

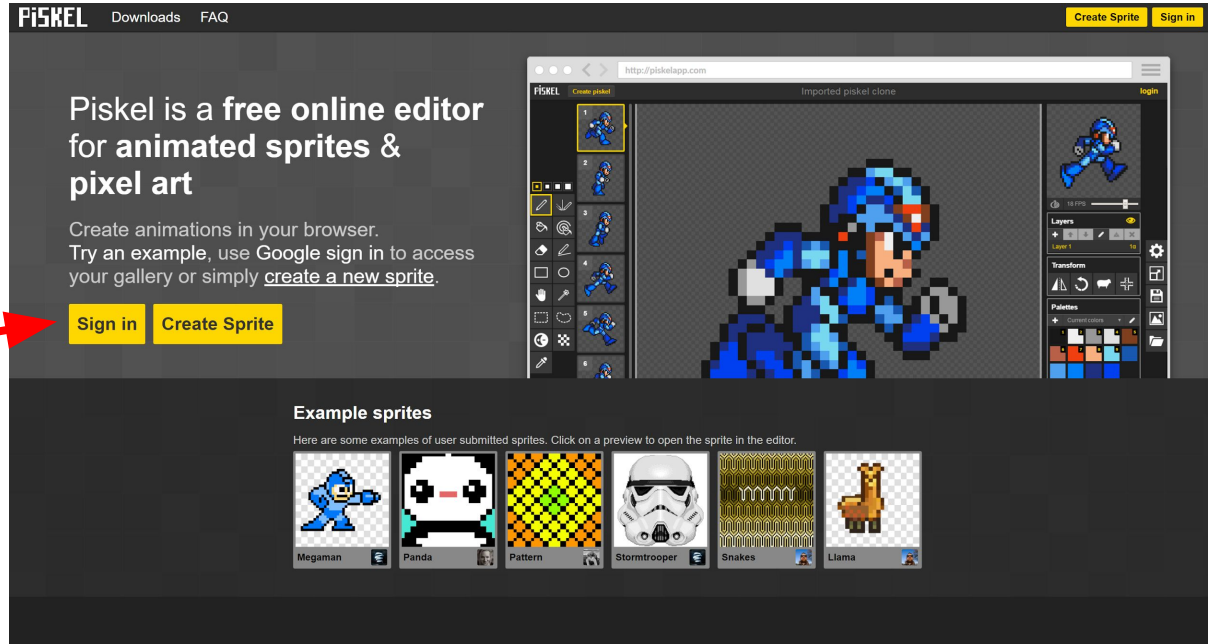
Piskel Sprite Editor

Quick Guide

1. The Website...

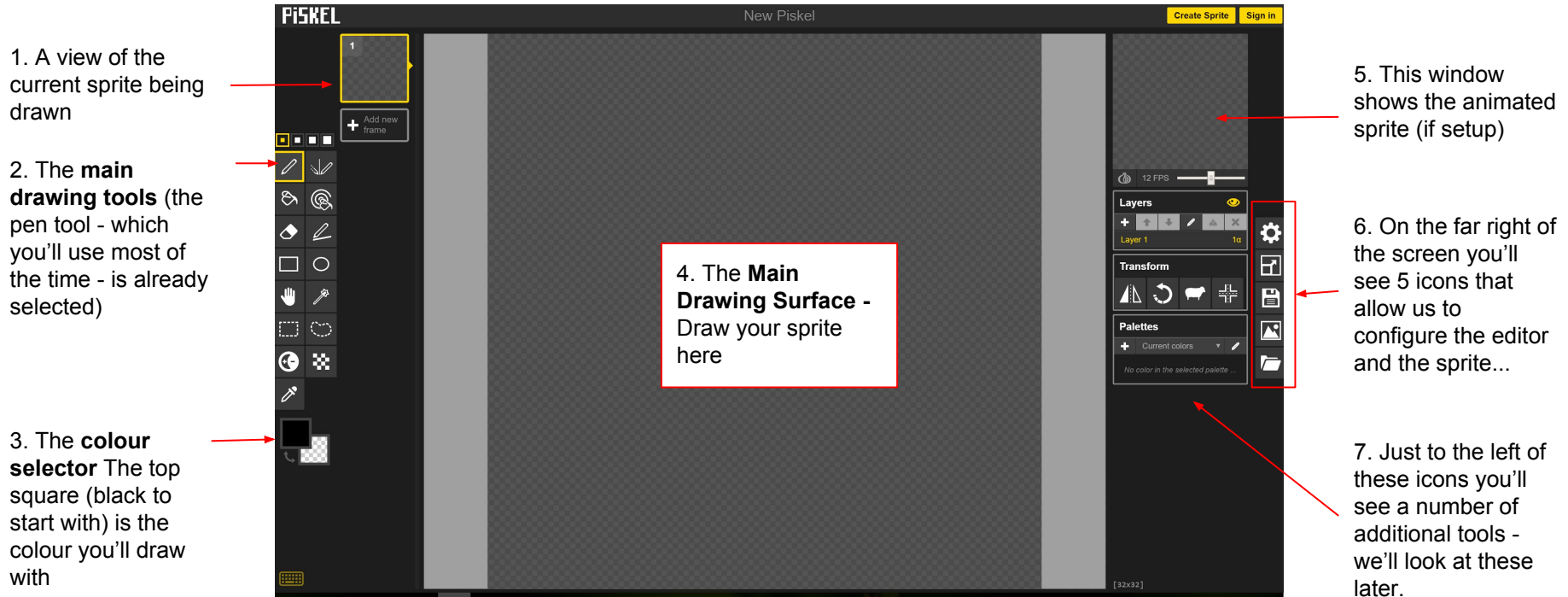
Visit www.piskel.com. This will take you to the following page...

1. You do have the option of signing in, but you don't have to. Simply click the "Create Sprite" button to start a new sprite...



2. The main editor window explained...

After you click the **Create Sprite** button you'll be taken to the main editor window. This is laid out as follows...



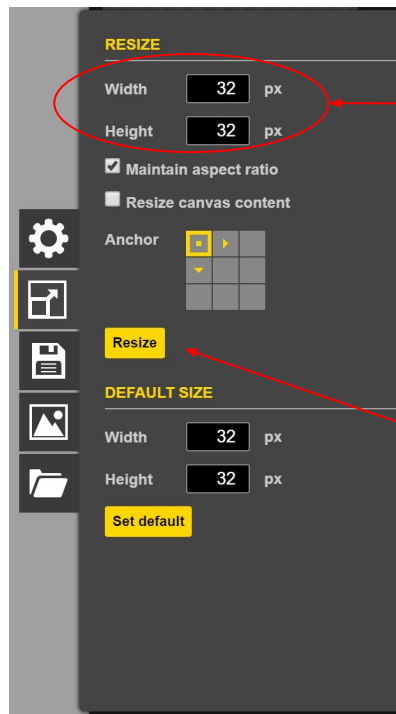
3. Drawing your sprite

Before we draw anything, let's make sure we've got the sprite the correct size...

1. On the right-hand side of the screen, select the 2nd icon from the top - the "resize sprite icon"



2. The resize pane slides out...



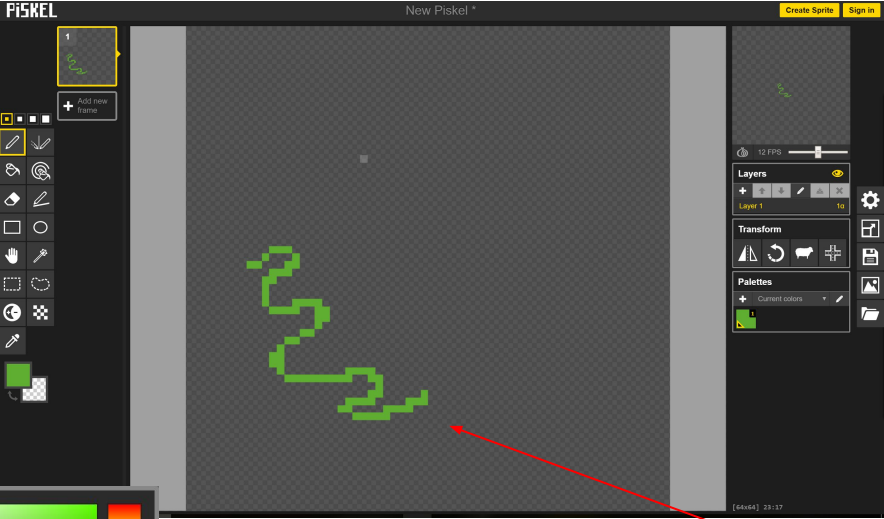
3. Set the width and height of the sprite in pixels. **The bigger the size the more detail can be added to the cars and characters.**

The default is 32 pixels wide and 32 pixels high (32x32). Computers work best when working with sizes such as (32x32), (64x64), (128x128) - keep doubling up! For now it's worth working with either 32x32 or 64x64 pixels, but this is up to the class!

4. When you're happy with the size, click the **Resize** button to set the drawing surface to the correct size.

3. Drawing your sprite

Once the sprite is the correct size, we can start drawing...



1. Click on the top colour box (initially black)...

2. Select the colour you want

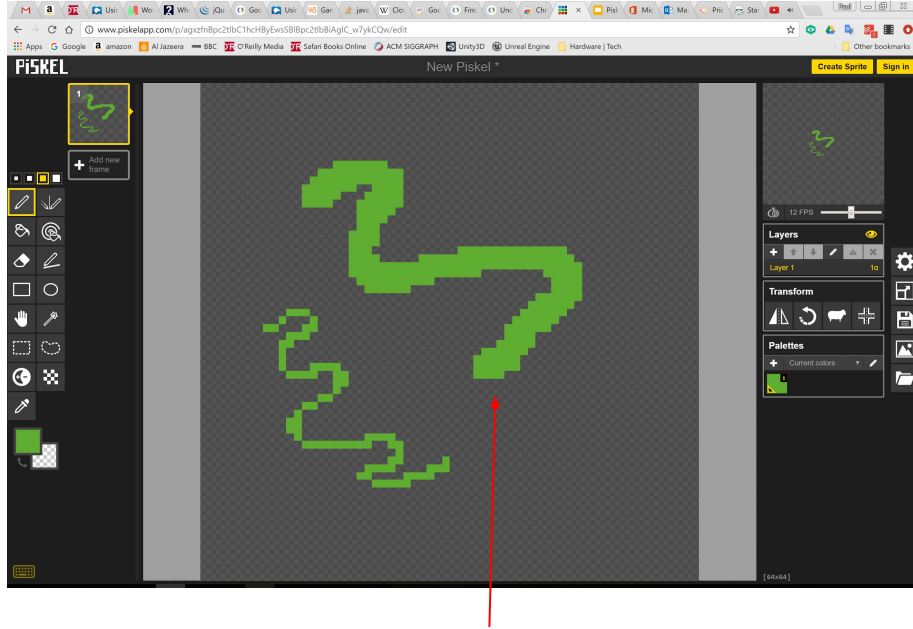
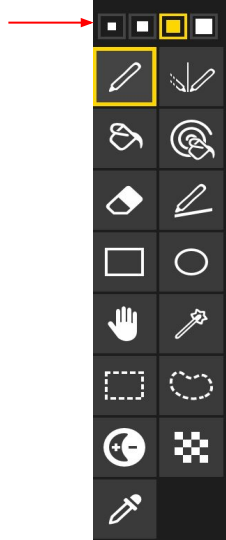
3. Then select the brightness / intensity of the colour...

4. Left-click and move the mouse around to draw in the selected colour.

3. Drawing your sprite

We can also change the pen size...

1. At the top of the drawing tools on the left-hand side of the screen you can select between 4 pen sizes...



2. Drawing with a bigger pen size fills in more pixels...

5. Rubbing things out

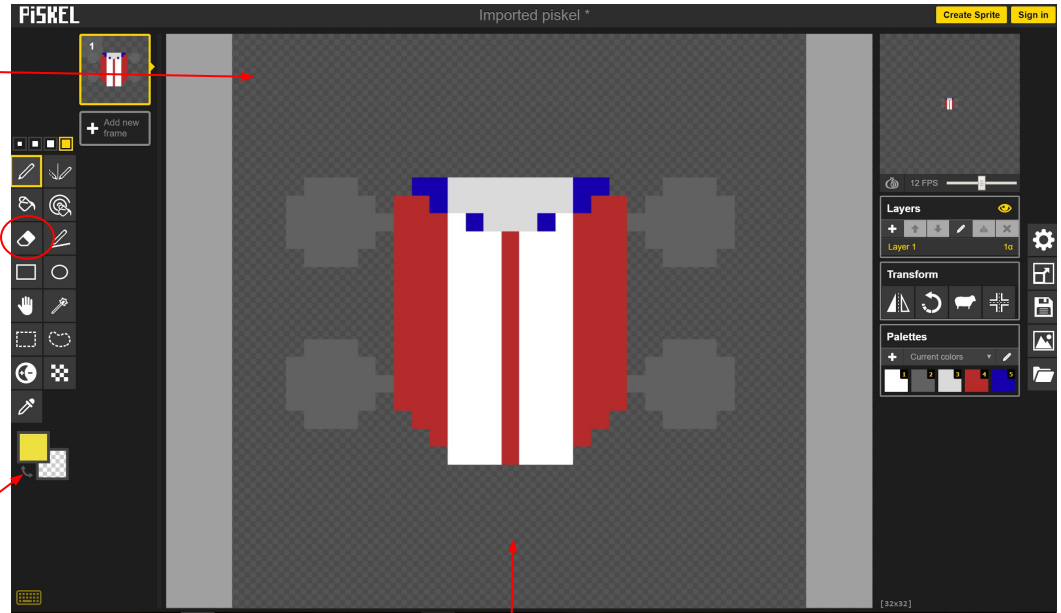
1. When you start using Piskel you'll notice the main drawing area is covered in a checker-board pattern. This represents that part of the sprite that is "see through".

Often you find see-through bits surrounding the main character drawn within the sprite. This can be seen in the car drawn by the class at the OverDrive launch.

2. To rub things out you can select the rubber / eraser icon and draw as normal.

3. If you make mistakes you can also undo by pressing `ctrl + z` (as with many other applications).

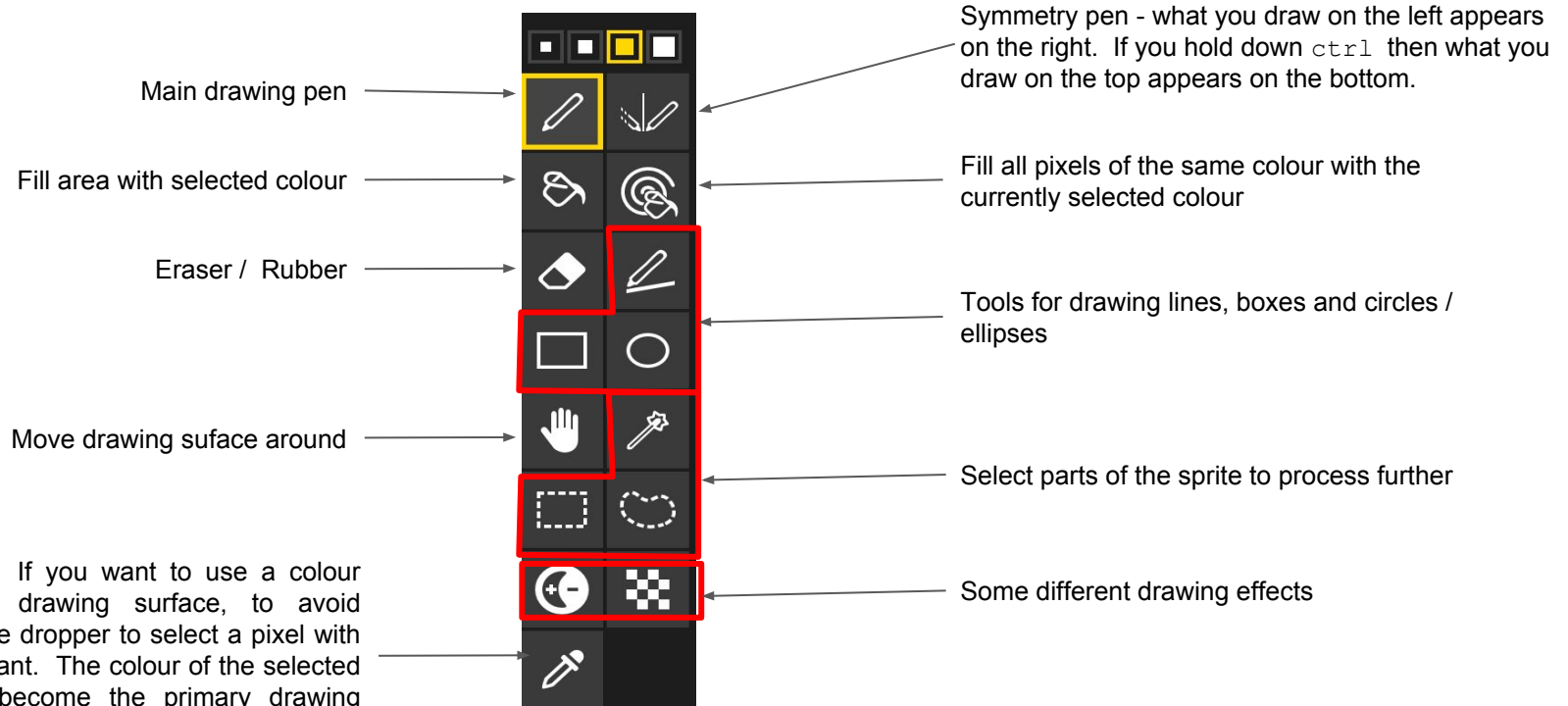
4. Alternatively, the second colour box shows the "secondary colour". This defaults to the checker-board pattern.



5. You can draw with the **secondary colour** by clicking the **right mouse button** in the drawing area. By drawing with the checker-board pattern, you can rub out mistakes.

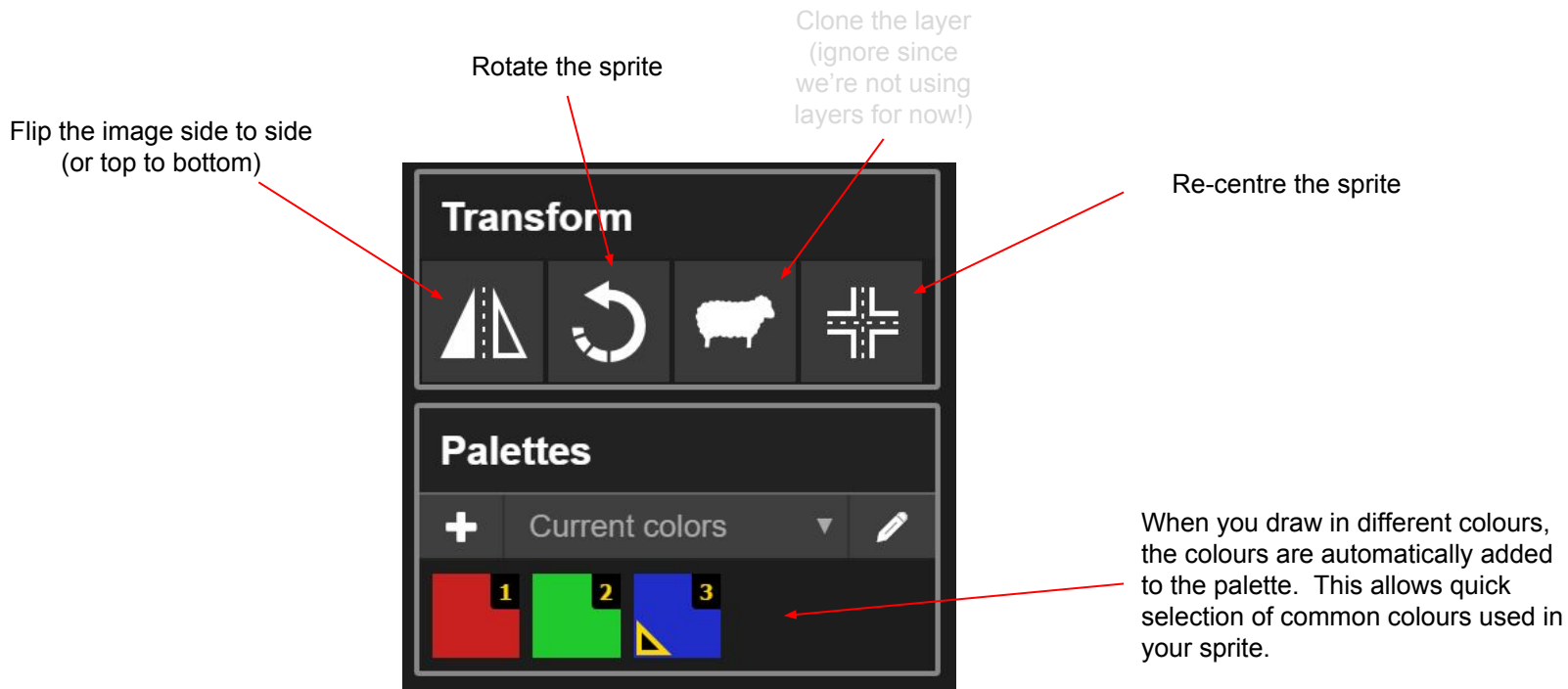
7. What else can you do?

More drawing tools (hover the mouse over each tool to get guidance on how to use it)...



7. What else can you do?

On the right-hand side of the screen you'll see the Transform and Palettes sections.



8. Saving

When you're working on your sprite you will need to save it so you can continue working on it later.

1. On the right-hand side of the screen, select the 3rd icon from the top - the "Save sprite icon"



2. The Save pane slides out...

3. Name the file

4. Provide a description if you want

5. Select the **Save as .piskel** button to save the sprite for later.

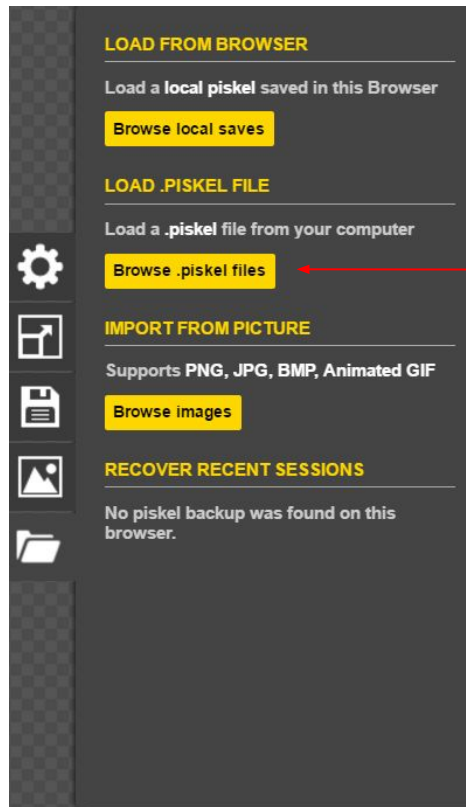
This will download the file to your browser's **Downloads folder**. From here you can move it to whichever folder you want to store your sprites in.

9. Loading previously saved files

1. On the right-hand side of the screen, select the bottom icon to import previously saved images



2. The Import pane slides out...



3. Click on "Browse .piskel files" to find the file you saved earlier and open it.

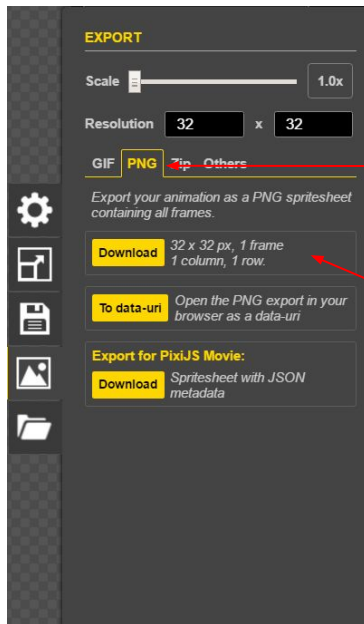
10. Exporting

When you're working on a sprite, it's important to save it as a .piskel file as described in the previous slide. However, our game does not use .piskel files. When you're happy with the sprite and are ready for it to be included in the game, we want to **export** the sprite as an image file...

1. On the right-hand side of the screen, select "Export" icon (second from bottom)



2. The Export pane slides out...



3. We can export our sprite in different image formats, but we're going to use the png format. Select the png tab

4. Then select the "Download" button at the top of the tab. This will download your sprite as a png file into your browser's Downloads folder. You can then copy this into the Assets/Images folder of the game project (or any other folder you want to keep your sprite images).