Aseprite Importer Manual

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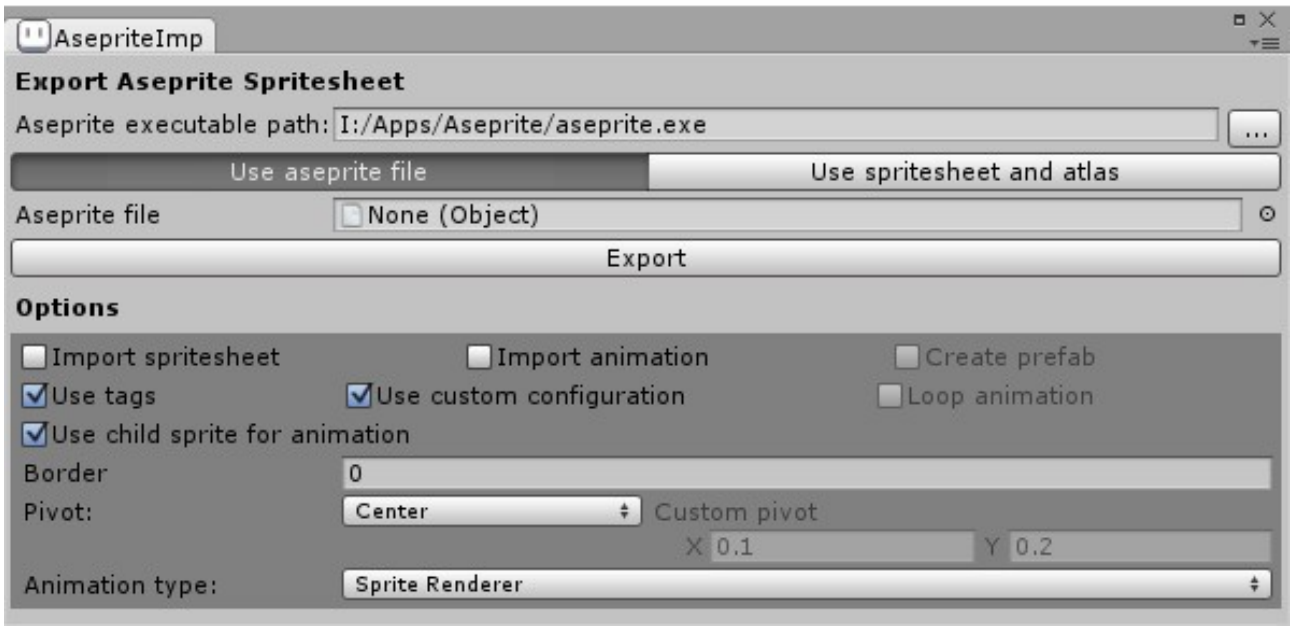
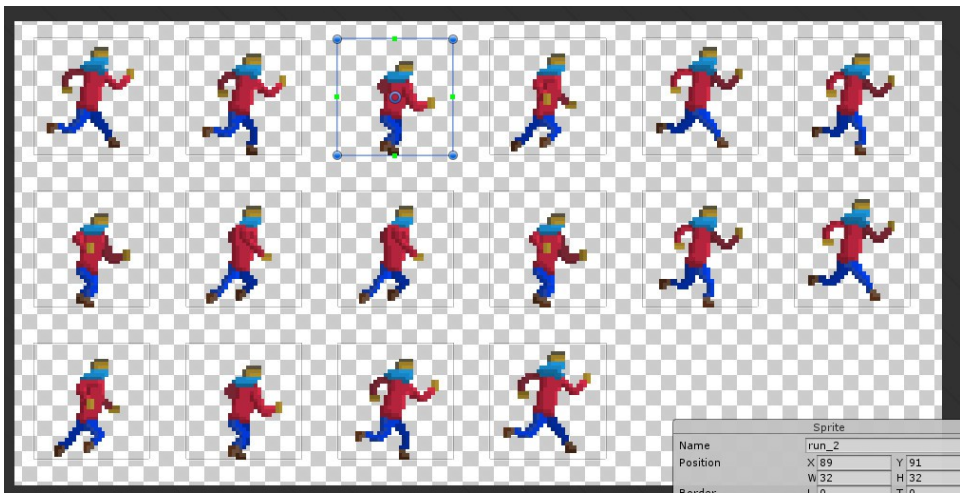
Exporting .ase files



Before you can export .ase files, you need to select the aseprite executable in **Aseprite executable file**.
In order to export an .ase file to a png spritesheet and a json atlas, you need to choose the **Use aseprite file** tab and select the file (it has to be inside your project asset folder).
If you activate **Import spritesheet**, it will create the spritesheet using Unity's tools. If you activate **Import animation**, it will create animations using the information in the exported json. You can import animation without importing the spritesheet but it's not recommended.

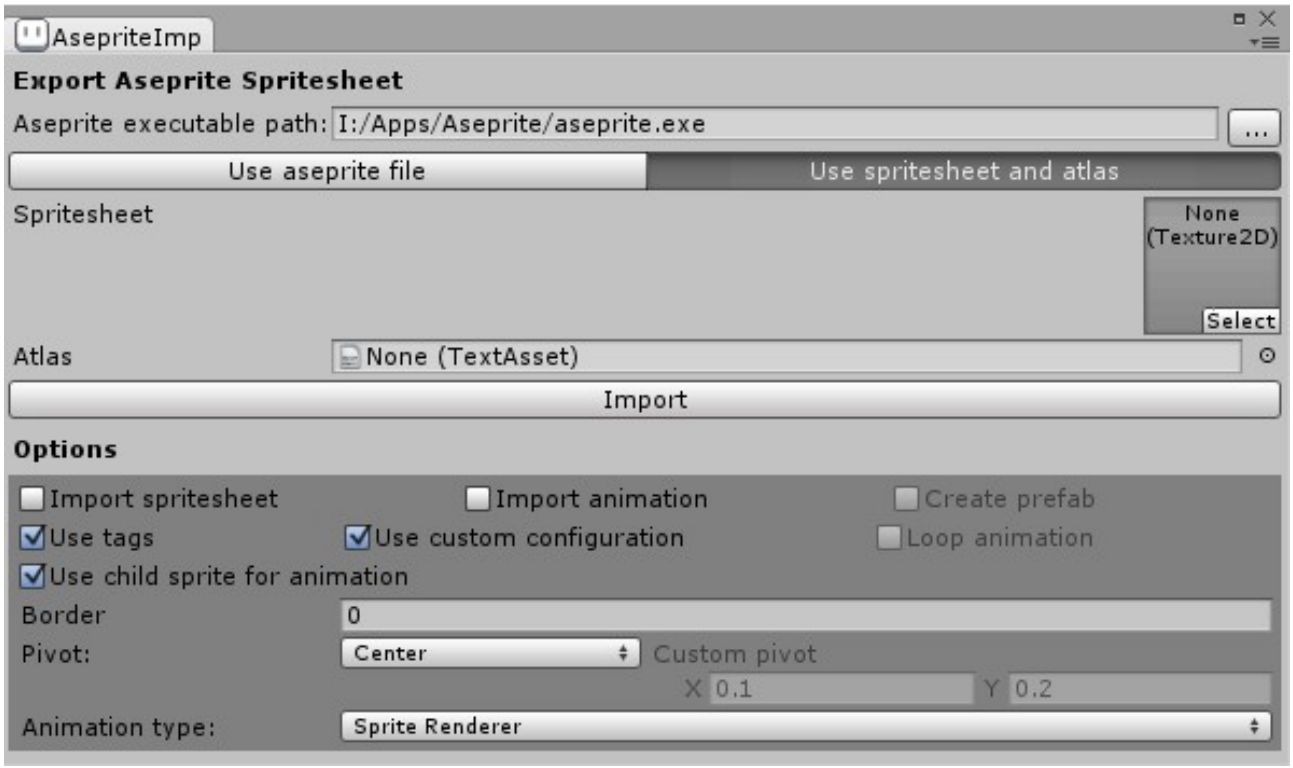
Export options

- **Border** will create a border around sprites
- **Pivot** sets the pivot in the sprites, it works the same way as in the Image inspector
- **Animation type** will set the component to be animated, it can either be a SpriteRenderer or an Image (UI)



Border

Importing Animations



You can either import animations from a spritesheet and atlas or you can do it directly from an .ase file.

In order to import animations from a spritesheet and altas, you need to choose the **Use spritesheet and atlas** tab and choose the respective files.

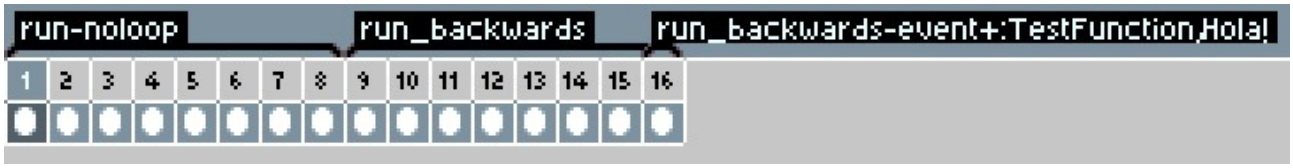
If you don't have the spritesheet already separated into sprites (ie: you created the files using aseprite separately), you need to select **Import spritesheet**.

Animations will be created considering the frame durations set in aseprite, so they should run just as they run in aseprite.

If you activate **Create prefab**, a **prefab** and an **animator controller** will be created with everything set. You can drag it to your scene and start using it.

Tags and Custom Configuration

If your file has animations separated in tags, you need to activate “Use tags”. You can add options in your tags that will only affect separate animations or single frames, you just need to add the option with a “-” at the beginning.
You can add **-noloop** to an animation tag so it doesn't loop (otherwise it will loop). And you can add **-event** or **-event+** to a single frame (it still needs to have the animation name in the tag) to create an event on the unity animation, **-event** will create it in the selected frame and -event+ will create it in the following frame (I created this so you can put events on the last frame of an animation because the last frame on aseprite is the previous to last on unity).



The format for an events is:

tagName-event:FunctionName,Parameter

It can take one string parameter or none.

If you don't use custom configurations, you can choose if all animations will loop with the option **Loop animation**.

If you don't activate **Use tags**, it will be imported as one single animation.