



# Animation **Maker**

**Thank you very much** for buying my asset!

By Ludum**Cor**

Version 1.0.0  
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## Overview

Animation Maker is a Unity editor utility that aims to automate and speed up making 2D Animation Clips.

## Compatibility

- From Unity 2019 LTS
- Any render pipeline.

## Features

- Shortcut for creating AnimationClips with predefined custom fps.
- Shortcut for creating AnimatorControllers.
- Shortcut for creating OverrideAnimatorControllers.



# Important Notes



## First

Feel free to get in touch on [Discord](#) or via [e-mail](#) if you have any issues or questions, or if you want to discuss more advanced topics regarding the tool!

## Scripting Assemblies

You can use Assembly Definitions to organize the scripts in your Project into assemblies. When you create an Assembly Definition Asset in a folder, Unity compiles a separately managed assembly from all the scripts in that folder. Scripts in subfolders do get included unless the subfolder has its own Assembly Definition. These managed assemblies act as a single library within your Unity Project.

If you reference any LudumCor script and your project also uses Assembly Definitions, make sure you add all the dependencies. If you don't want any Assembly Definitions in your project, you can delete them and wait for Unity to recompile all the scripts. If you have errors after compiling, restart Unity to refresh the assemblies.



# Tool Usage



## Introduction

Animation Maker is a utility for creating customizable animation clips via shortcuts.

Creating animation clips from sprites is quite a simple operation in Unity: Select some sprites, drag them into the scene view, choose a name and save.

But then you need to set a target frame rate and maybe repeat each sprite 2 or 3 times, this for all the animations of your project.

There is no problem when you need to do this for only one animation, but imagine creating dozens (maybe hundreds) of animations. Besides being a tedious operation, you probably will make mistakes and create wrong clips.

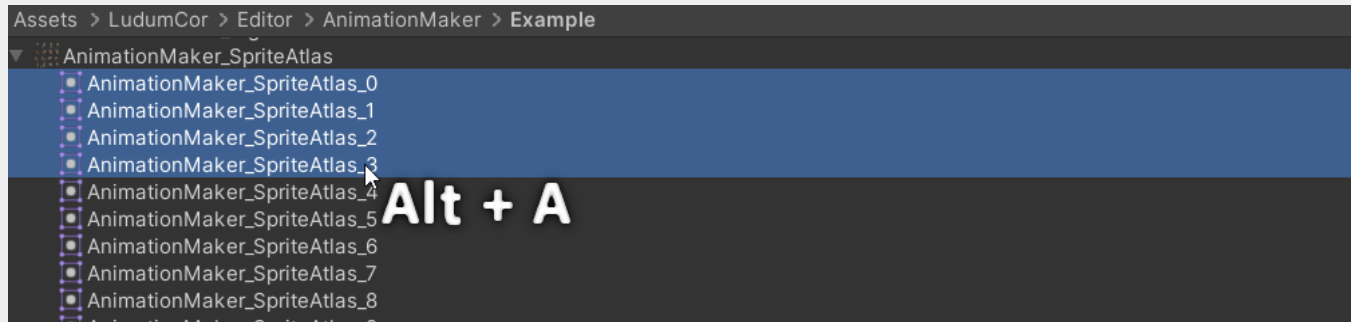
It is in those cases that Animation Maker comes in handy.

With this asset, you can set up a target frame rate per project or folder, and it will create all the animation with those settings.

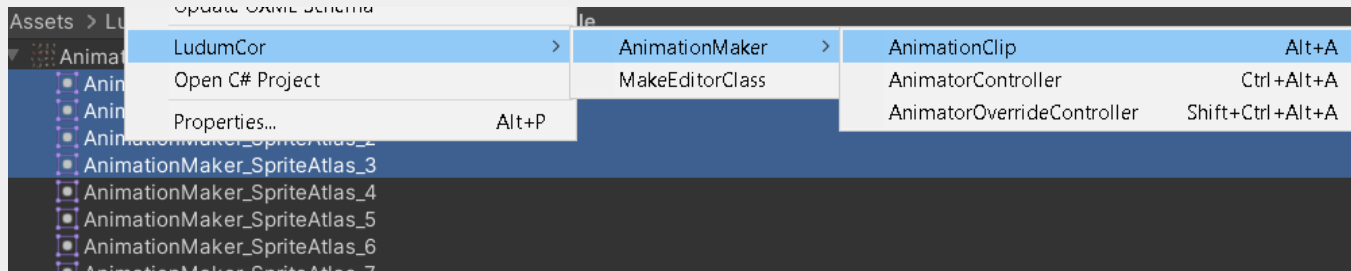


## Create AnimationClips

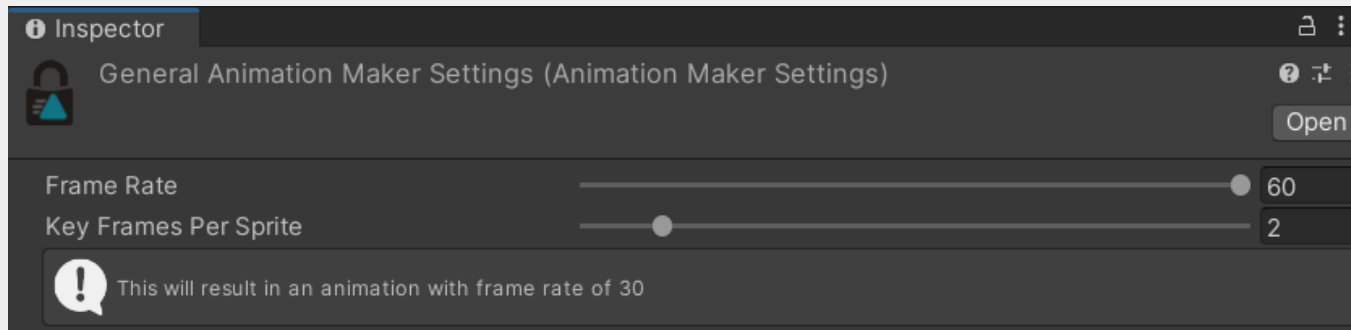
- Select all the sprites you want to convert into an AnimationClip from the project folder and press **Alt + A**.



- Or use the right-click menu: **LudumCor > AnimationMaker > AnimationClip**.



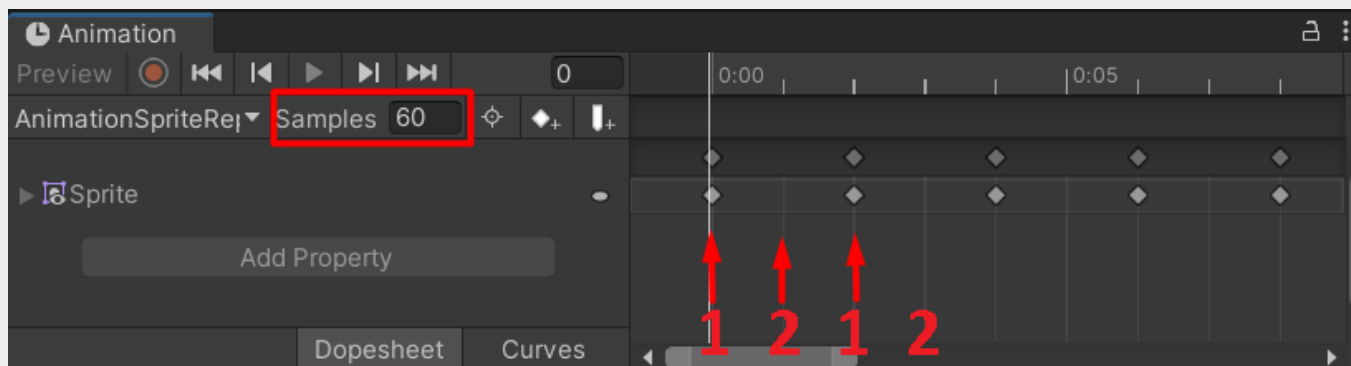
- You can set up the project target frame rate from the ScriptableObject called **GeneralAnimationMakerSettings**. Also selectable via the menu **Tools > LudumCor > GeneralAnimationMakerSettings**.



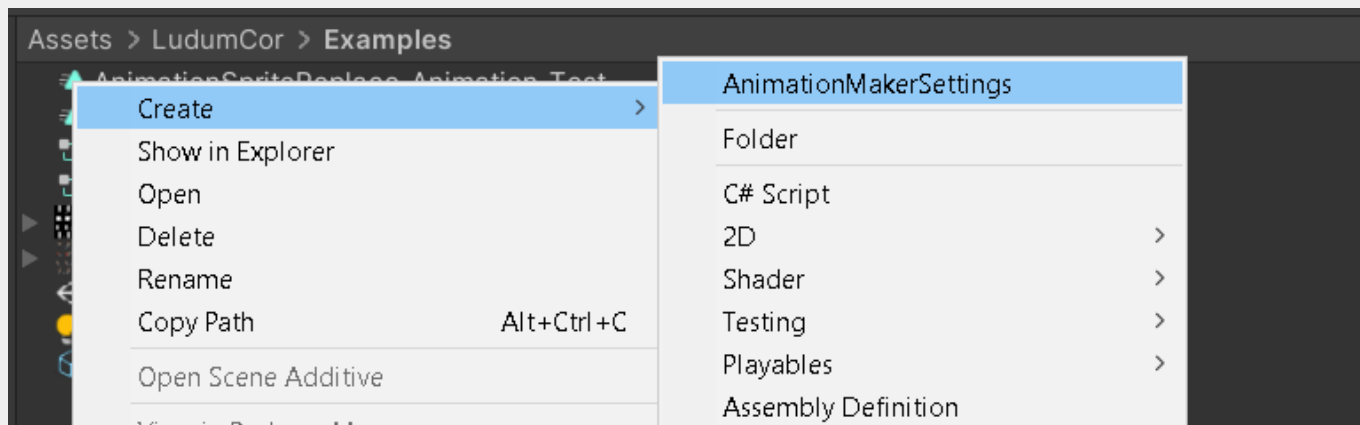
**Frame Rate** is the target frame rate of the animation.

**Key Frames Per Sprite** is the number of keyframes that each sprite spans.

With the above settings, the resulting animation will be:



- You can also add specific settings per folder by creating an **AnimationMakerSettings** via the right-click menu **Create > AnimationMakerSettings**.



This menu will create a new **AnimationMakerSettings** in the folder. All the animations created in this folder will follow those settings.

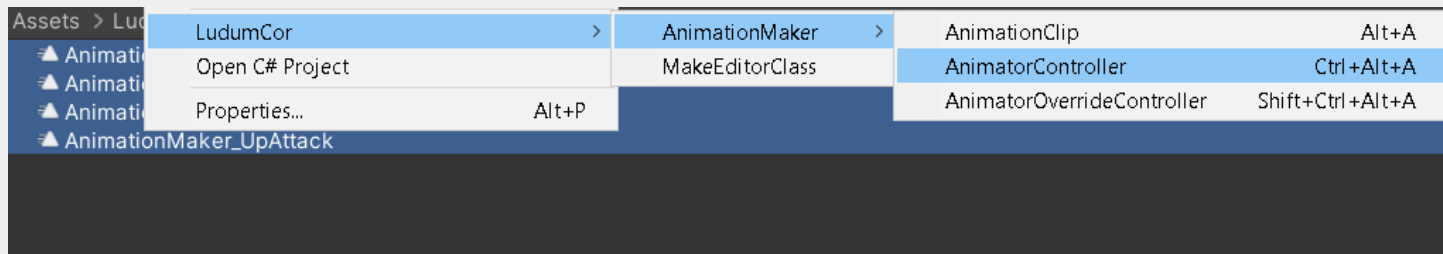


## Create AnimatorController

- Select all the AnimationClips you want to include in your AnimatorController from the project folder and press **Ctrl + Alt + A**.

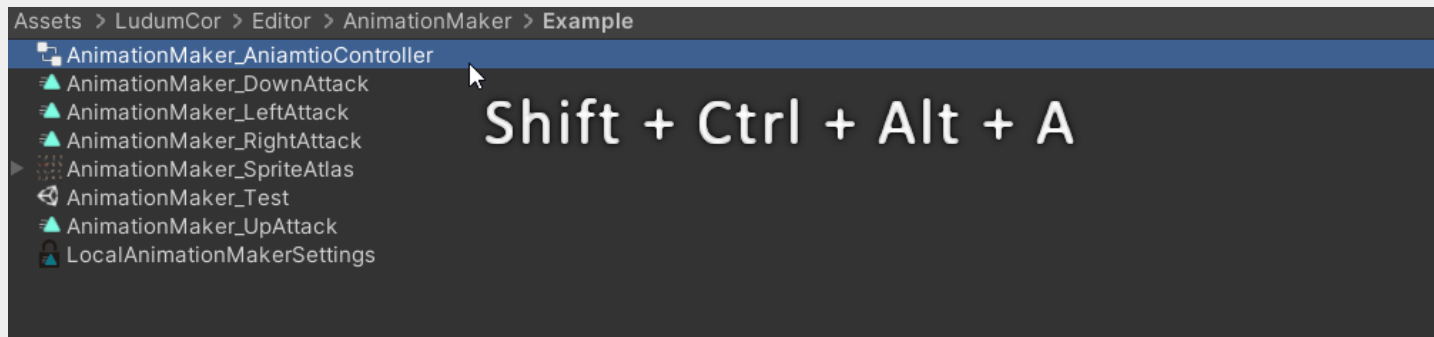


- Or use the right-click menu **LudumCor > AnimationMaker > AnimationController**.

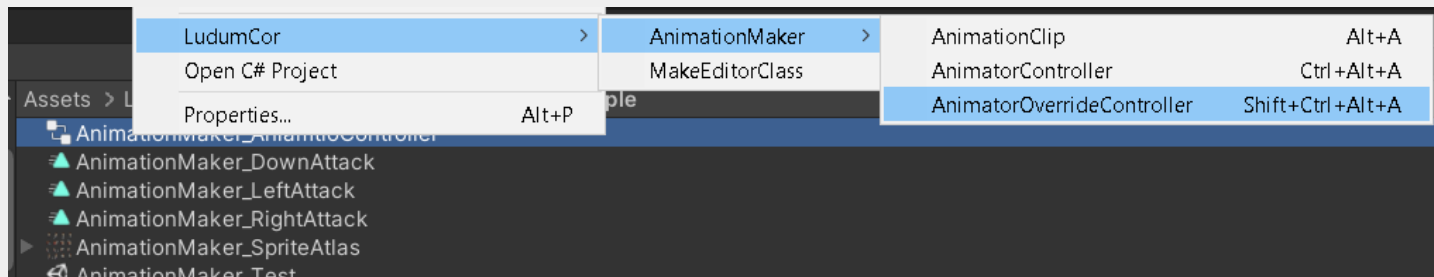


## Create AnimatorOverrideController

- Select an AnimatorController from the project folder and press **Shift + Ctrl + Alt + A**.



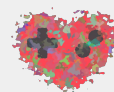
- Or use the right-click menu **LudumCor > AnimationMaker > AnimatorOverrideController**.



## Video Tutorials

Watch the following tutorials on how to use AnimationMaker:

[Coming Soon](#)



# Changelog



The format is based on [Keep a Changelog](#), and this project adheres to [Semantic Versioning](#).

## 1.0.0

### Added:

- Create AnimationClips from selected Sprites via context menu (Alt+A)
- Create AnimatorControllers from selected AnimationClips via context menu (Ctrl+Alt+A)
- Create AnimatorOverrideControllers from a selected AnimatorController via context menu (Shift+Ctrl+Alt+A)
- Local and global AnimationMakerSettings support (frame rate, keyframes per sprite)
- Custom inspector for AnimationMakerSettings with effective FPS preview
- Example scene with sample sprites and generated animation assets
- Tools menu shortcut to locate GeneralAnimationMakerSettings (Tools/LudumCor/GeneralAnimationMakerSettings)



**More**



## Links

- Website: <https://www.ludumcor.com/animationmaker> OR <https://www.hyperpyrean.com/animationmaker>
- For more assets like this, Patreon: <https://www.patreon.com/Hyperpyrean>
- Contact: [alex@ludumcor.com](mailto:alex@ludumcor.com)

