

# Photoshop 101

How to make Sprites

# Sprites

- Used by GameMaker
  - Characters, walls, enemies, etc
- Partially transparent image



- GameMaker chooses the bottom left corner color and makes that color transparent if transparency is checked

# Photoshop

- Layers
  - Similar to drawing on clear tracing paper
  - Manipulating a layer only affects objects on that layer
  - Can see through to other layers

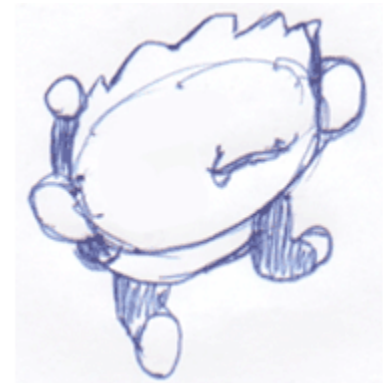


# File Formats

- Save as a .gif or .bmp
- GameMaker takes care of transparency, so don't need to worry about it within Photoshop

# Creating a Sprite

- Start with a sketch or photo
  - Sketch can be pen & paper or done directly on the computer
  - If done directly on the computer, don't make it too big



# Outlining

- Resize the image
  - Large enough you can see details, but small enough that you don't lose too much in final resize. ~ 3in x 3in
- Create a new layer
  - Make sure it is above your sketch layer
- Using a thick brush, paint the outline on the new layer



# Coloring

- Create a new layer below your outline layer
- Using the brush tools, select a color and paint away
  - You can color directly up and over the lines. Because it is under the outline layer, it will paint behind the black lines



# Background

- Create a new layer under the color layer and add a color that isn't present anywhere else in your image
  - Typical to use a bright green
- This color will be marked as transparent in GameMaker



# Resizing

- Sprites are generally rather small
  - 32 pixels x 32 pixels, 16x16, etc
- Image -> Size
- When reduced in size, the black outline will end up smearing with the green background



# Detailing

- If you don't take care of the details on the black border, the pure green will be transparent, but the half-green, half-black pixels will still show up giving your sprite a green aura
- Use the pencil tool, set it to the background color, zoom way in and clean up pixel by pixel.
  - Tedious, but important step

