# Creating Sprite Sheets

To create sprites for your game, you will first need images for each frame of the animation. These can be created in any program you like, from MS Paint to Photoshop to 3DS Max. The images should be a suitable resolution for the device you plan to run the game on and should all be the same size.

The program used to turn the individual images into a sprite sheet is called TexturePacker. Although the free version is fairly limited, it has enough features to create most basic sprite sheets.

## Step 1 – Download and Install TexturePacker

Go to: https://www.codeandweb.com/texturepacker and click the button that says "Download TexturePacker". The browser may give a warning about the file, ignore this and click on "Keep".

Find the installer file in your downloads and run the installation. Once complete you can launch the application and you should see this:

Select "Use Free Version" and the application should start.
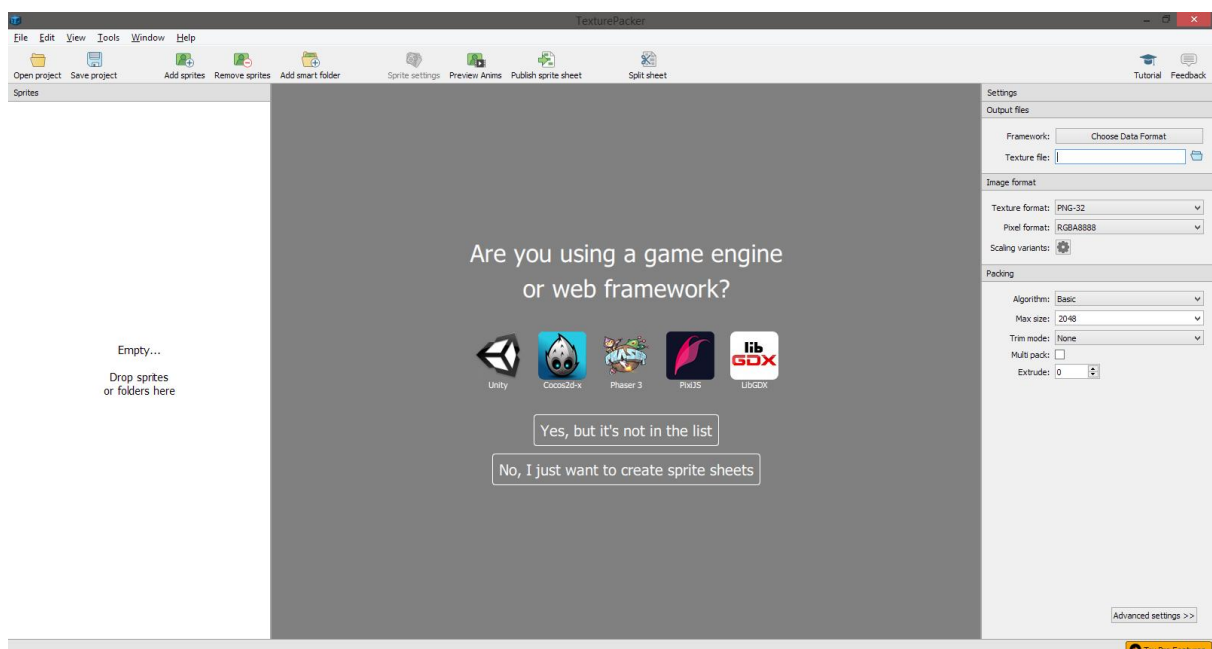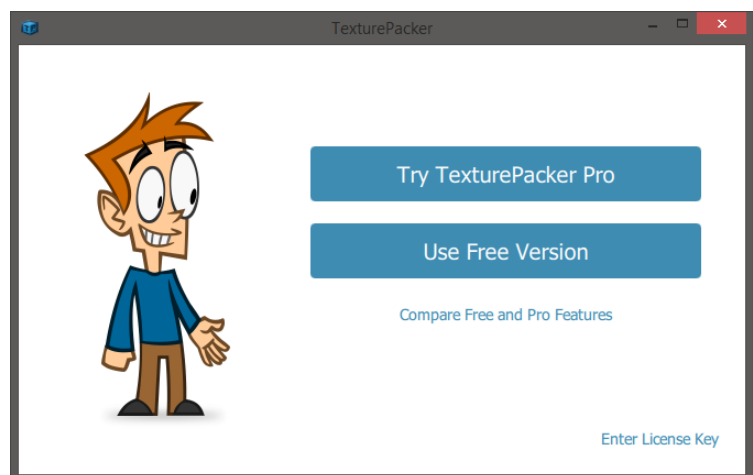
# Step 2 – Adding Images

Adding Images is as simple as finding the folder where your images are stored, selecting them all then dragging them into the TexturePacker application
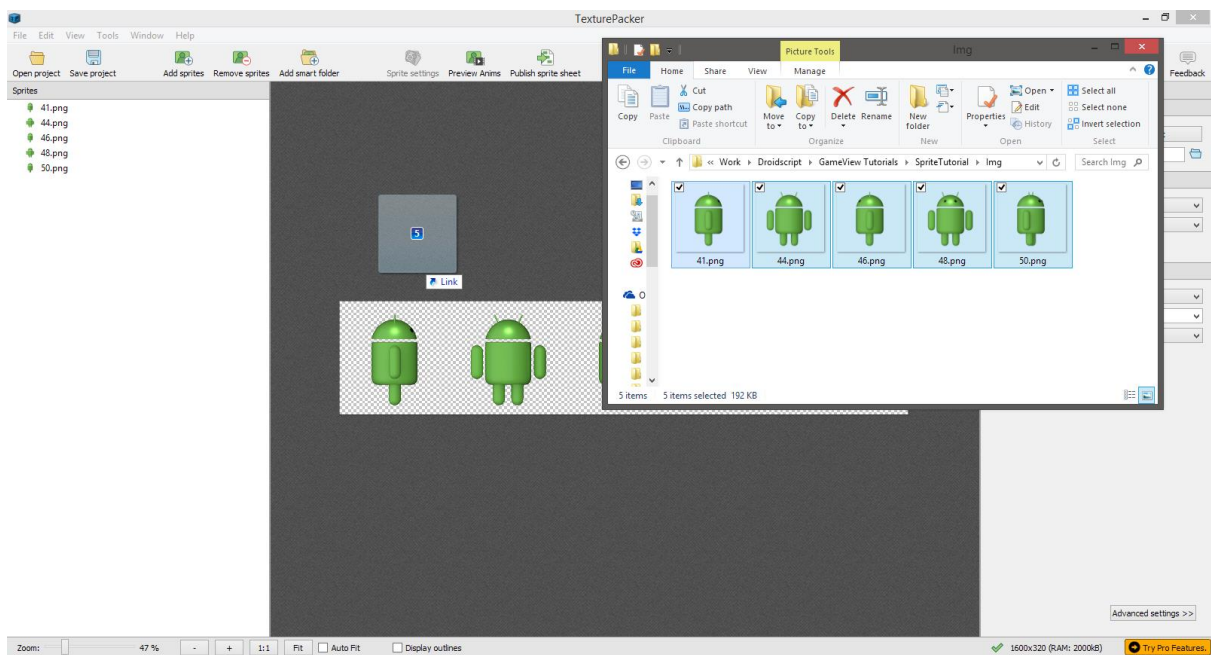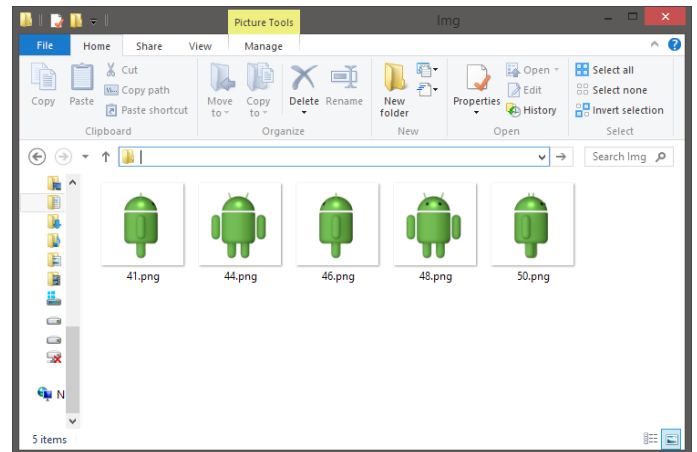




# Step 3 – Preview the Animation

As we're only using the free version of the program, leave the packing options in the right-hand panel as the default. Then select all the frames in the left-hand panel by shift-clicking the first and last frame then click the "Preview Anims" button at the top. You will then see a preview of the finished animation. If everything looks good, you are ready to export.
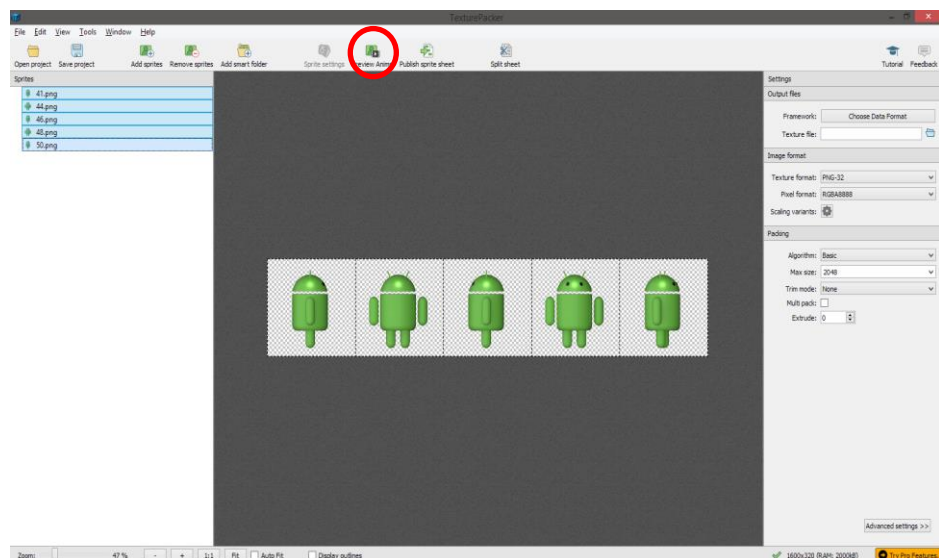
# Step 4 – Exporting the Sprite Sheet

Close the animation preview, then click on the "Publish Sprite Sheet" button at the top. Give your sprite sheet a name then click OK.
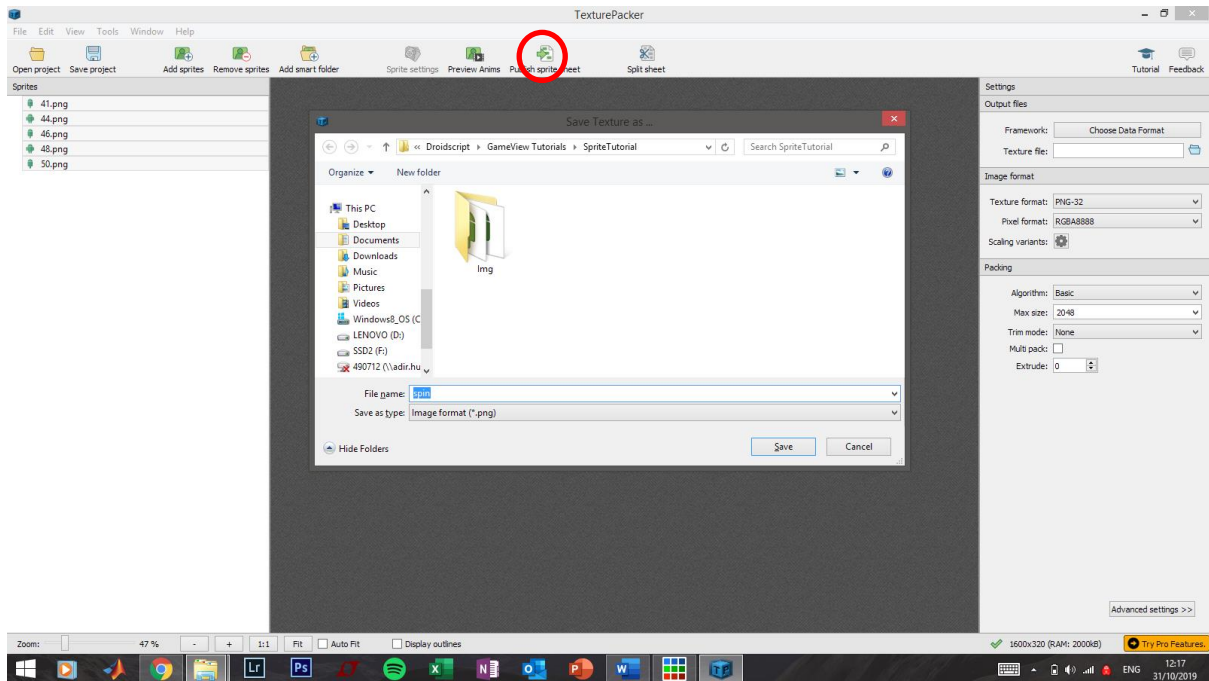


# Step 5 Renaming the File

That's the sprite sheet created now, the last thing we need to do is give the file a special filename that the Droidscript Gameview can use to know how to treat the file.

First close TexturePacker and find the file you just exported. If you hover over the file, or right click and go to properties, you will be able to find the Dimensions of the image, take a note of these.

Finally rename the file in the format of: "file_name_widthxheightxframesacrossxframesdown.png". For example in our "spin" sprite sheet, the file name will be "**spin_1600x120x5x1.png".** The file is now ready to be added as an asset to our DroidScript game!
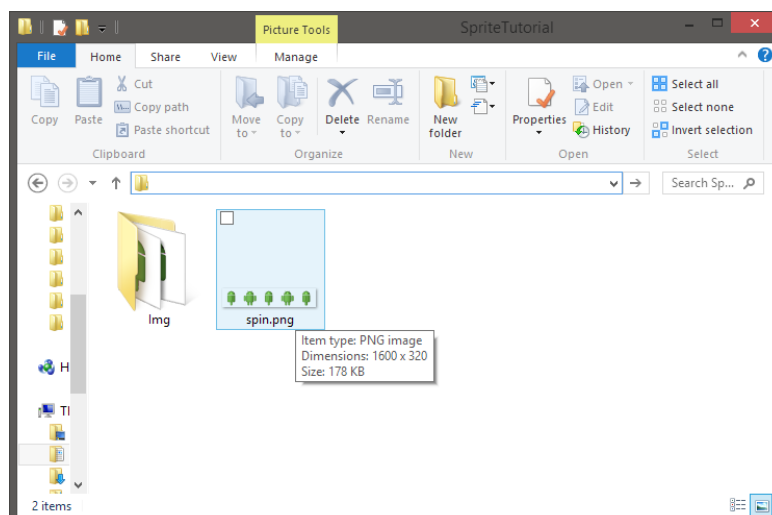
Note: If you have a lot of frames in the sprite sheet, it is a good idea to make it more of a rectangle shape (multiple rows and columns) otherwise the image may fail to load properly in DroidScript.

**Piskel**

An alternative way to make sprites and art for your game is using Piskel, a free online tool that allows you to design pixel art and turn it into sprite sheets. They also have an offline version of the tool that can be downloaded. Check it out here:   https://www.piskelapp.com/