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|  <b>oktailb</b>    | Add zoom contol on atlas vie... | 82aef8b · 18 minutes ago |  |
|  SpriteStudio      | Add zoom contol on ...          | 18 minutes ago           |                                                                                   |
|  sample            | remove picture sizin...         | 2 days ago               |                                                                                   |
|  .gitattributes    | Initial commit                  | last week                |                                                                                   |
|  .gitignore        | Application skeleton ...        | last week                |                                                                                   |
|  ABOUT             | Fill About and Licenc...        | 5 days ago               |                                                                                   |
|  CMakeLists.txt    | Fix unexisting file in i...     | yesterday                |                                                                                   |
|  Fusion.gif        | Update README                   | 2 days ago               |                                                                                   |
|  LICENSE           | Initial commit                  | last week                |                                                                                   |
|  README.md         | Update README.md                | 2 days ago               |                                                                                   |
|  SpriteStudio.gif | Update README.md                | 3 days ago               |                                                                                   |
|  build.cmake     | Fix probable crash d...         | yesterday                |                                                                                   |

## 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).



### 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/SpriteStudio.git
```

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

```
mkdir build
cd build
# Configure the project, assuming CMakeLists.txt exists
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

1 tags

#### Packages

No packages published

#### Languages

C++ 94.7% CMake 5.3%

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



## Development

**Developer:** Vincent LECOQ



## License

This project is licensed under the **Apache License 2.0**. See the `LICENSE` file for full details.

