

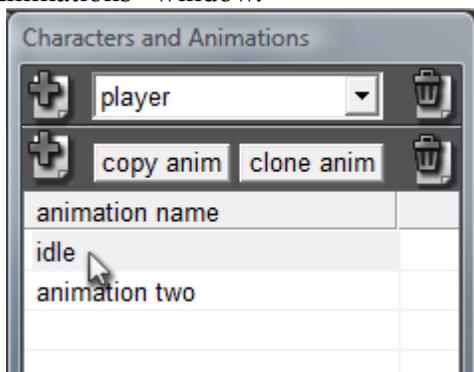
Exporting Animations As Sequential Images

Although the main purpose of Spriter is to export optimized DATA for a game engine to recreate the animations using very few images, sometimes its necessary to make animations for a game engine that doesn't support Spriter's data. Or some times its useful to send a finished animation as images for a client or art director to inspect...or to use as promotional material.

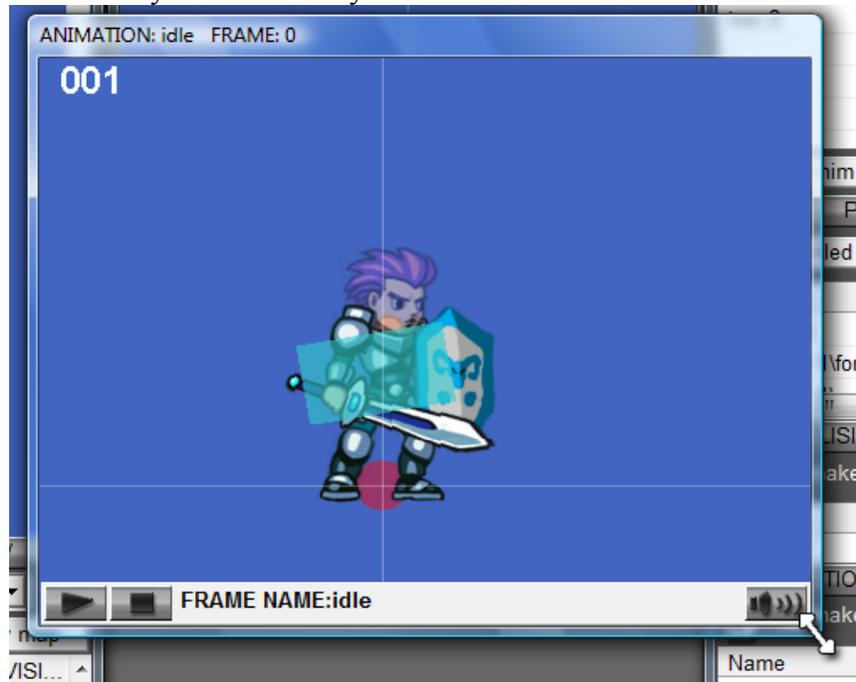
For these circumstances Spriter allows users to export finished animations as a set of sequential images.

To export BMP's (with no alpha channel): (Spriter Lite and Spriter Pro)

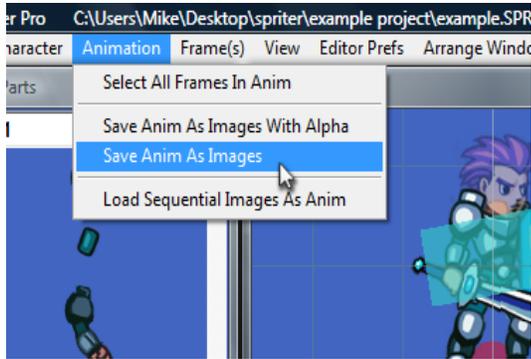
1)Select the Animation that you'd like to export in the “Animations” list in the “Characters And Animations” window.



2)Arrange the size and zoom of the Anim Preview window, and then the position of the 0,0 point (the red dot) as you would like. This is what controls the size of the exported images, their scale (zoom factor) and the position of the actual animations (images). Also note that the color of the background is determined by the color that you can set under “Editor Prefs/Edit Colors”, Guides Etc. in the menu.



3) Choose “Anim/Save Anim As” Images from the menu.

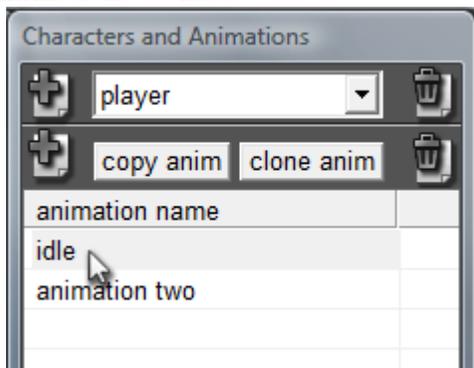


You should see that The actual exporting process take place in the “Animation Preview” window.

4) Look in the main folder of your Spriter project file and you will find the BMP images, All named firstly with the name of the animation, then its frame number.

To export BMP's (with no alpha channel): (Spriter Pro only)

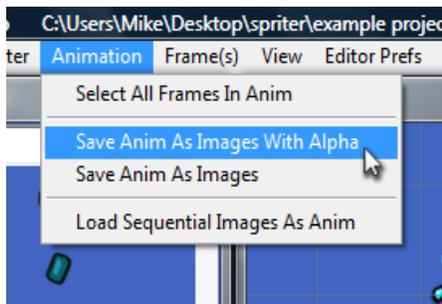
1) Select the Animation that you'd like to export in the “Animations” list in the “Characters And Animations” window.



2) Arrange the size and zoom of the Anim Preview window, and then the position of the 0,0 point (the red dot) as you would like. This is what controls the size of the exported images, their scale (zoom factor) and the position of the actual animations (images). Also note that the color of the background is determined by the color that you can set under “Editor Prefs/Edit Colors”, Guides Etc. in the menu.



3) Choose “Anim/Save Anim As Images With Alpha” from the menu.



You should see that The actual exporting process take place in the “Animation Preview” window.

4) Look in the main folder of your Spriter project file and you will find the PNG images, All named firstly with the name of the animation, then its frame number.

