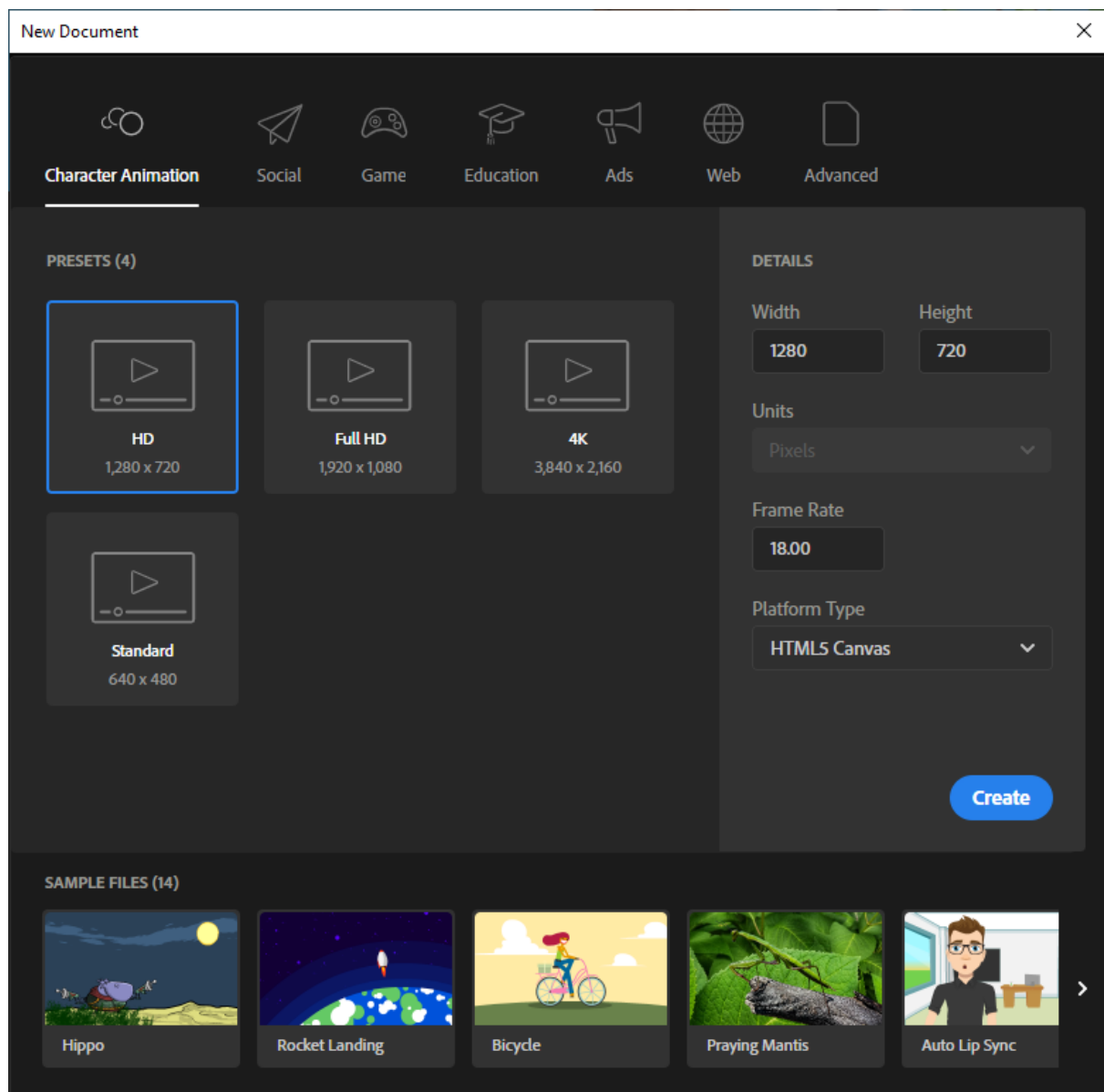


Sprite Sheets

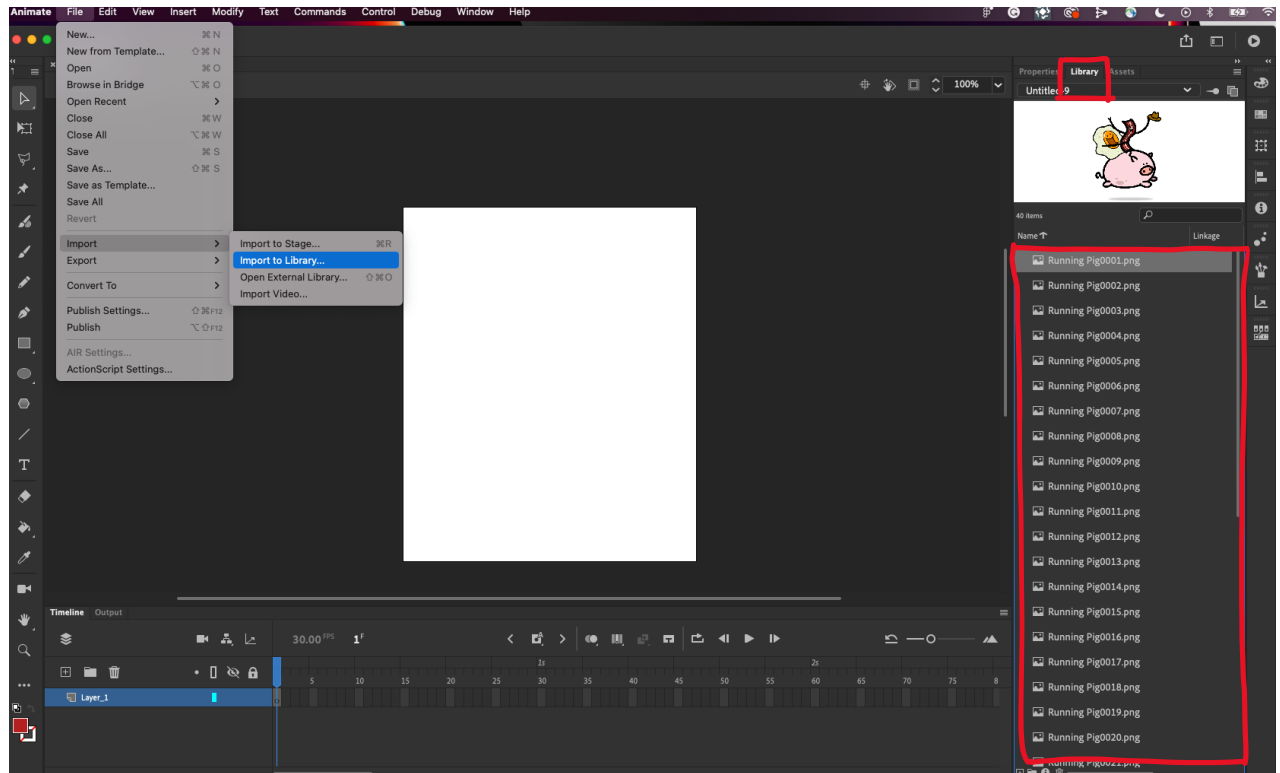
Updated 01.06.2023

How to export sprite sheet in ADOBE ANIMATE

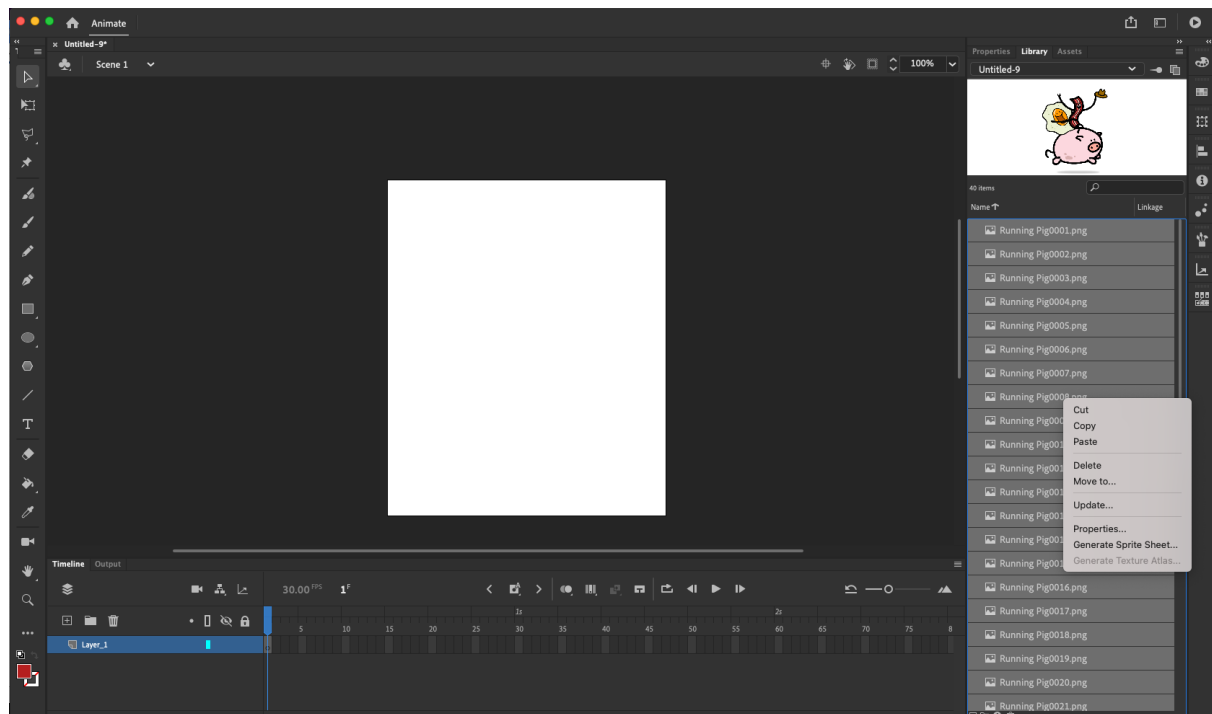
Open Adobe Animate and create a new project. Choose the appropriate template or edit custom details and click create.



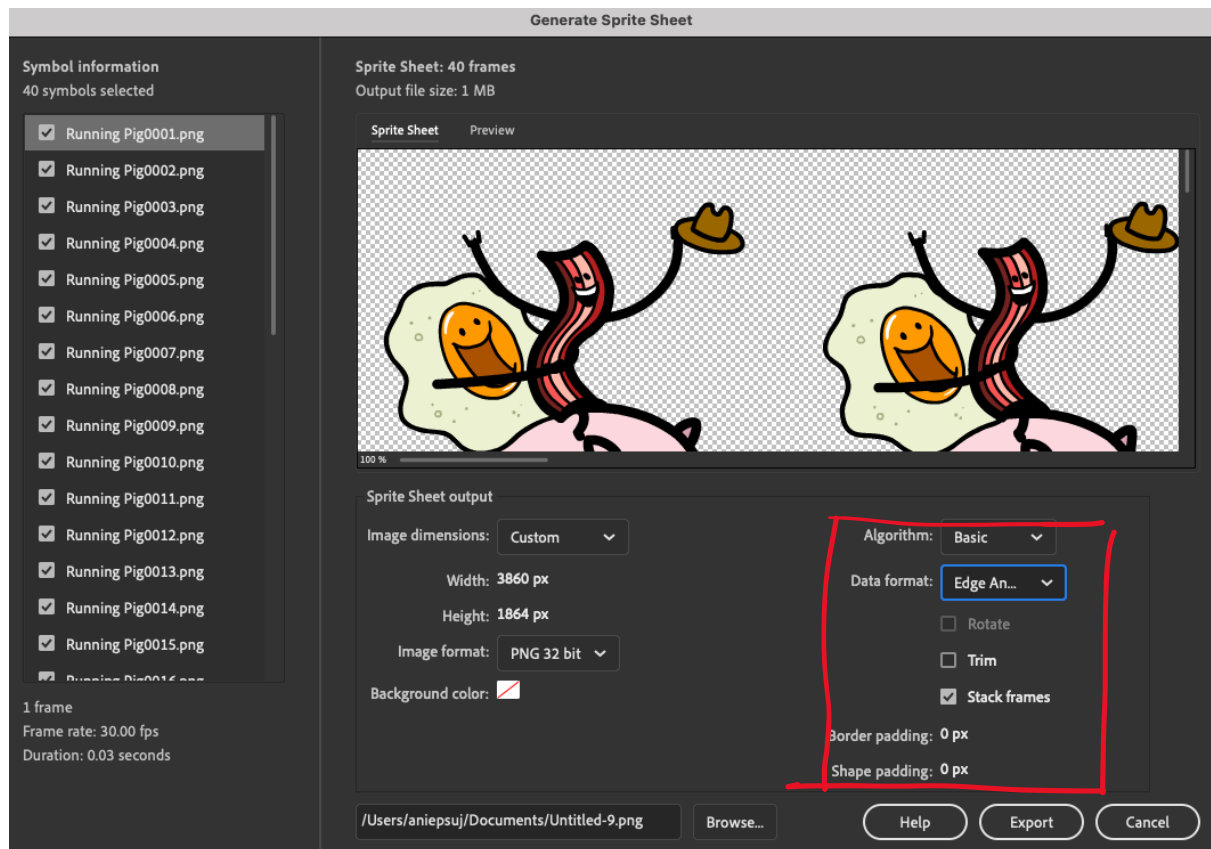
Select all and drag your frames to the library located on the right-hand side or click File->Import-> Import to library



Next, highlight all frames, right click and select “Generate Sprite Sheet”:



In the new window that appears, change the size to “Custom” and edit the values to match your sprite sheet. The goal is to make the sprite sheet as low as possible with the highest resolution.



To make all frames fit, we need to change the width and the height (with a bit of trial and error). Unselect Trim and be careful when using Stack frames as you might lose a few frames. Once you are happy with the final result click export, and test your animation.