
Aseprite2Unity Documentation

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Fig. 1: By Sean Barton

Aseprite2Unity is a collection of Unity scripts that import files from the **Aseprite Animated Sprite Editor & Pixel Art Tool** into your Unity projects.

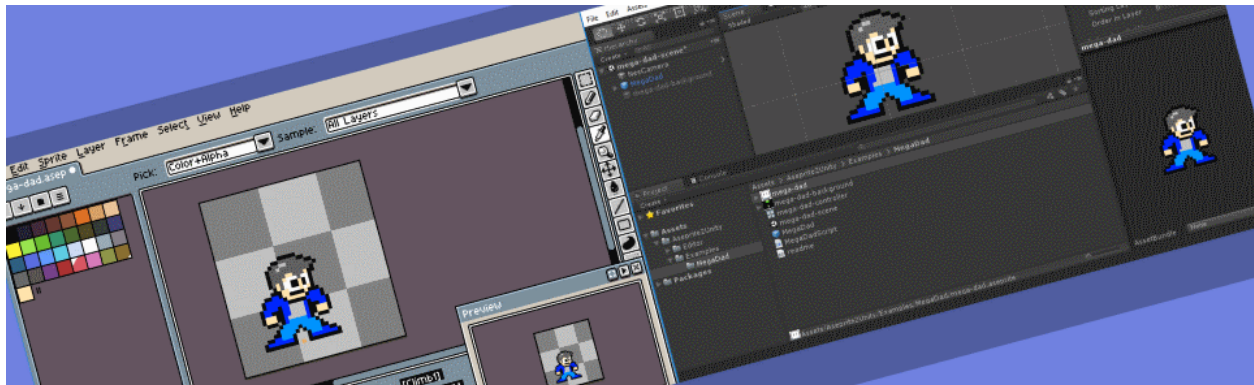
The goal of Aseprite2Unity is to **seamlessly get sprite assets into Unity**. Need to make changes to your sprite animations? No problem! **Just make edits to your sprite in Aseprite and resave**. That's it.

Aseprite2Unity will perform the following tasks for you, automatically, when (re)importing an Aseprite file:

- Create **Unity Sprites** for each frame of animation (all blending modes supported)
- Create **Animation Clips**, grouped by **Frame Tags**
- Register sprite textures with a **Sprite Atlas** (optional)
- Attach an **Animation Controller Asset** (optional)
- Result is a prefab with **SpriteRenderer** and **Animator** components filled out.

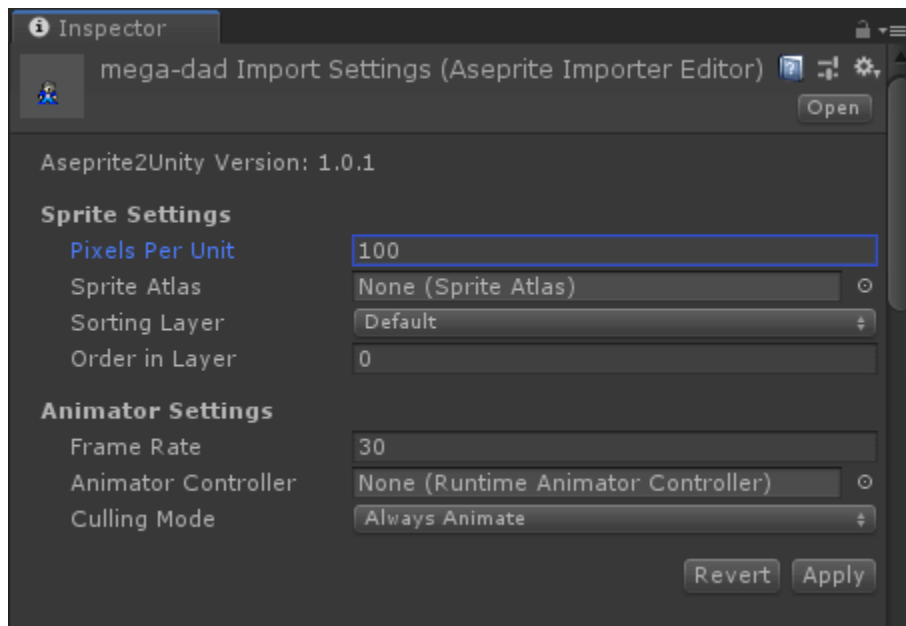
With Aseprite2Unity **you no longer need to fuss with Unity's Animation View** every time you make a change to your sprite animations - **a huge time saver!**

Aseprite2Unity is distributed as a **Unity Package** at any price you choose (including free). Additional donations can be made and **are always appreciated**.



Importer Options

The Aseprite Importer Editor has a collection of settings that control how an Aseprite asset is imported.

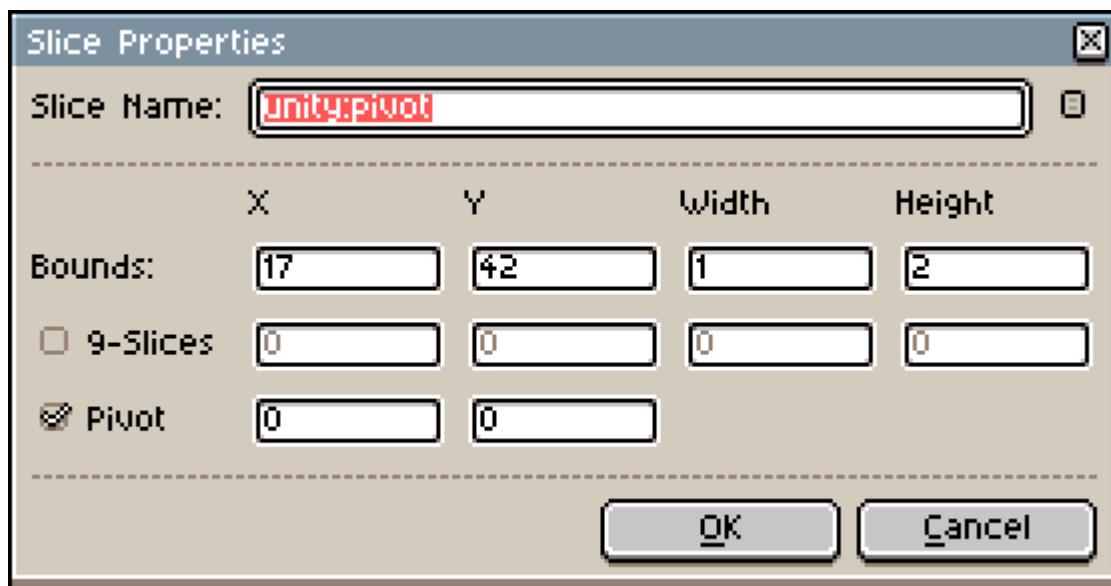


Sprite Settings	
Pixels Per Unit	This value is the amount of pixels that make up one unit of the Scene.
Sprite Atlas	(Optional) Imported Unity Sprites will be automatically added to this sprite atlas.
Sorting Layer	SpriteRenderer will have this sorting layer assigned to it.
Order in Layer	SpriteRenderer will have this order within the sorting layer.

Sprite Settings	
Frame Rate	How often you want your sprite animations sampled. In frames-per-second.
Animation Controller	(Optional) Animator component will use this animation controller.
Culling Mode	Animator component will use this culling mode.

By default, Aseprite2Unity sets the pivot of your imported sprite at the center of your canvas.

Overriding the sprite pivot point is simple. Just add a “Pivot Slice” to your Aseprite file on the first frame named `unity:pivot`.



Tip: Note that the **center of the pivot slice** is where the pivot point is placed. You may want to use a width or height of 2 in order to have pixel-perfect pivots.

Sprite Animations

Aseprite2Unity produces animation clips that are grouped by frame tags.



Animation clips are set to loop by default. If you want an animation to disable looping then make sure the frame tag name is surrounded by square brackets.

In other words, `Jump` will be a looping animation whereas `[Jump]` will not loop.

