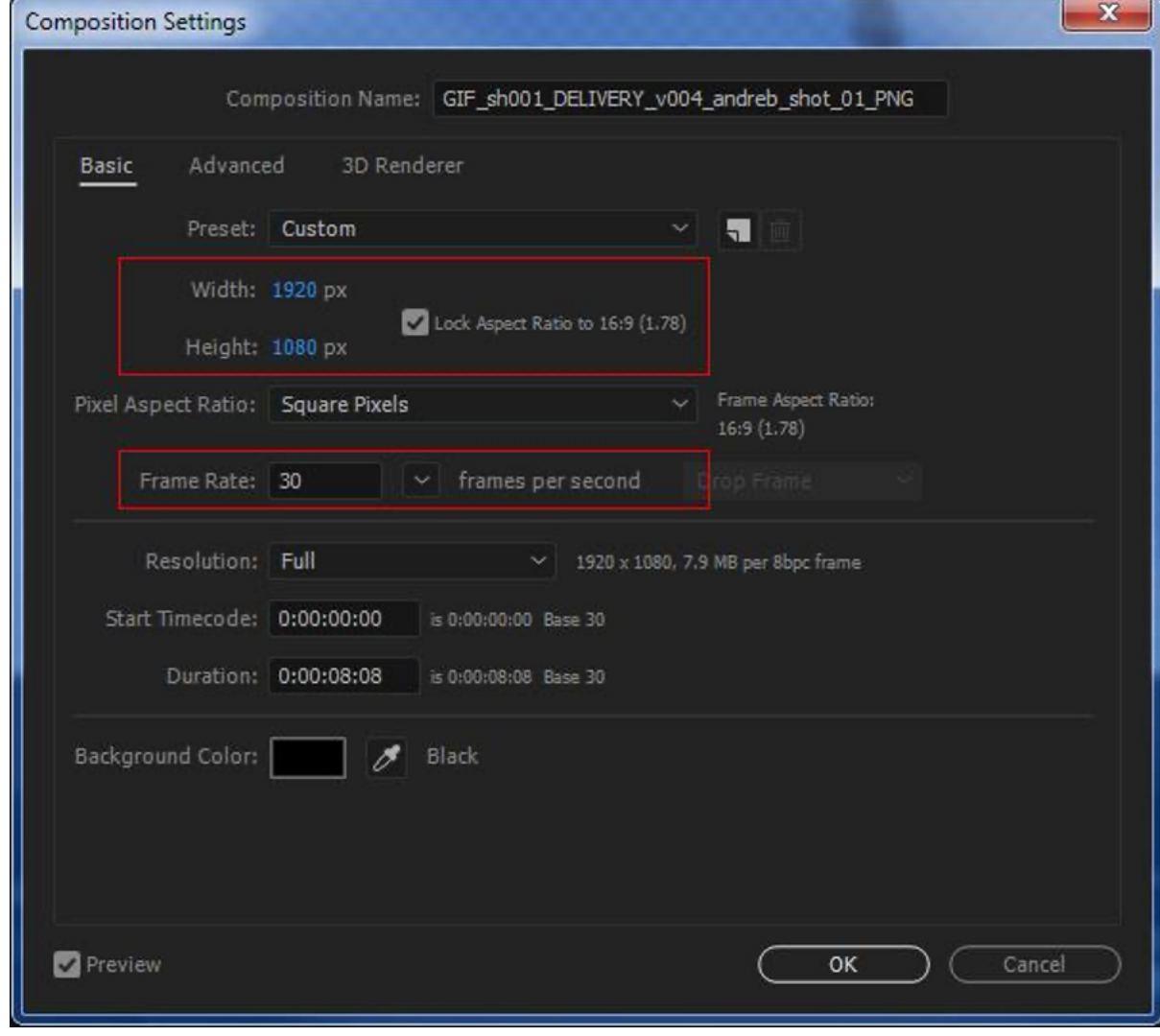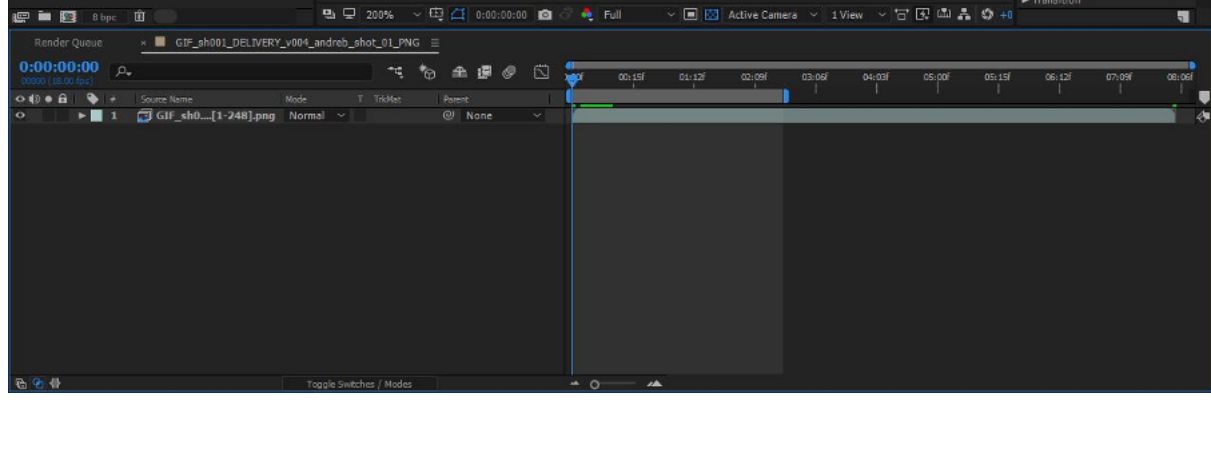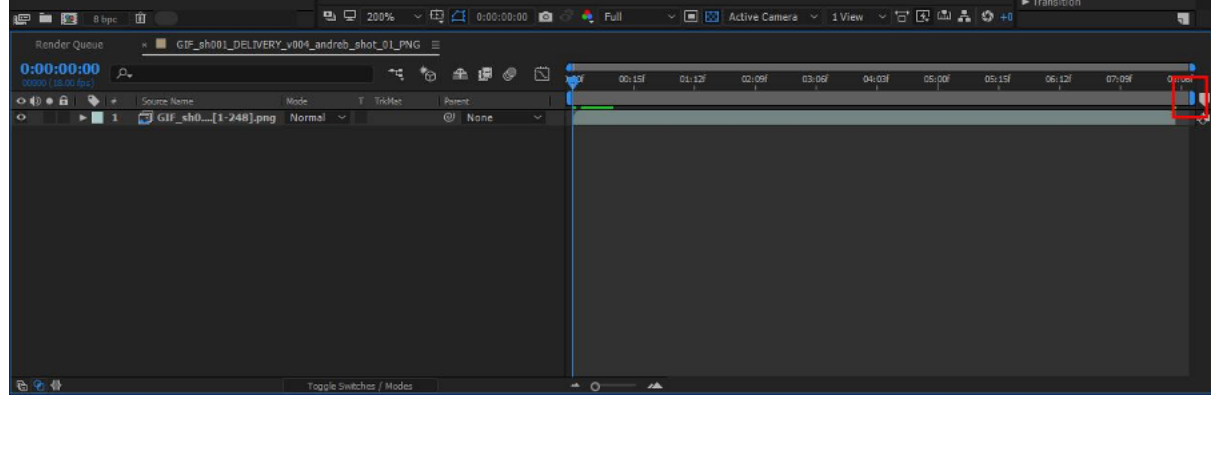# How to eport video as sprite-sheet

After dragging your video into the canvas please press Command + K. This will allows you to edit fps, and duration of your composition.
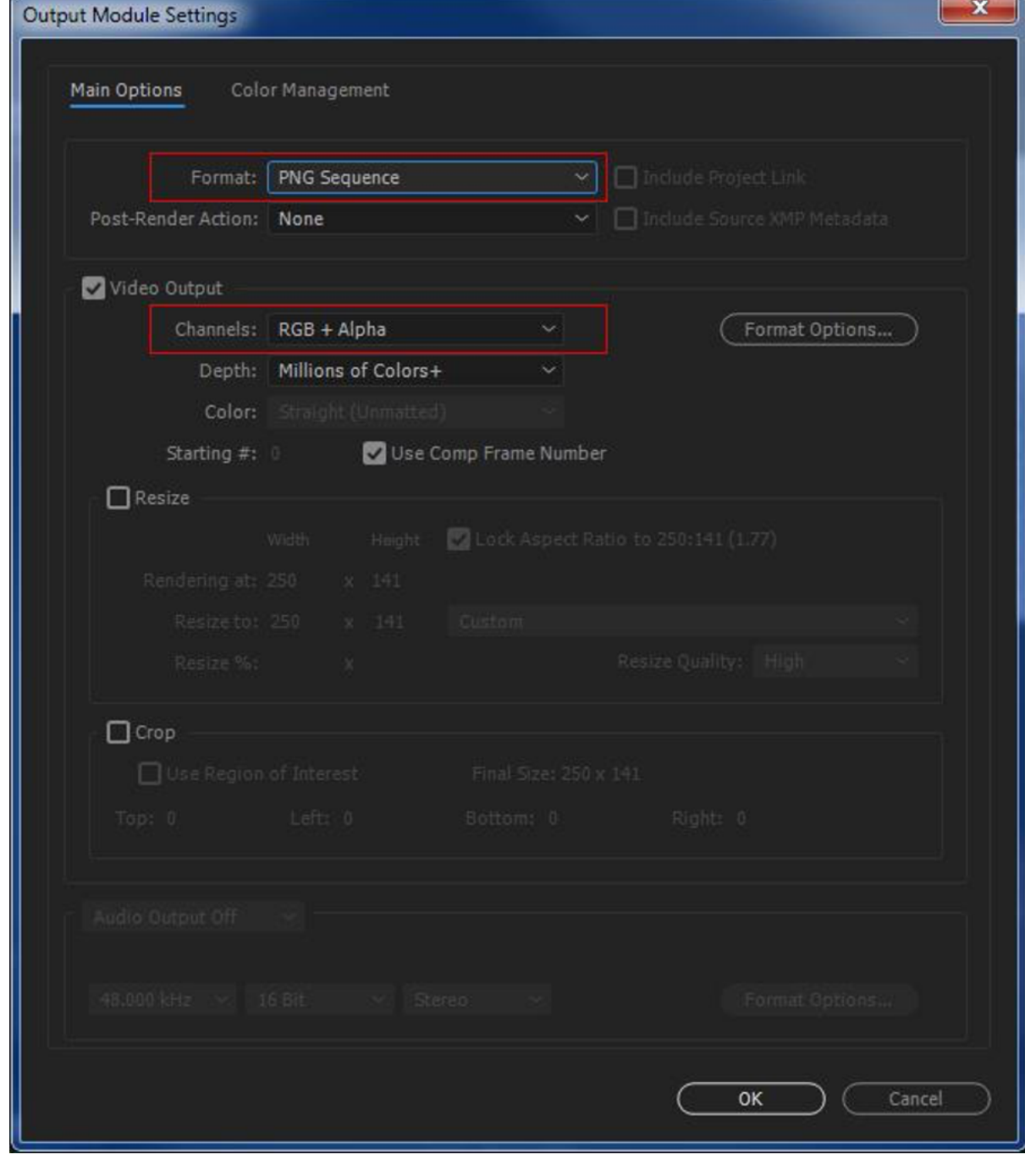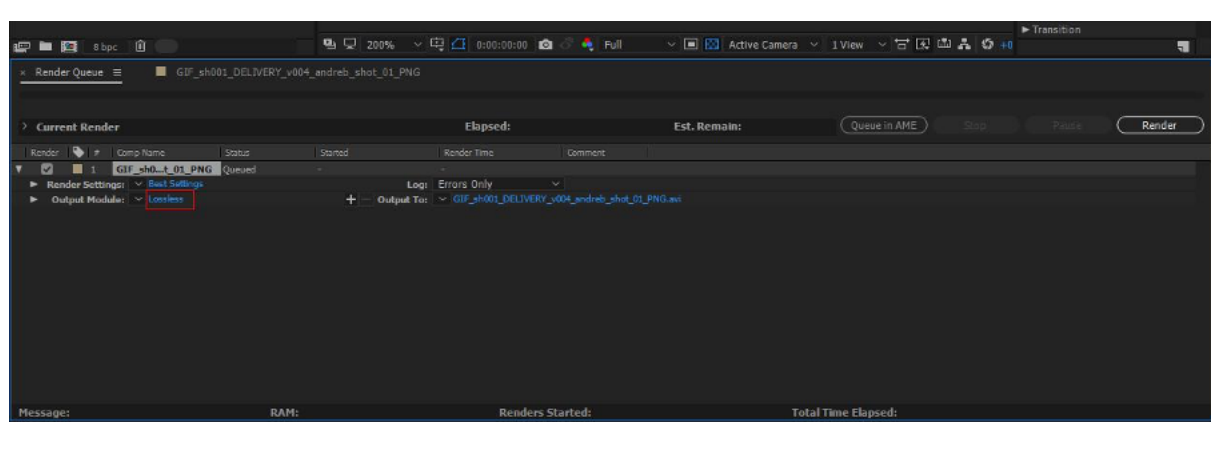

In the Advanced tab, you can change how the frame is being cropped.

When changing the frame size, you need to reposition and resize the sequence inside the frame.
Now, it's time to try and trim the sprite-sheet a bit more. Usually, we get a lot more frames than we need. This part is really helpful if you need to make an animation loop seamlessly and you can see that you have a lot of unnecessary frames. You can drag the highlighted blue bar to trim the sequence.

When you're happy with the changes, it's time to get those frames out of AE. To do that, press CTRL+M to see the render settings. Then, click the text (highlighted here in red) to see further options.

Here is where you choose the frame settings. As you can see, you can export as a JPEG or PNG sequence. In the Channels section you decide whether or not your sequence has transparency in the final render or not. Choose RGB+Alpha if you wish to keep the transparency of the sequence you have done. Otherwise, leave RGB only.

Back in the render settings area, you can choose where you want to keep the output files. Click on the file name to change that if you wish. Hit "Render" and you are done for this part.