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Template

[Grab your reader’s attention with a great quote from the document or use this space to emphasize a key point. To place this text box anywhere on the page, just drag it.]

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Changing The Font

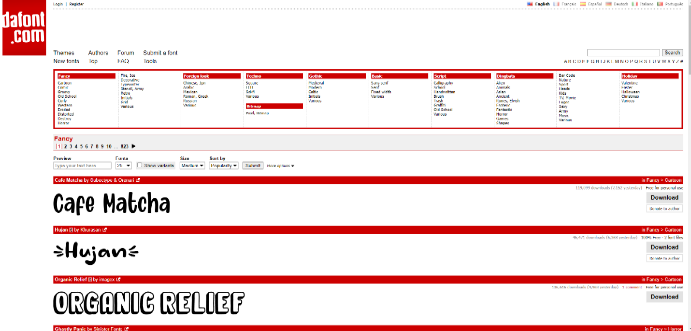
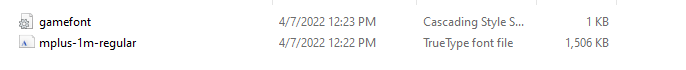
Changing the font in RPG maker MV is one of the first very advanced tasks we’ll have you do. This involves accessing folders you haven’t touched before and using a website with different fonts. Fonts are how text is displayed and is a big part of the dialog you use everyday in RPG maker MV. You will be using a font of your choice instead of us giving you one, so get creative.



2. Insert your file into the folder, and make sure the file type is correct. (TrueType font file)

1. Access the font folder and inspect it. (fonts folder)

Graphical user interface, text, application

Description automatically generatedA screenshot of a video game

Description automatically generated

The “Fonts” the game uses for dialog.

3. Start up your game and mess with the font through text events and dialog.

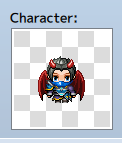
Importing Characters

Importing custom characters is much like importing images as we will go over later. This involves using your game folder and custom image files. This will allow you to use custom sprites and let you experiment with how you want you desired character to look. This is automatically done for you when you create a character in RPG maker MV. Sprites can be found all over the internet and can be accessed from the Database.



Graphical user interface

Description automatically generatedA screenshot of a video game

Description automatically generatedA picture containing schematic

Description automatically generated

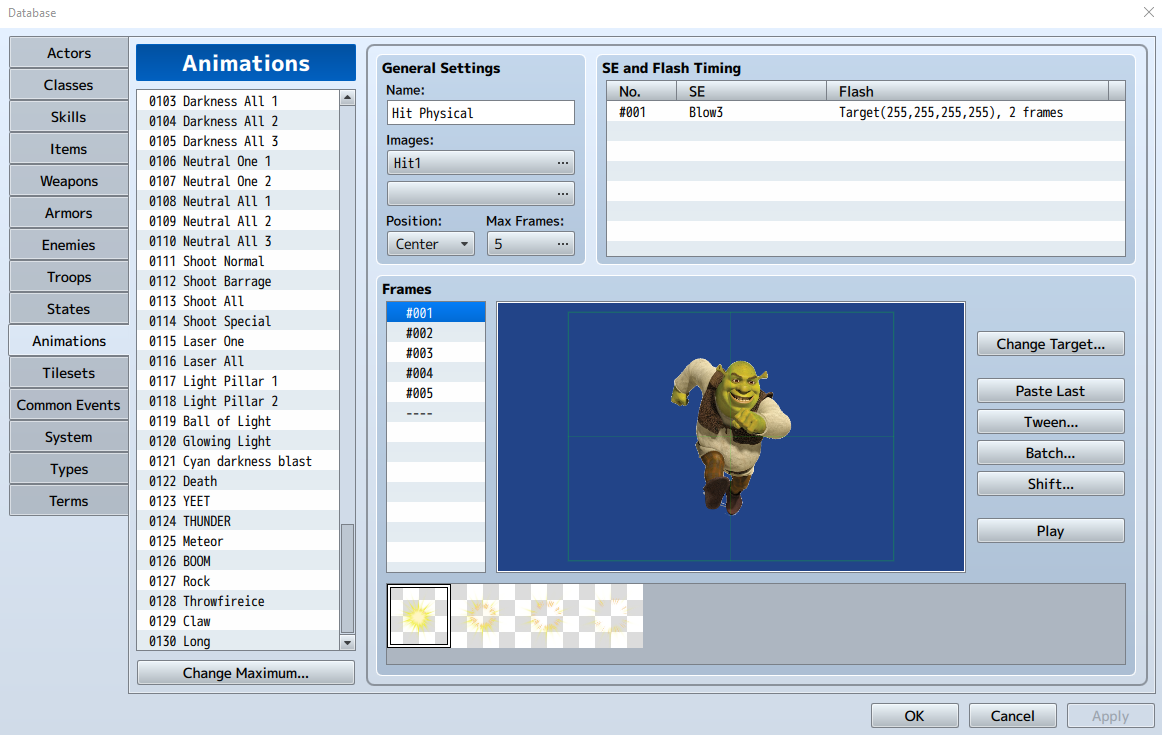
3. Convert the sprite sheet and insert into the folder. Access the **character** from the database and confirm it is there.

1. Find the image folder within your game folder and find the correct folder from there. (**Actors** is how they act in battle)

2. Find a correlating **character** you would like to use. (Has to be a sprite sheet).

This is the “*Characters*” the game uses for actors and actor animations.

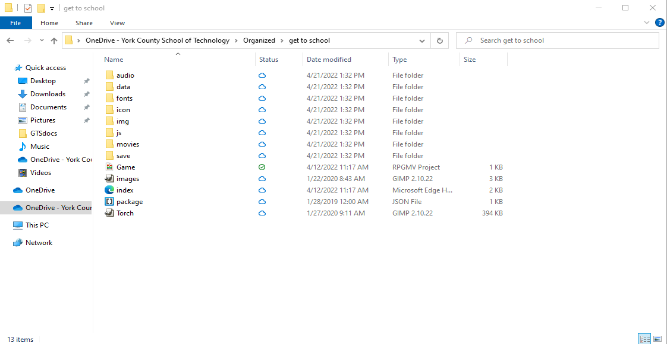
Animations



**Animations** are what you see when you do a certain **attack** or use a **skill** in RPG maker MV. They range from **balls of light to lasers** to **bullets**. We will be creating an **animation** using the **animation tab** in the **database**. This will be a step by step tutorial on creating your own custom **animation**! These will be featured on any **weapon** or even your **fists**. I will be showing you by using the **animation images** already in **game**. You will be able to effectively create your own **animations** with this tutorial.

|  |  |
| --- | --- |
| 1. Start by clicking on your **database**, then clicking on the **animations tab**. Then proceed to click change **maximum**, and add one to the count. Then scroll down to the bottom of your list and click your empty line. Name your **animation** and import **Laser 2**, make sure to change the hue to 168. Then import **light 2** and change the hue to 150. | 3. Start up your game and mess with the font through text events and dialog.  2. Start the next step by changing your **max frames** to 20. Then click the first **laser image** in the panel below **Shrek** to insert a piece of your **animation**. Then right click **Shrek** to create a **image**, then click new to insert the piece of **animation**. Repeat this for the first **animation** until you are done **laser 2**. |
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**Graphical user interface

Description automatically generatedA screenshot of a video game

Description automatically generatedTimeline

Description automatically generated

The “*faces*” the **game** uses for dialog.

2. Find a file for use. This can be anything if the file is converted to a **PNG**.

Importing **Images** into your RPG maker MV can be used for many different things. These things can range to be used as **doors**, **characters**, or even **enemies**. We will be teaching you how to import these images for use. This is an easy challenge and only takes a moment or two to do. In this example we will be using the *faces* folder as it requires the least effort.

3. Insert the file into your folder, it can now be accessed within the **game**, and can be used as faces for any **entity** or **character** in your world.

1. Find the correct folder within your **game files**, this will require accessing the *images* folder within your *game* folder.

Importing Images