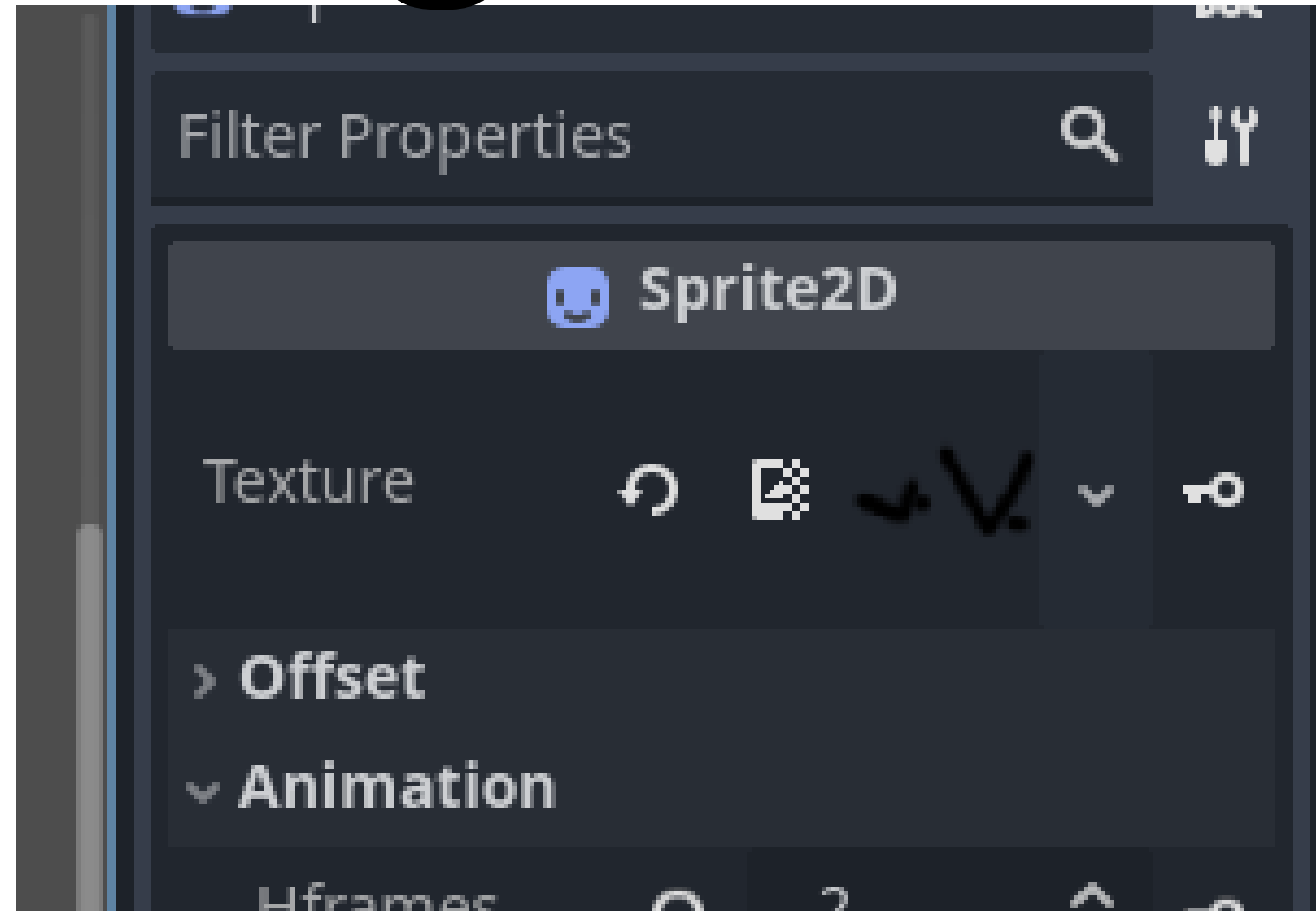


# Animating a Collision Shape



Create a new Scene  
Then choose a Node2d  
Add a child> Sprite 2d

# Animating a Collision Shape



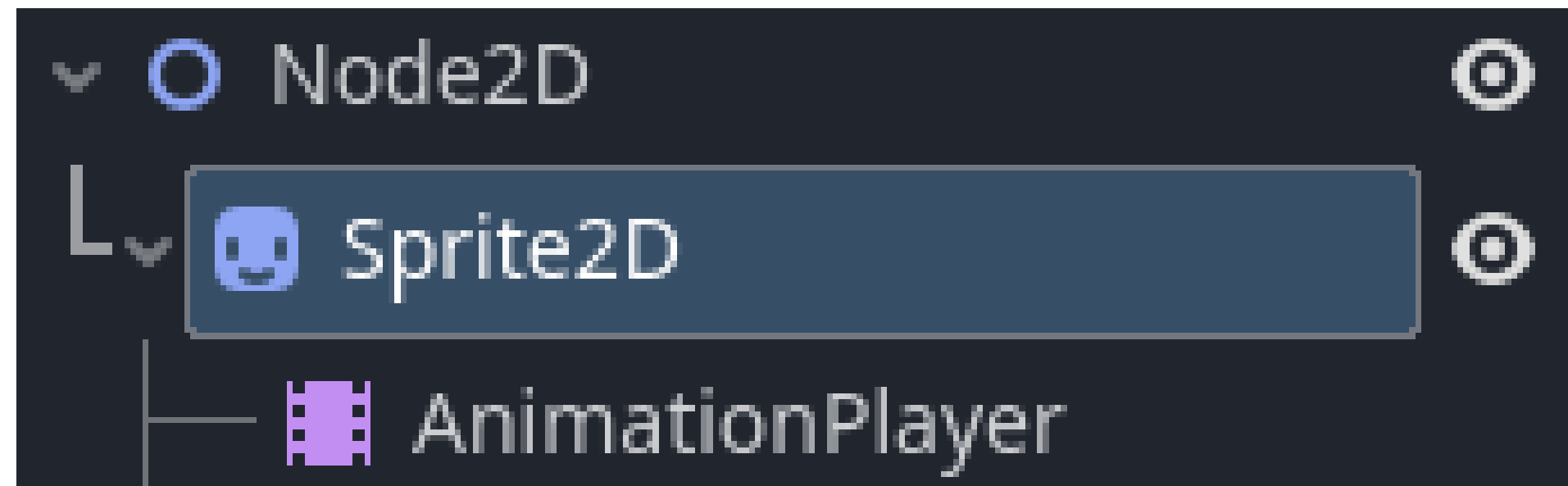
Load your image in to the Sprite2D  
Texture window

# Animating a Collision Shape



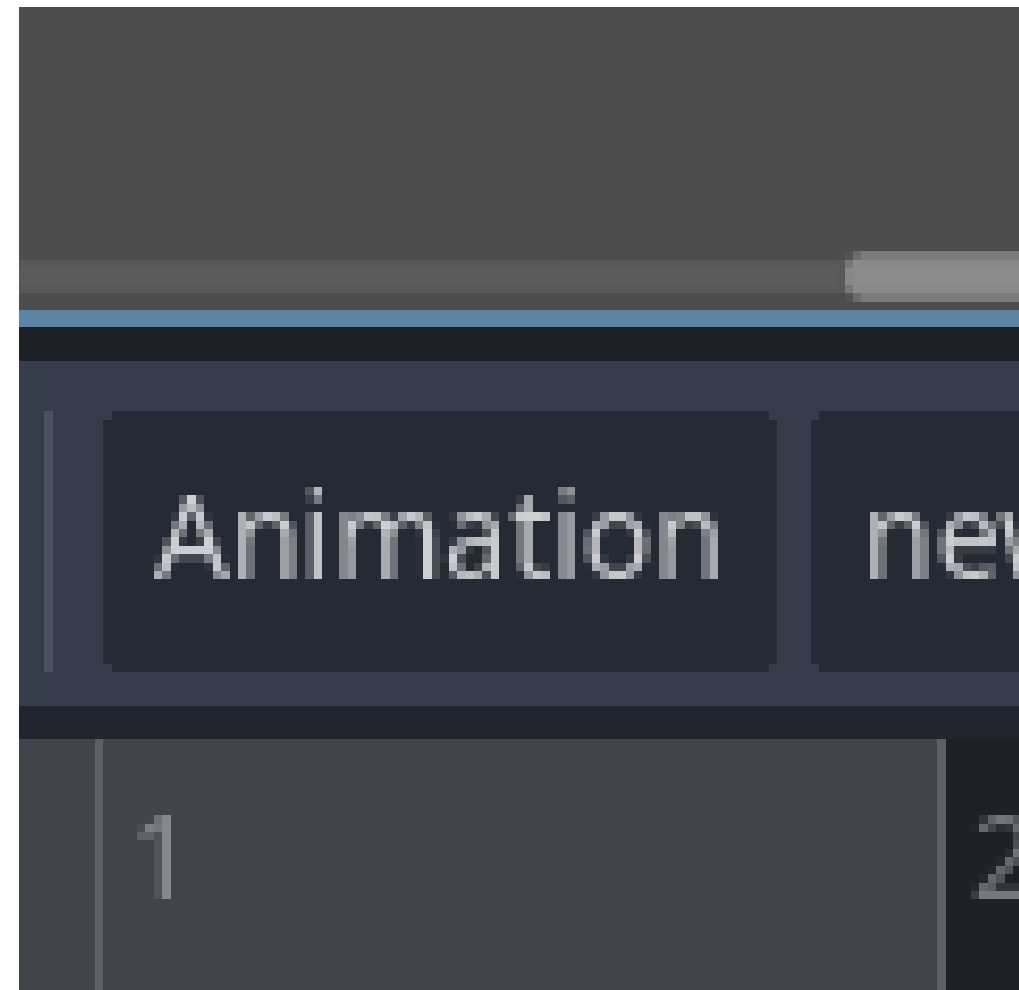
Open the Animation tab  
and based on how many frames you have  
adjust H frame number. I am using a 2 frame animation, so i choose 2.

# Animating a Collision Shape



Add a child to Sprite2D > Animation Player

# Animating a Collision Shape



Click on the Animation button and choose New

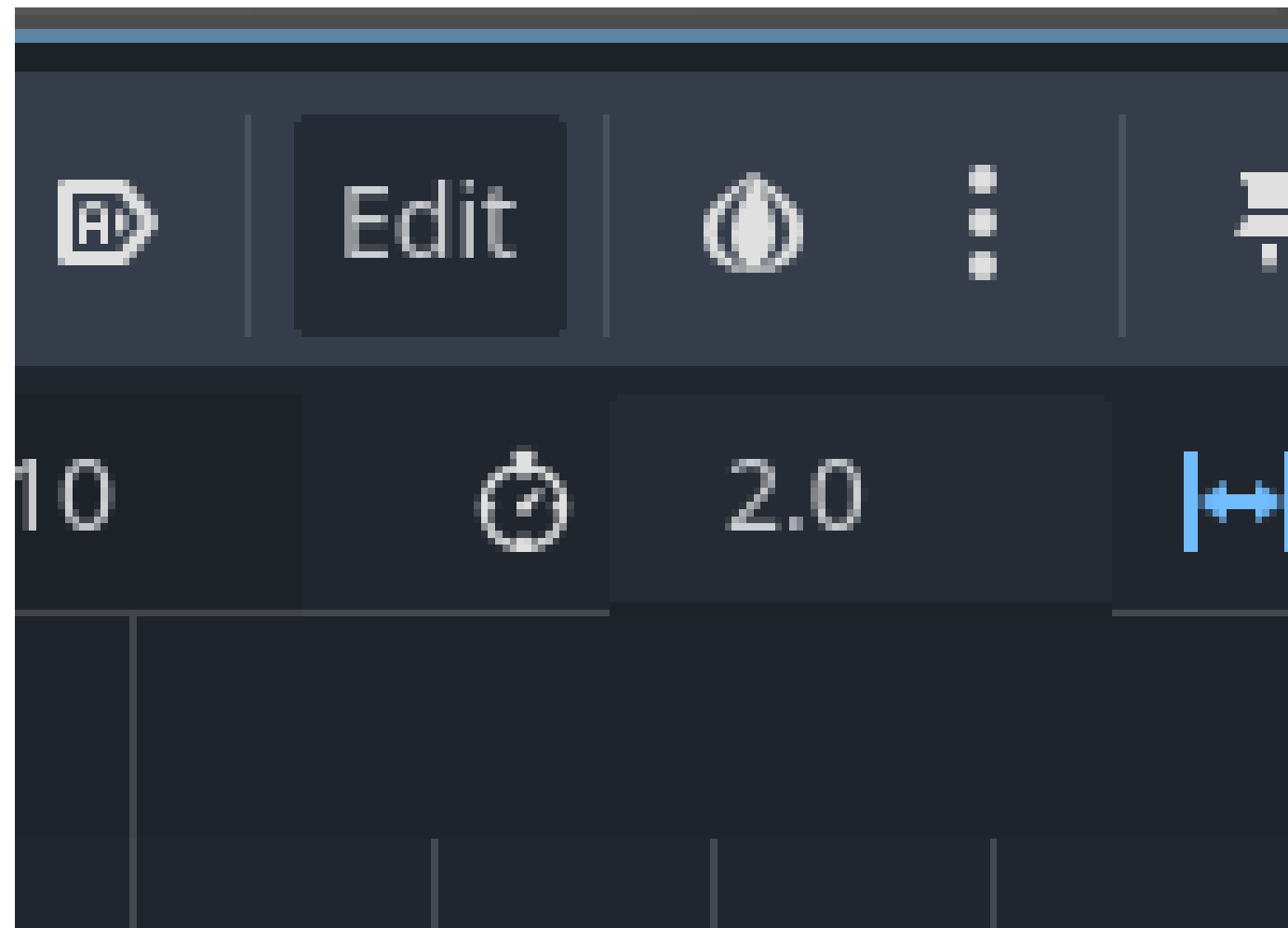
# Animating a Collision Shape



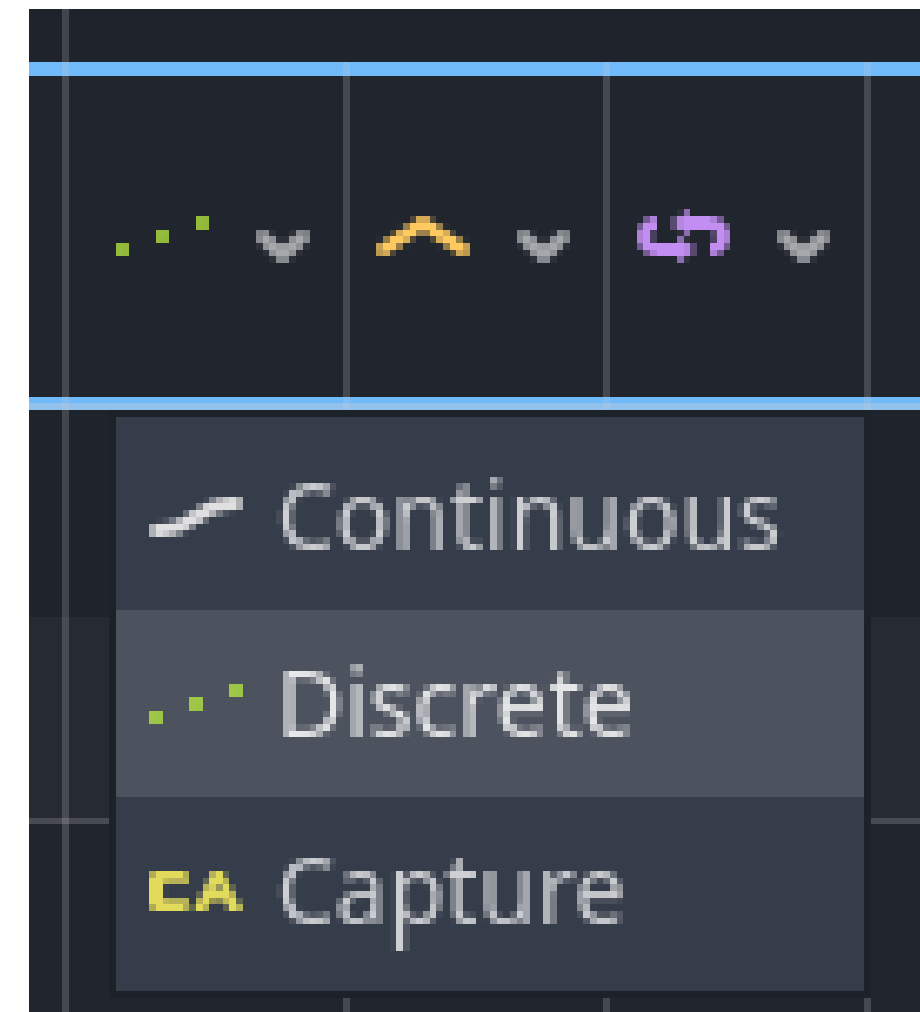
Click on the Animation button and choose New

Click on the key next to FRAME, this will allow you to animate the frames

# Animating a Collision Shape

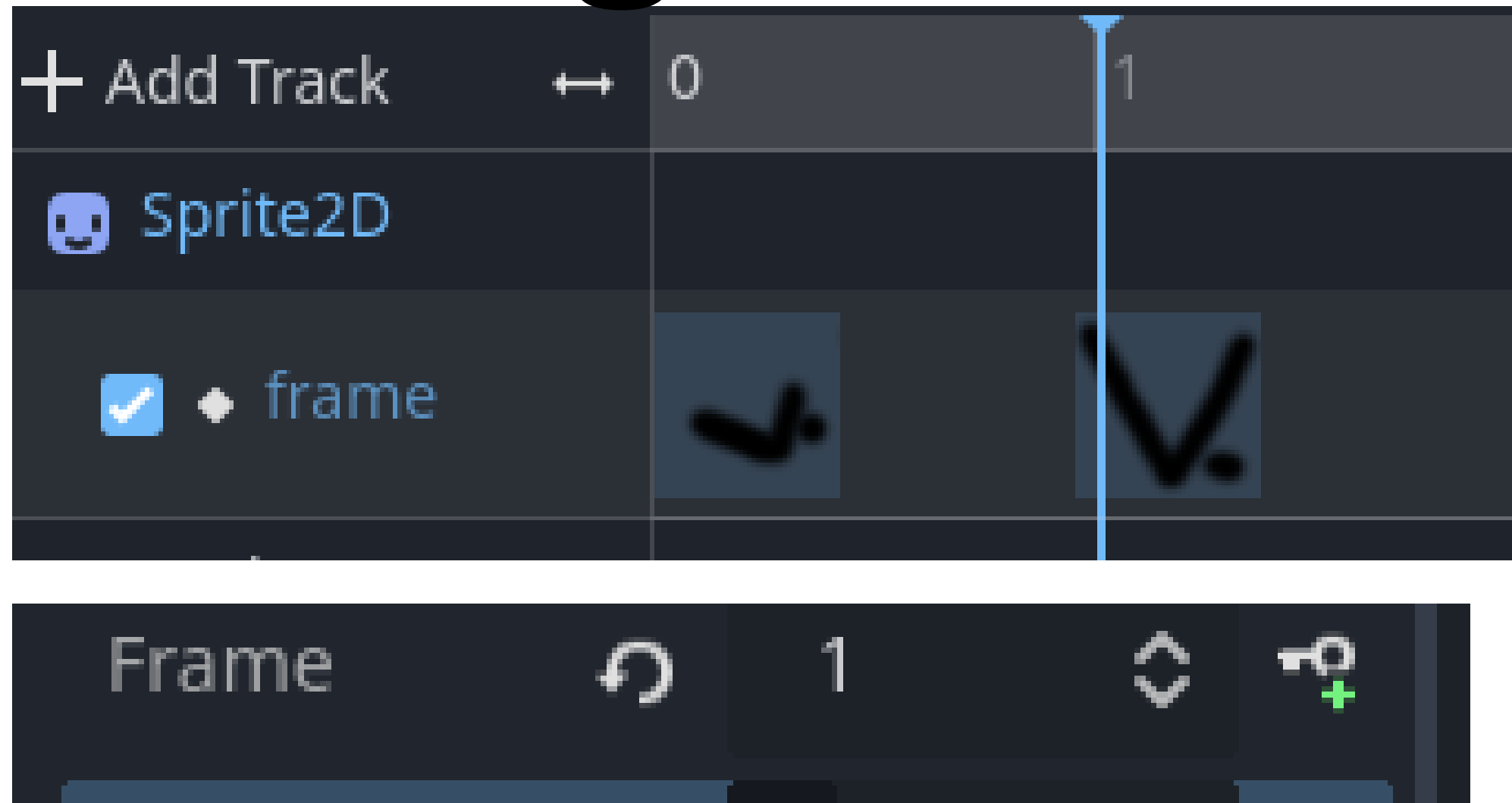


Change the timer to 2



Change the timeline mode to discrete, this allows you to control things based on frames

# Animating a Collision Shape

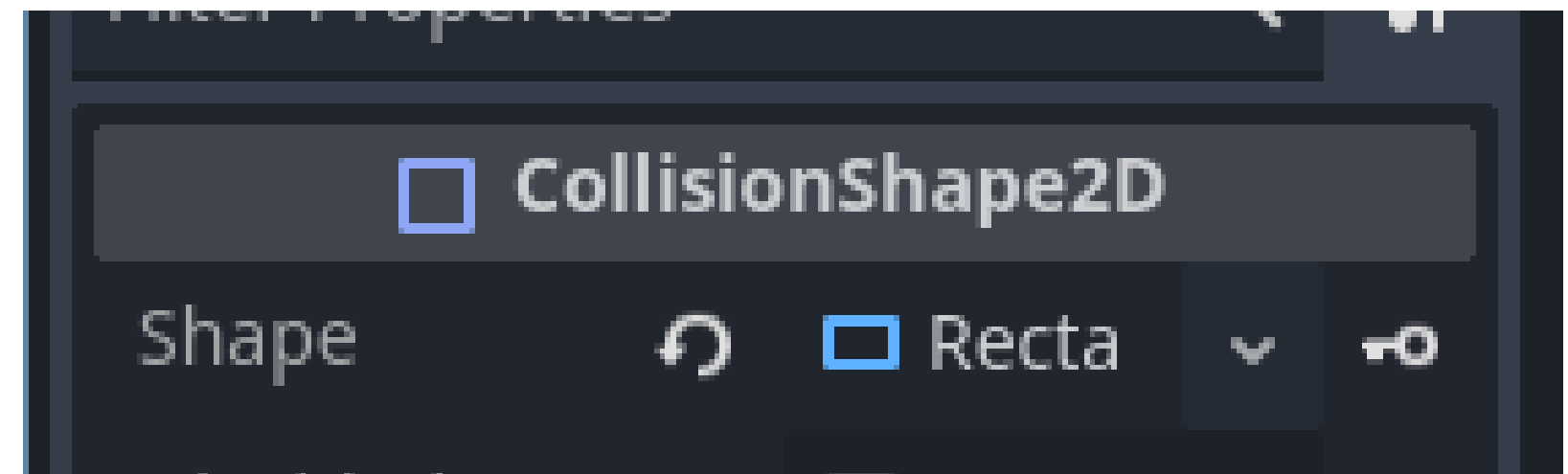
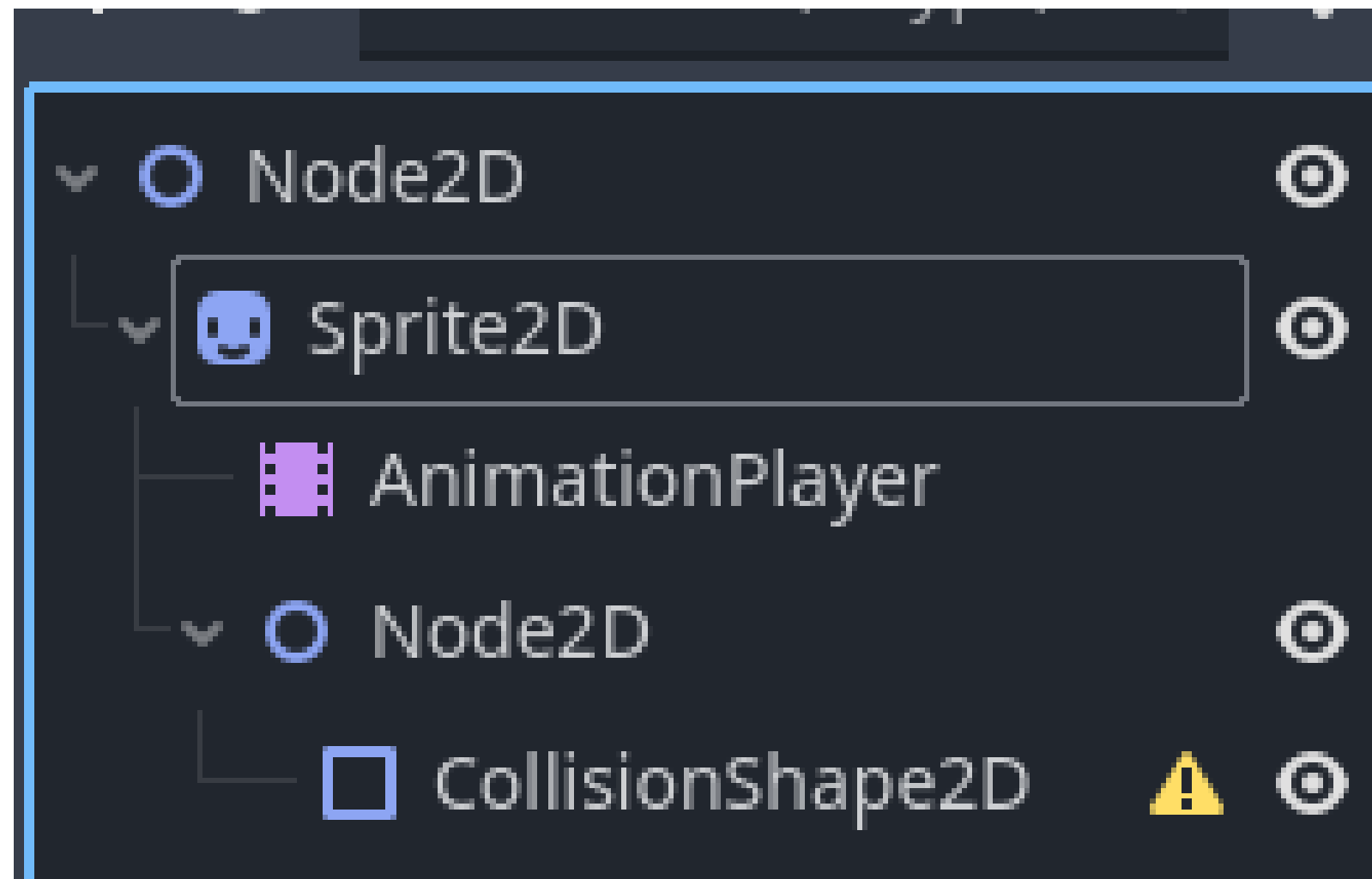


Slide the playhead to 1 second.

Now change your FRAME to 1, to see your next frame.

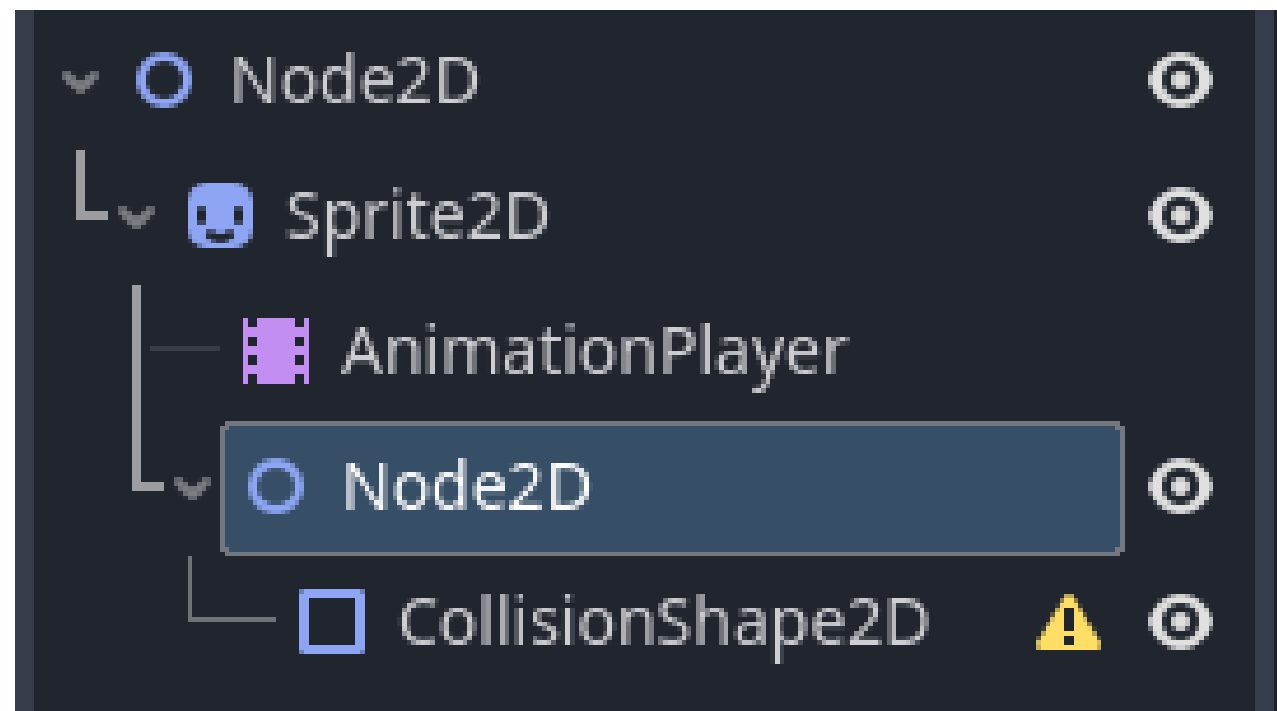
Now press the KEY to make the animation.

# Animating a Collision Shape



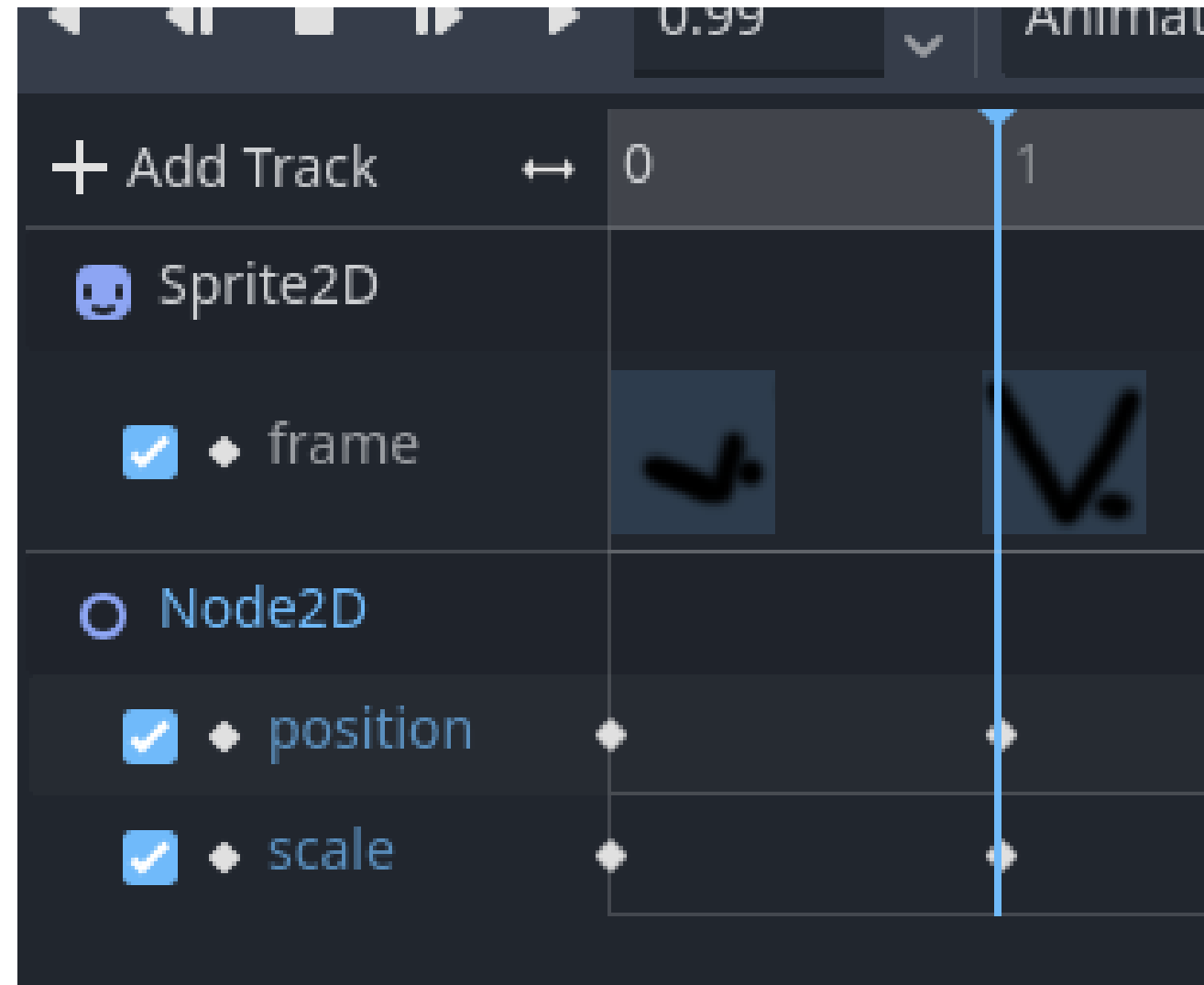
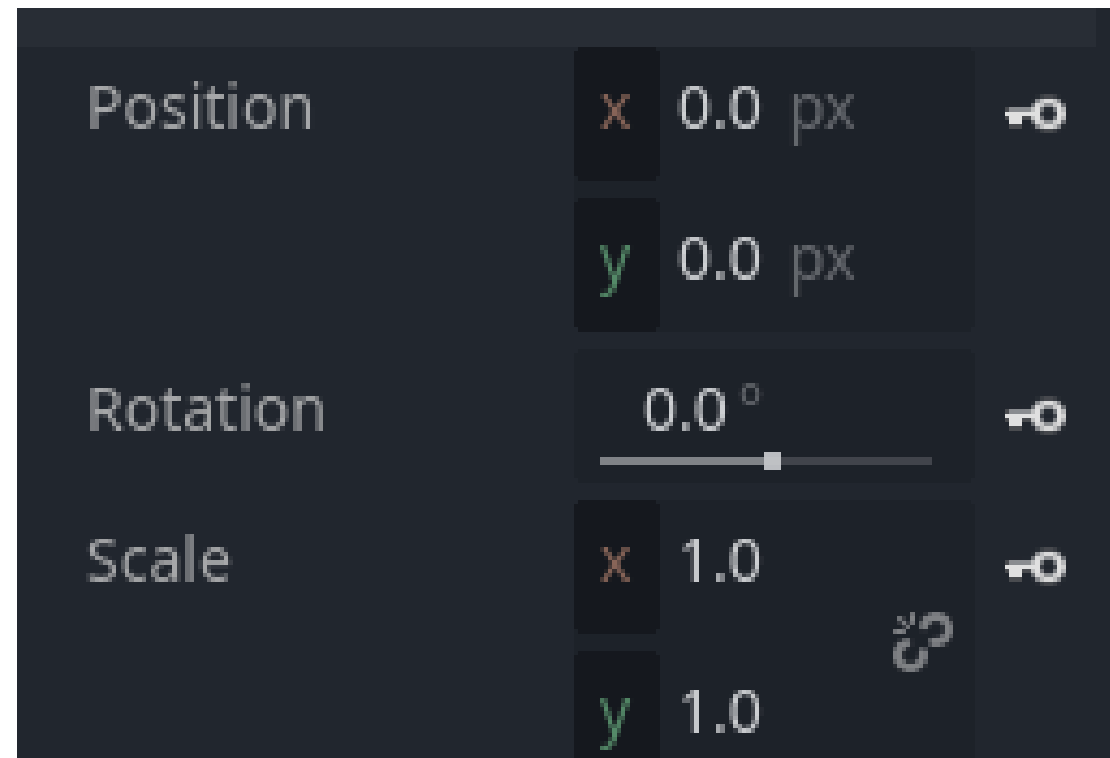
We will now add a NODE2D as a child to the SPRITE 2D.  
We will then add a COLLISION SHAPE2D as a child of this  
NODE.

# Animating a Collision Shape



Create a new Animation for the Node2D

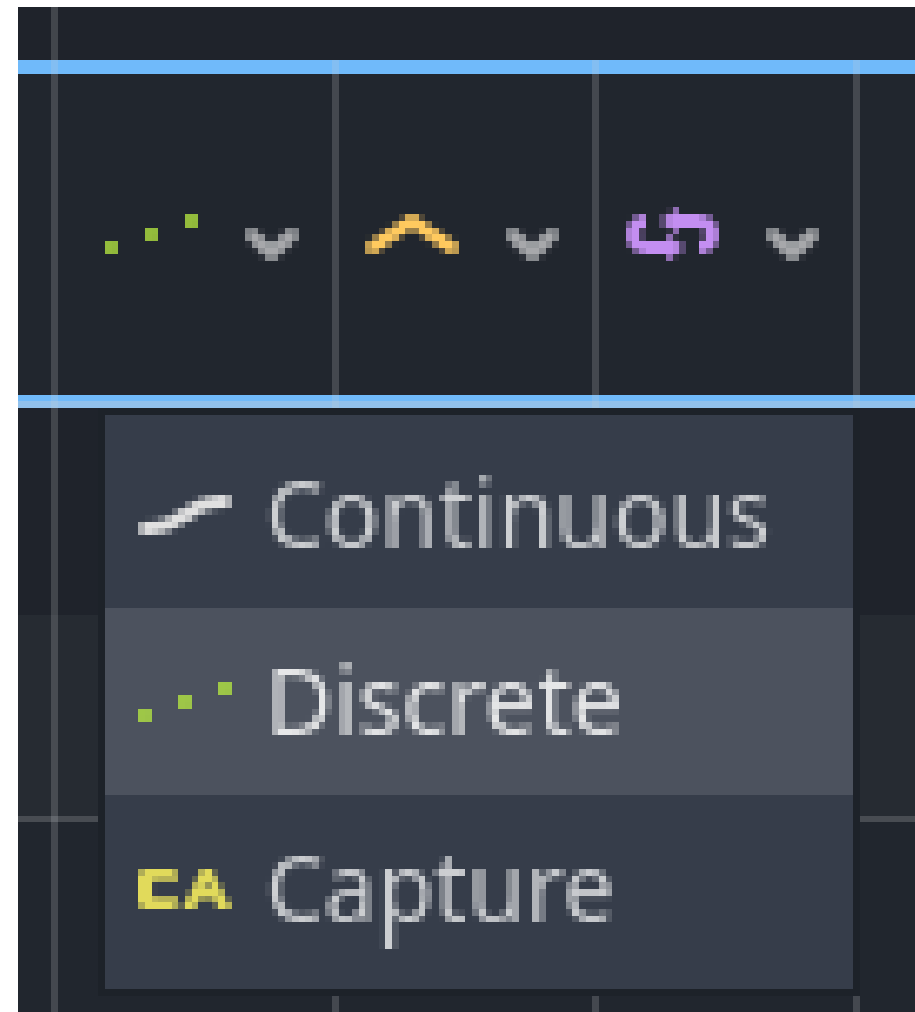
# Animating a Collision Shape



Create a new Animation for the Node2D

Make key frames for the POSITION and SCALE, use this to make your COLLISION MAP change size and place

# Animating a Collision Shape



Make sure to set all the tracks of the animatio to DISCREET