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README Apache-2.0 license

🌟 Sprite Studio (WIP)

Animated Sprite Management and Assembly Tool

Sprite Studio is a work-in-progress (WIP) development tool designed to help game creators and pixel artists efficiently manage, slice, and arrange animation sequences from various source materials (GIFs, consolidated image files, or individual frames).

Alpha threshold 5 Vertical tolerance 30 FPS 10 -> Timing 100ms

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✨ Key Features

Import & Data Handling

- **Flexible Import:** Supports importing **Animated GIFs** (automatic frame extraction) and **Sprite Sheets** (automatic slicing based on alpha/color tolerance).
- **Visual Arrangement:** Frames are managed in a list with intuitive drag-and-drop support for reordering and insertion.

Editing & Sequencing

- **Frame Merging:** Easily merge frames by dropping one item onto another to combine them into a single frame.
- **Batch Operations (Multi-Selection):**
    - **Group Deletion** for selected frames.
    - **Invert Selection** to quickly select all unselected frames.
    - **Reverse Order** for selected frames to create quick ping-pong animations or correct sequencing issues.

Animation Preview

- **Real-time Preview:** Animate the **currently selected frames** in sequence, respecting the user-defined **FPS** (Frames Per Second).
- **Fixed Aspect Ratio:** Ensures small frames are centered within the bounding box of the largest frame, preventing perceived size changes during playback.

Export

- **Industry-Standard Export:** Generates the final **Sprite Atlas** as a **PNG** image.
- **Metadata Export:** Creates a **JSON** metadata file (compatible with tools like Texture Packer) containing the exact coordinates (x, y, w, h) of each frame on the exported atlas.

💻 Building and Running

Prerequisites

- A C++ compiler.
- **CMake** (version 3.10 or higher recommended).
- The necessary development dependencies (e.g., Qt framework libraries, as specified in `CMakeLists.txt`).

Build Steps

1. **Clone the repository:**

```
git clone https://github.com/oktailb/Sprit
cd SpriteStudio.git
```

2. **Configure and Compile (using CMake):**

```
mkdir build
cd build
# Configure the project, assuming CMakeLis
cmake ..
# Build the project
cmake --build .
# Or simply: make
```

3. **Launch the application:**

```
./SpriteStudio
```

🗺️ Roadmap (Future Plans)

- **Project Save/Load:** Implement a dedicated project file format (`.sps`) to save the current frame order, settings, and source data, plans also to support `.tps` format.
- **Manual Bounding Box Editing:** Allow users to manually adjust frame boundaries for precise slicing.

About

Little studio to manage sprites and animated textures

Readme

Apache-2.0 license

Activity

0 stars

0 watching

0 forks

Report repository

Releases

No releases published

Packages

No packages published

Languages

- ● **C++** 91.7%
- ● **CMake** 8.3%

- **Export Formats:** Add specific metadata formats (e.g., XML, formats tailored for popular game engines).

✍️ Development

Developer: Vincent LECOQ

📄 License

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