

# Year 6 - Lesson 2 - Pixel Art Sprites Animation

PLEASE WRITE YOUR NAME

## Introduction:

Do not attempt this lesson until you have completed all of the tasks in Lesson 1. In this lesson you will create your first sprite animation. You will find this lesson easier if you print this document.

## Task 1:

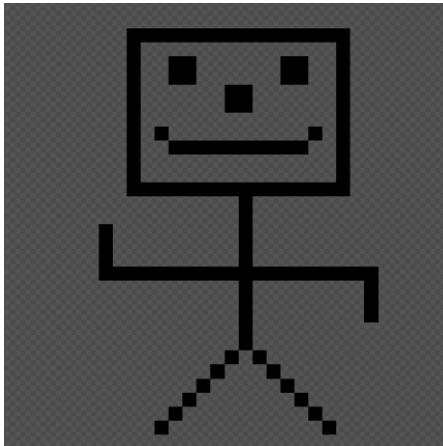
Load the Piskel interface using the following link:

<https://www.piskelapp.com/>

You will need to click on CREATE SPRITE.

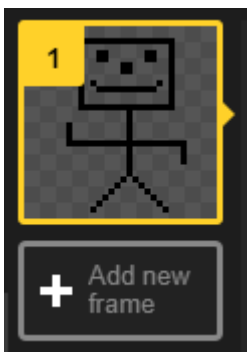
## Task 2:

Try to create the following in Piskel



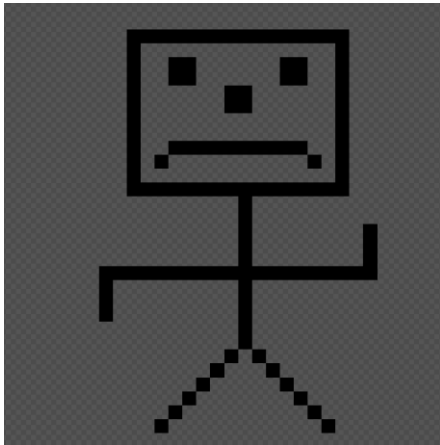
## Task 3:

Click on ADD NEW FRAME



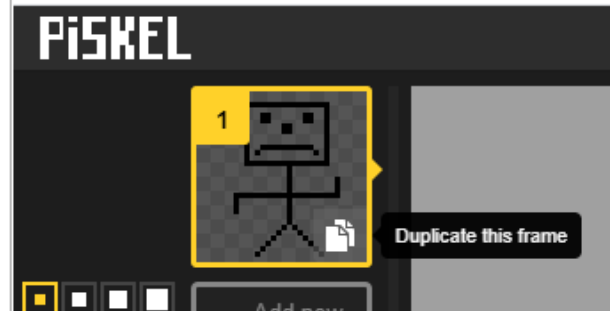
**Task 4:**

Try to create the following in Piskel



**HELPFUL TIP:**

You can if you feel able, duplicate a frame instead of adding a new frame and then edit it. This will save you having to keep drawing the same frame.



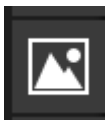
**Task 5:**

Now look at the top RIGHT of your screen. You should see a quick flashing animation of your drawing. Use the slider and move it to the left to slow the animation down.



**Task 6:**

Try to export your animation using this button



Choose the option



The image should download to your computer as 'New Piskel.gif'

If you have completed all tasks, try creating your own animations, you can add as many frames as you wish.