



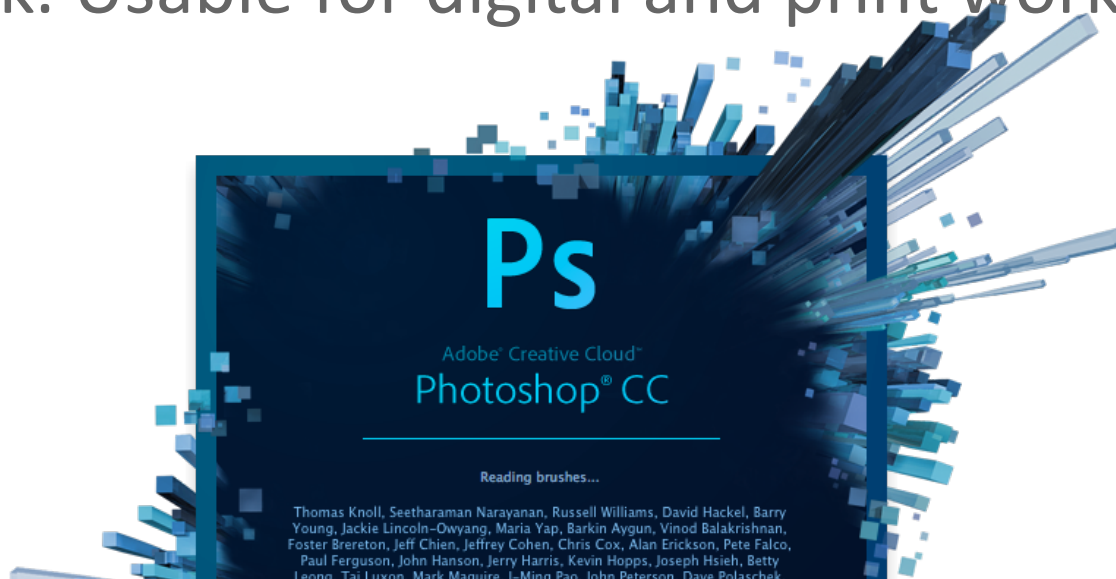
Let's make game art with Photoshop!

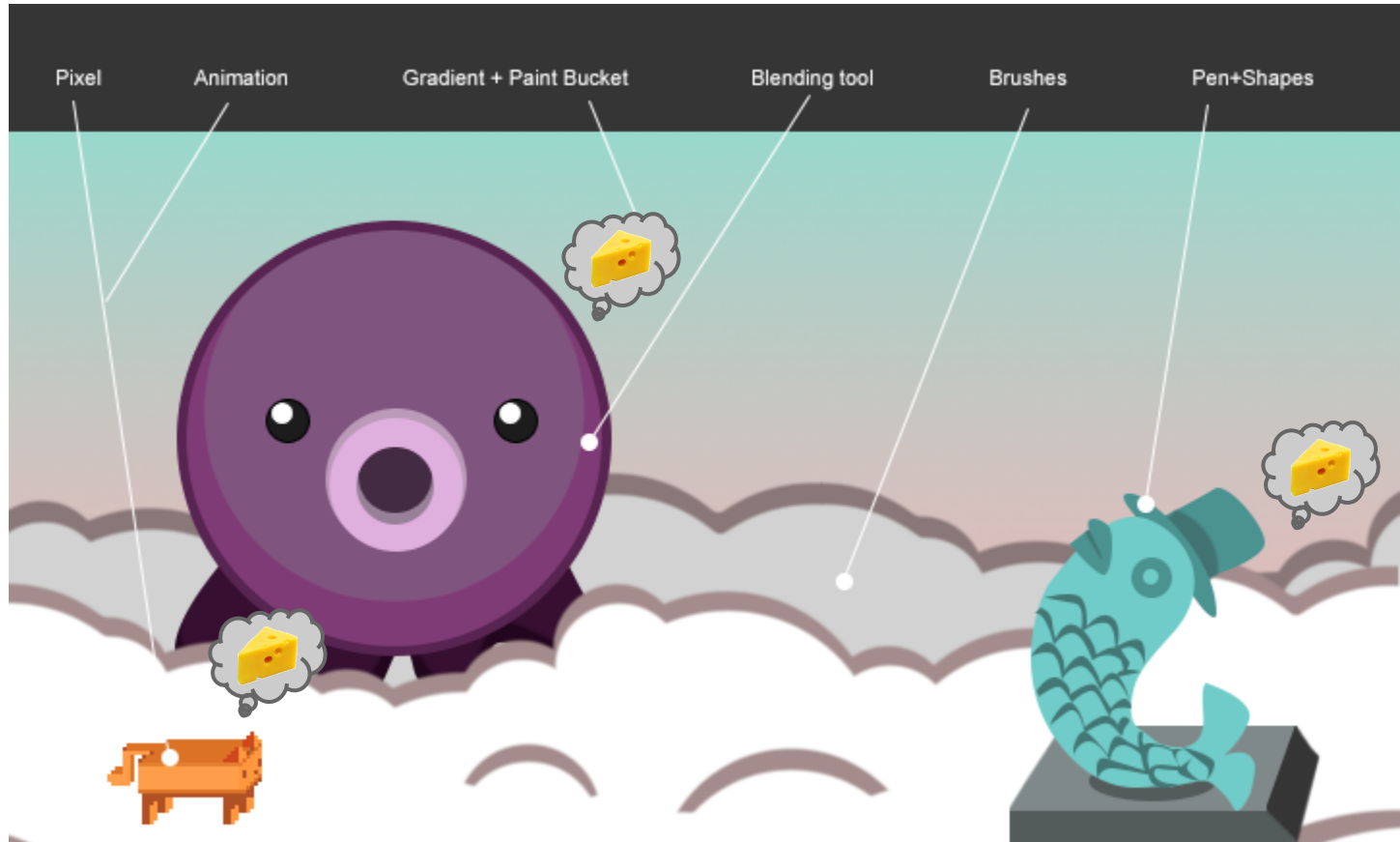
Prepare to flex your artistic muscles.



What is Photoshop?

A program that can be used to create various types of artwork. Usable for digital and print work.







Brush Art

Smooth brushwork with the ability to blend colors.





Vector Art

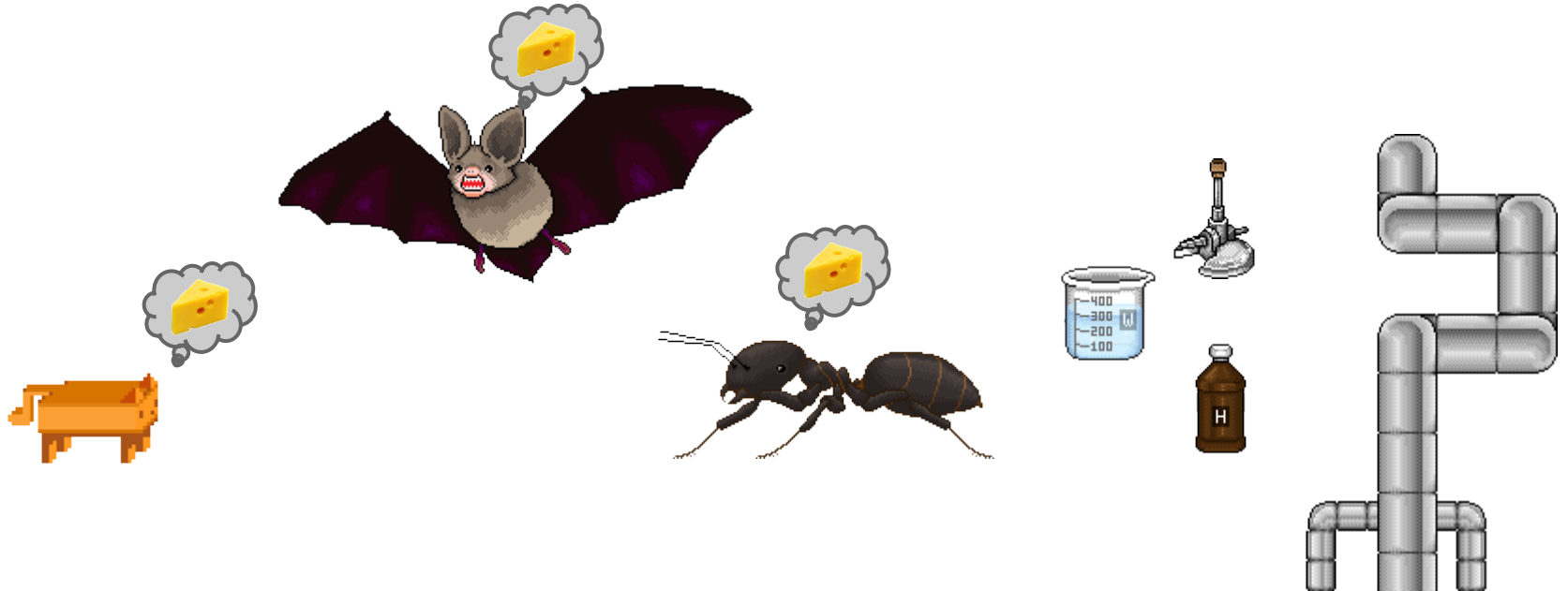
Scalable with smooth lines and blocks of color.





Pixel Art

Scalable, pixelated artwork.





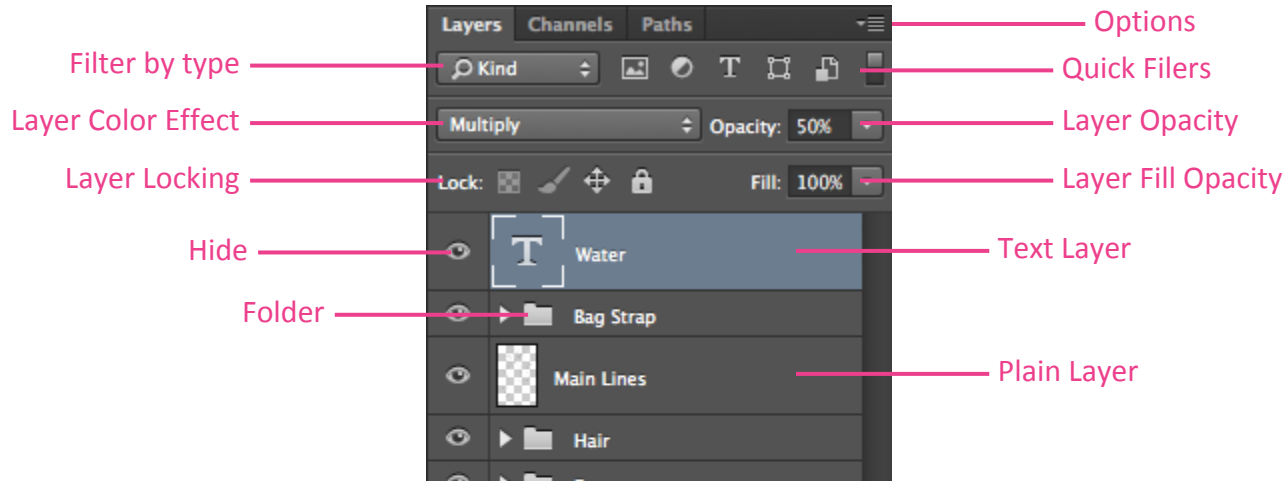
Intro to Photoshop tools

Make all kinds of art with one program.



Layers

Layers allow you to put different things on the canvas without them interfering with each other.





Arrow tools

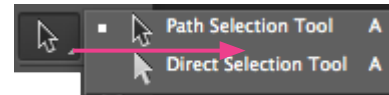
Select and move objects/paths using these arrows.



Move arrow



Direct Selection arrow





Brush

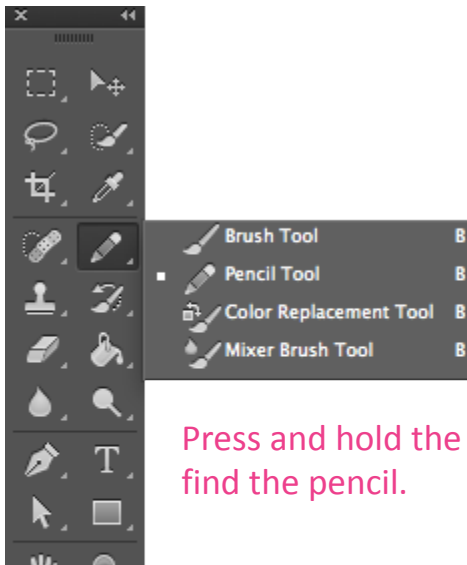
Allows you to draw with smooth lines. This tool is better with a drawing tablet.





Pencil

Allows you to draw with pixelated lines.



Press and hold the brush tool to find the pencil.



Eraser

Allows you to erase things on layers.





Paint Bucket

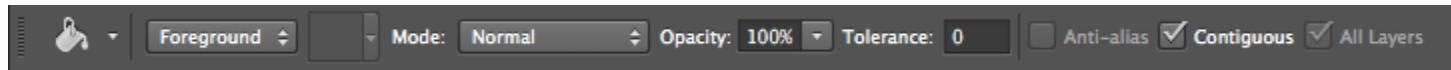
Allows you to fill areas with solid colors, patterns, or gradients.





Paint Bucket settings

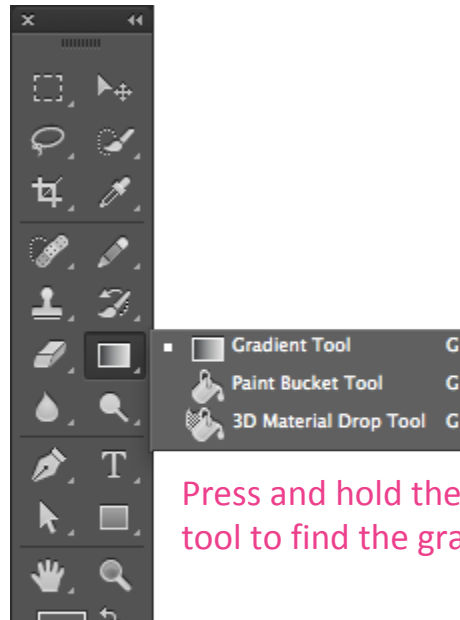
- **Anti-alias:** add smooth color transition to edges.
- **Contiguous:** fill areas of the same color (including clear) until it hits encircling areas of the different color.
- **All layers:** all layers affect the fill.





Gradient

Cover an area of your choice with a gradient.



Press and hold the paint bucket tool to find the gradient tool.



Selection & Marquee tools

You can move, delete, fill, or draw in selected areas.





To do!

- Draw a picture using layers, brushes, and fills.
- Save a copy of the image as a JPG/JPEG.

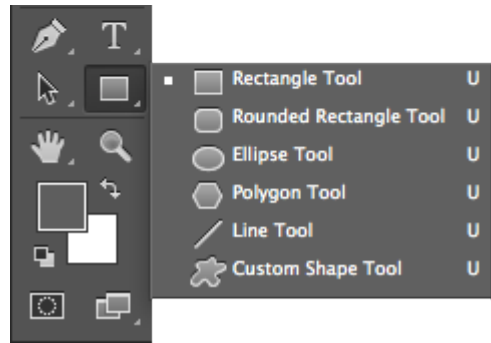


Vector art



Shapes

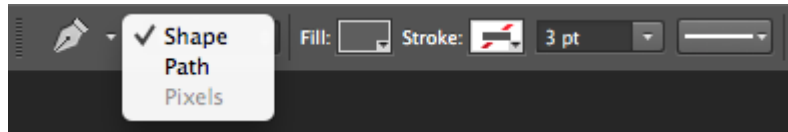
You can create different vector shapes and paths.





Pen tool

Use points to create your own paths, layers, and selection areas.

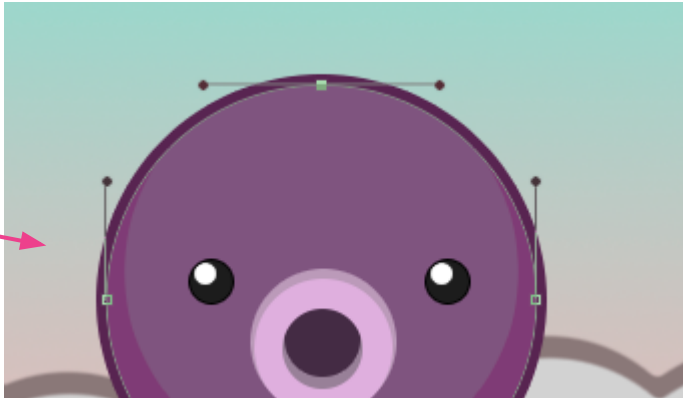
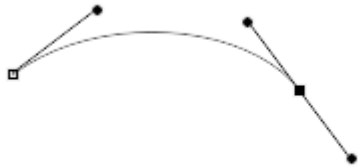


You choose what the tool creates!



Bezier curves

Click and drag while using the pen tool to create curves. The more you drag, the wider the curve.





To do!

Trace a simple picture from the internet using the pen tool and shapes.

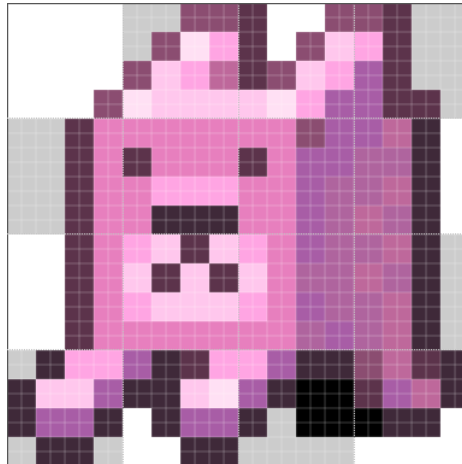


Pixel art



Pixel art is like paint-by-numbers

When you draw in a pixelated style, you're filling in an image, block by block. Grids are very helpful!





The pencil tool

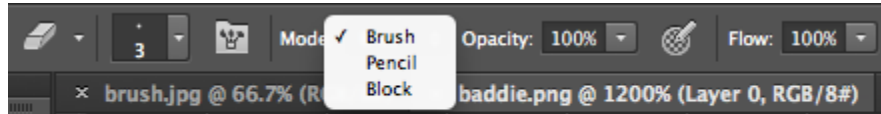
To make pixel art, you need to draw without smooth lines. The pencil tool does this!





Pixel eraser

You can set the eraser to pencil mode.





To do!

- Make some pixel characters. Find a sprites online and modify them, or make your own!
- Save the pixel art as PNGs.

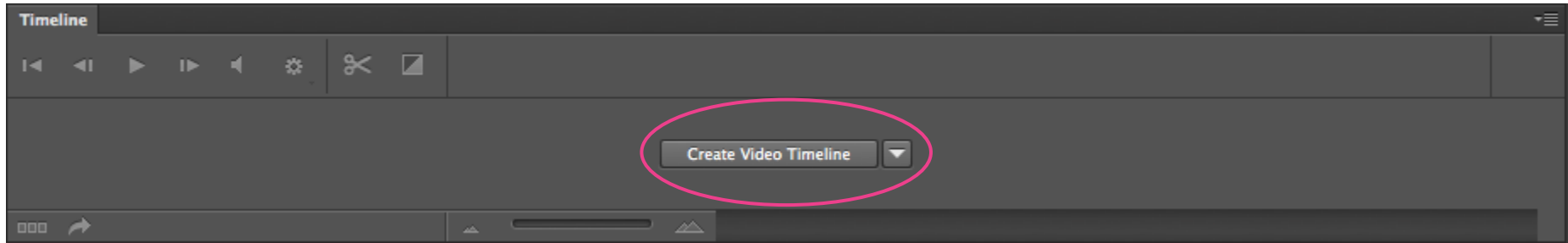


Animation



The timeline

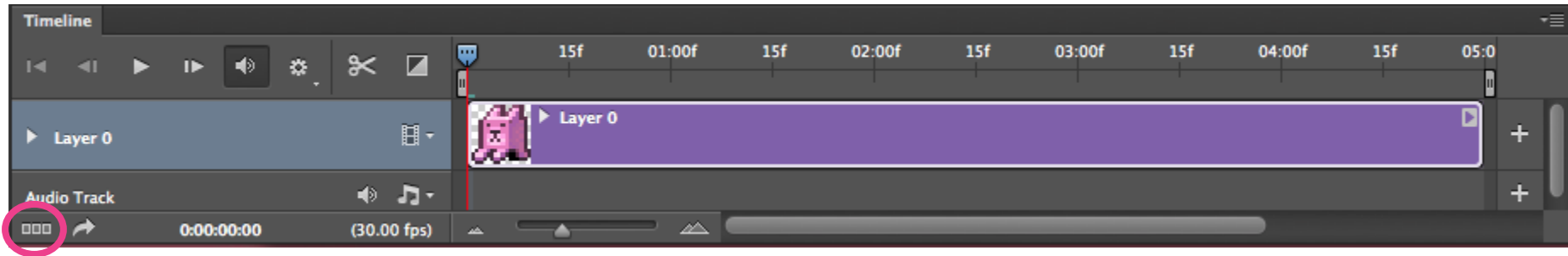
In order to create animations, you need the timeline window. This will allow you to edit animation frames.





Frame vs. video timeline

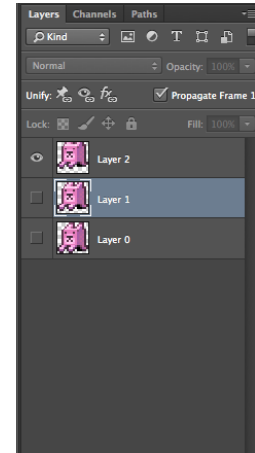
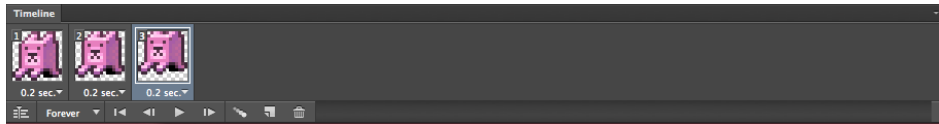
We will be using frames rather than the video timeline because it makes exporting easier.





Animating with layers

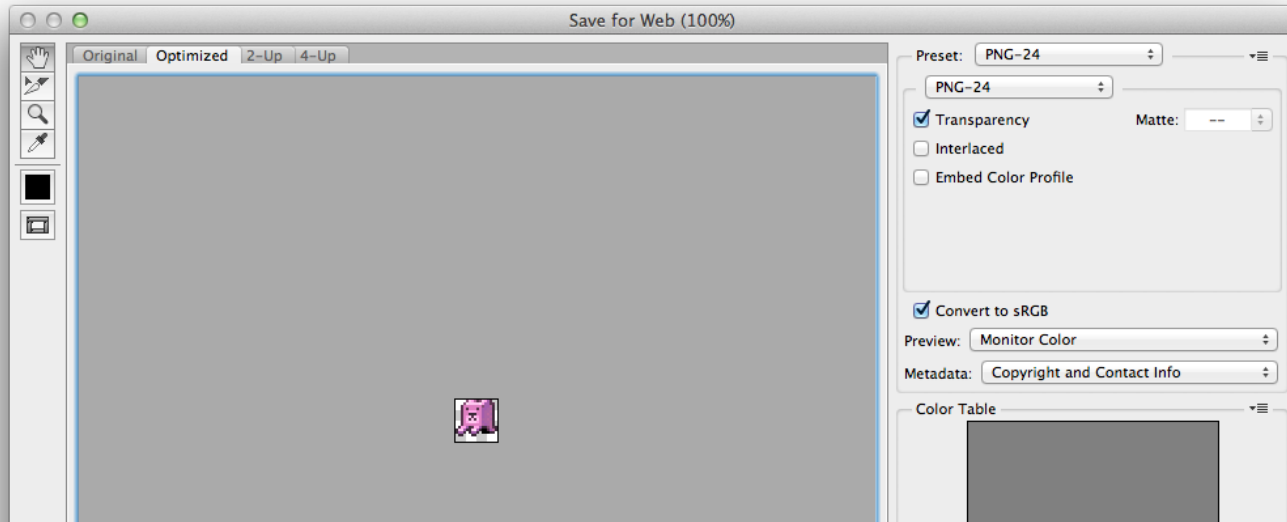
Each layer will be a separate frame in the animation. You can show and hide different layers in each frame.





Exporting animations

Use the **Save for Web** option to export each frame as a **24-bit PNG** with **transparency**.





To do!

- Make a simple animation using your pixel character.
- Export each frame into a folder as a PNG.

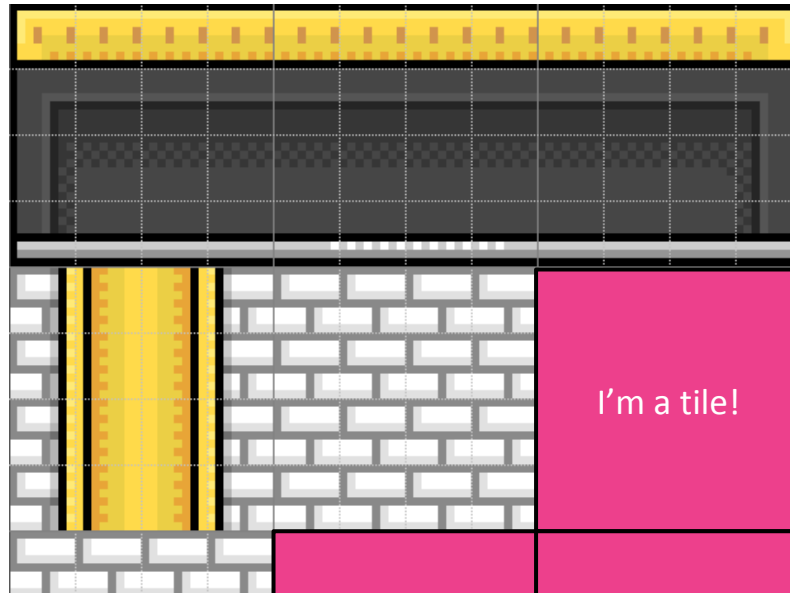


Sprite sheets



How it works

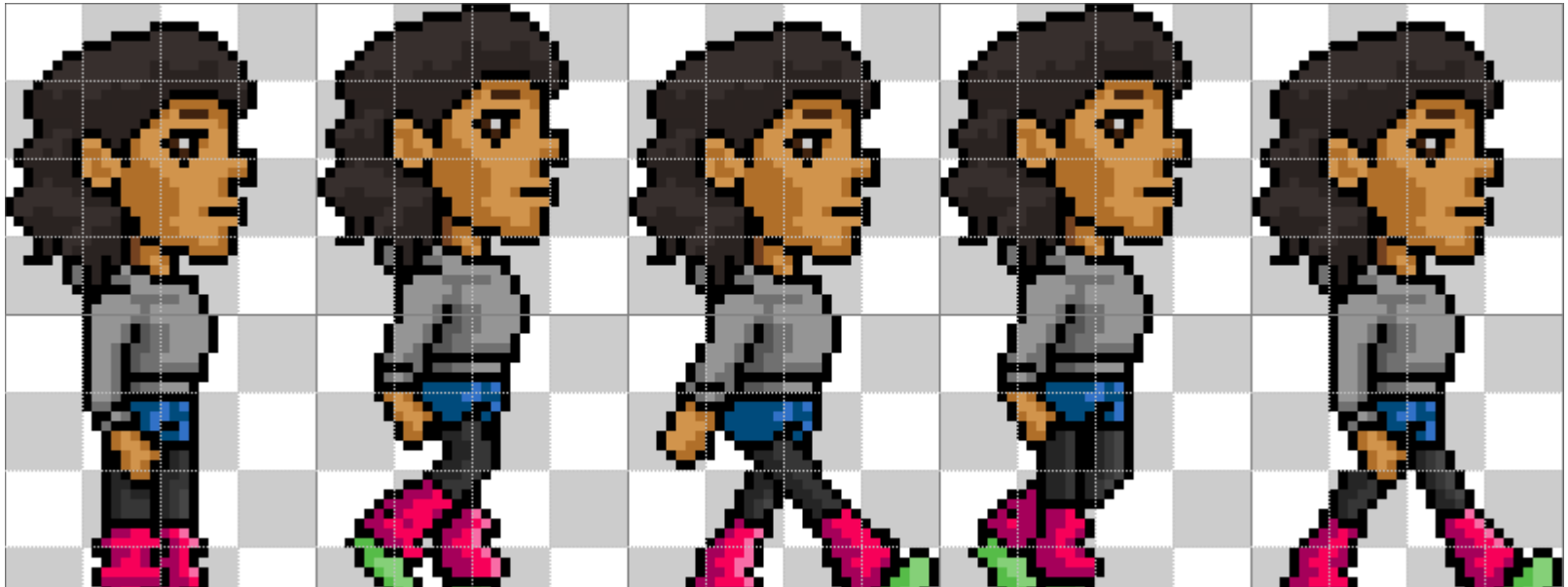
Sprite sheets and map tiles are made using a grid.





How it works

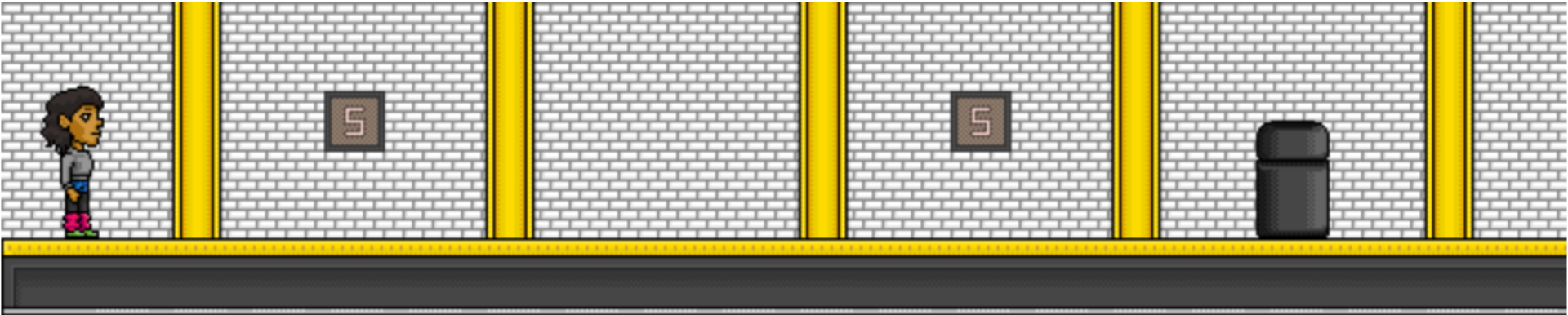
Sprite sheets use the same scale as map tiles.





How it works

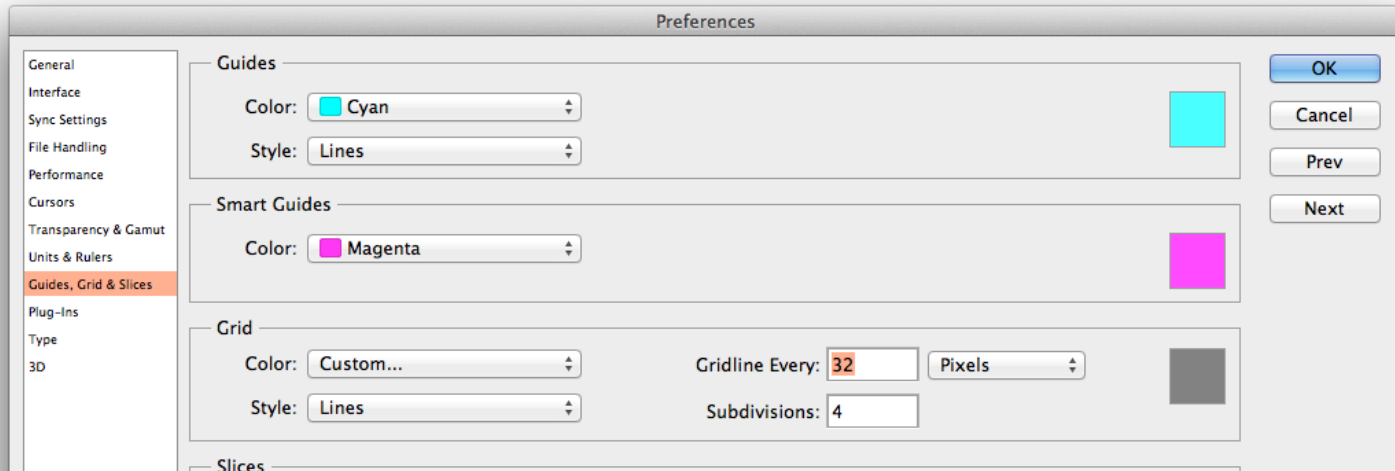
Use your game engine to build an environment using tiles and get your character moving.





Creating a grid

Open your preferences and set the grid to the standard size that every tile will be.





To do!

- Make a sprite sheet using your character animations.
- Make a map tile.



Art challenge:

- Experiment with different kinds of game art!
- If possible, make art for your Construct 2 game. Export the art as PNGs and add it to your game.
- Think of a simple game you'd like to make in Phaser. Make sprite sheets and map tiles.