

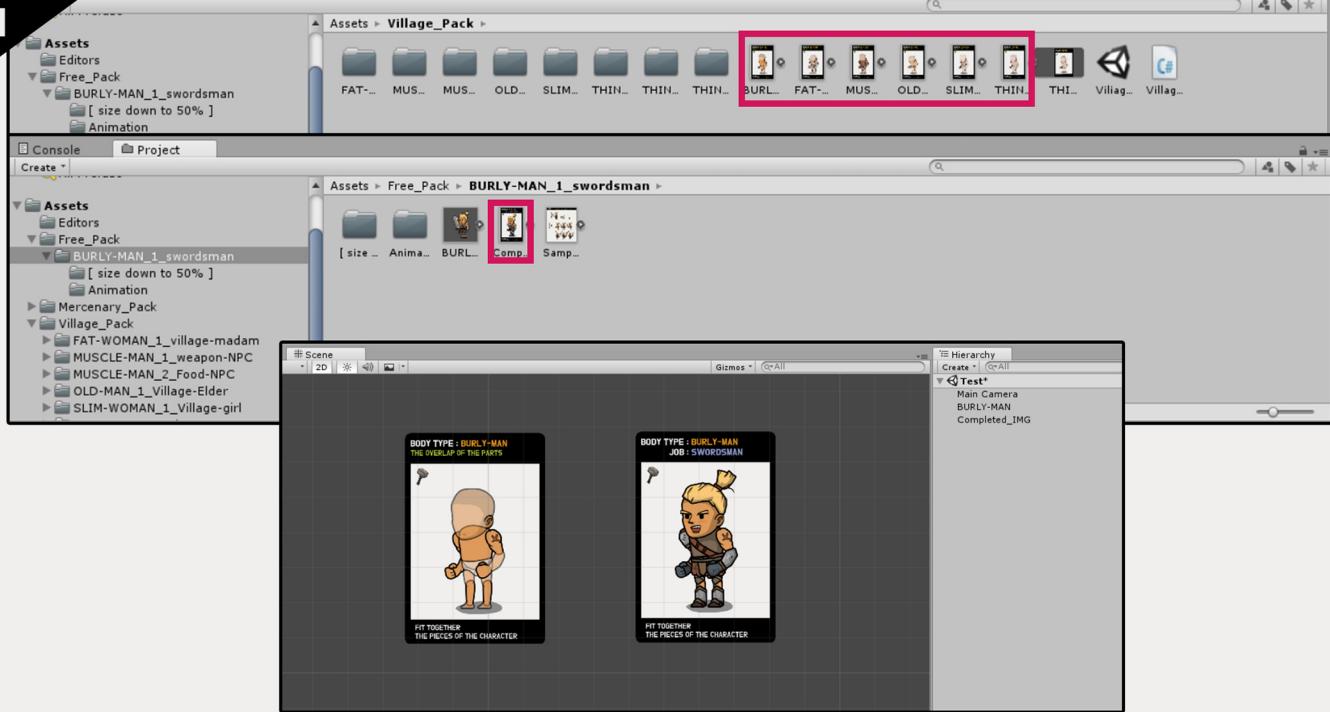


1 : FIT CHARACTER PARTS

GUIDANCE

If you want to solve the parts yourself, read it.
(It's already created with a Prefab, so you don't have to read it.)

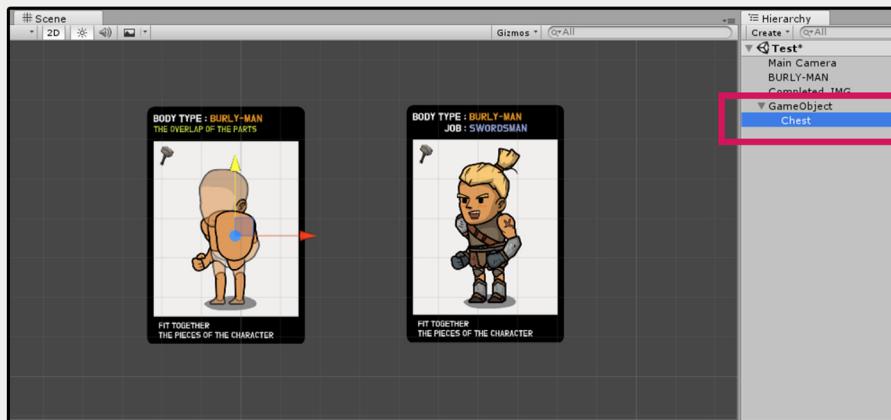
1-1



Place the cards of the two types(Body-type, Job-type) on the Scene.
Set the order in layer to - 100.

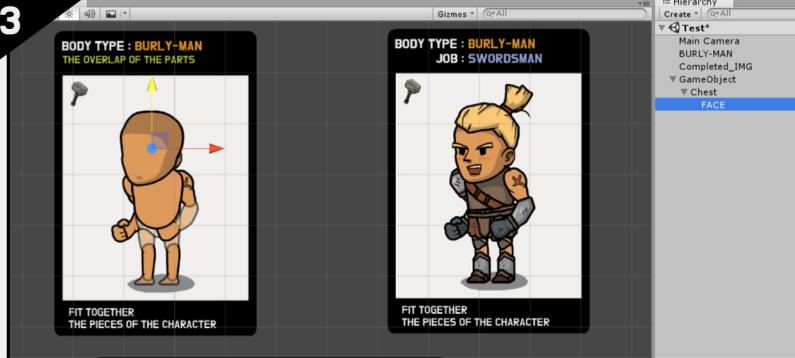
1-2

- ① Create an empty object. Name an empty object.
(ex_ swordsman, Edward, Jack Peter ...etc)

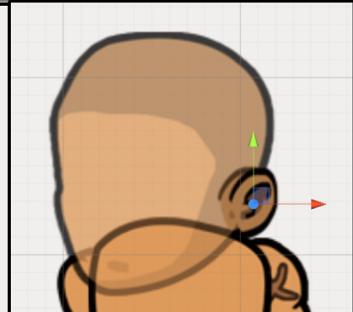


- ② Fit the parts to the character card.
Child the sprite object to an empty object.

1-3

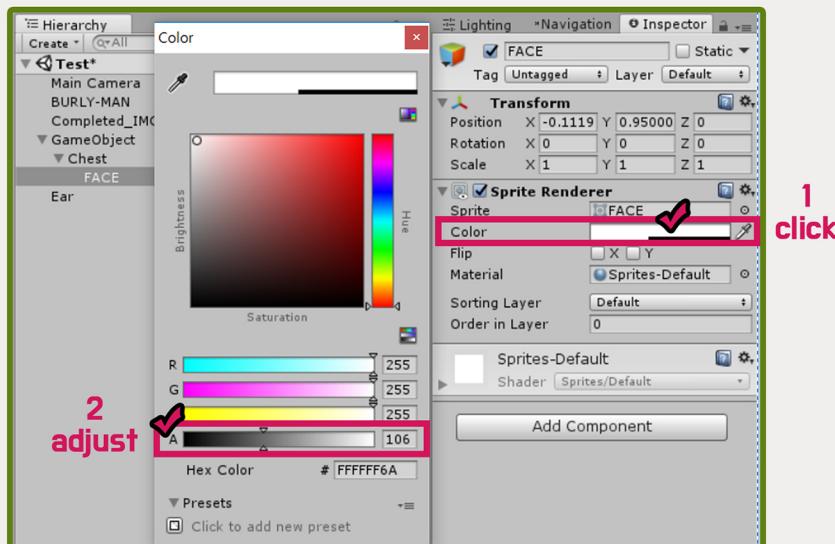


① Fit the face sprite.
But the ear sprite is covered.



② Reduces the opacity of the face sprite.
Then you can see the covered ear sprite well.
Fit the ear sprite.

How to adjust the opacity of the sprite.



1-4



When the body-type(naked body) is complete.
move it to the next job-type card.

1-5

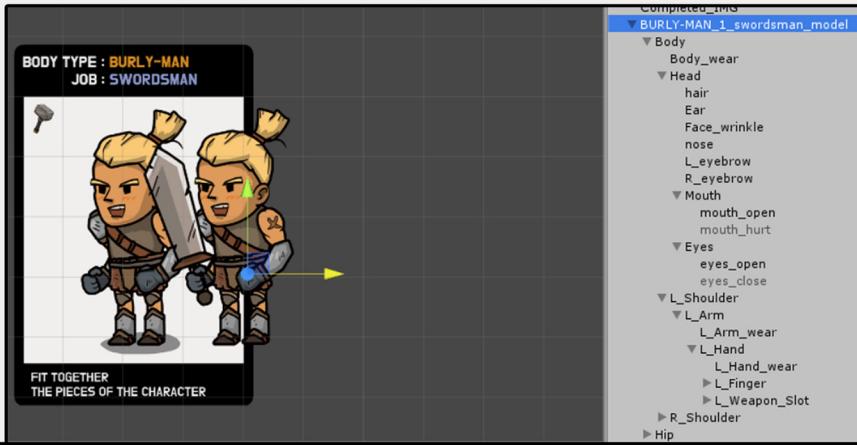


Fit the sprites of character.

Reduces opacity of cover sprite, as before.

1-6

FINISH !





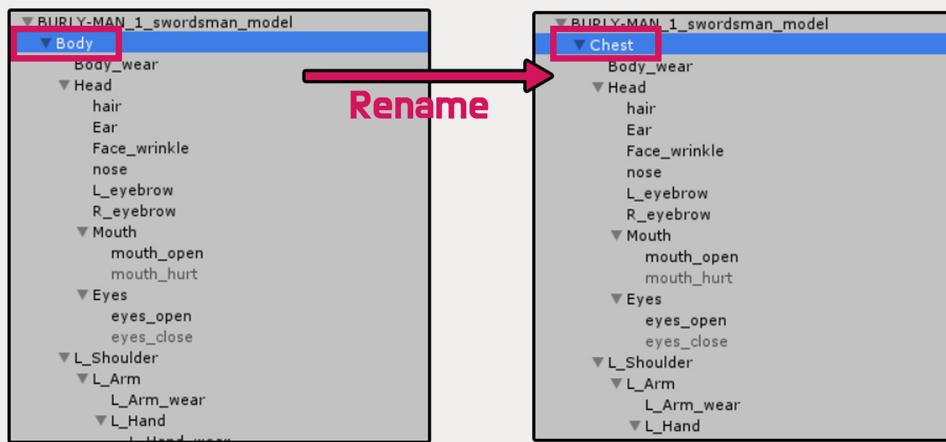
2 : WHEN YOU CHANGE THE NAMES OF THE PARTS. ANIMATION MISSING SOLUTION.

GUIDANCE

If you want to rename an object in the Prefab that has already been created, you will have to run the action.

2-1

① If you rename [Body] to [Chest].



② you can see the Missing a Key registered as body in animation window.
In such cases, it is not possible to directly modify the key name.



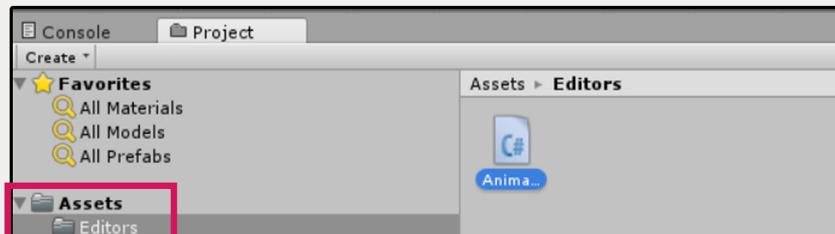
③ You can download scripts for free here and modify the key.

<https://github.com/s-m-k/Unity-Animation-Hierarchy-Editor>



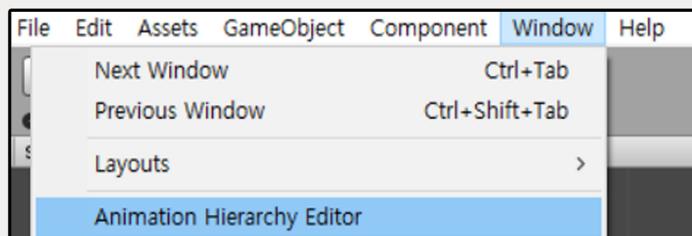
2-2

Create the [Editors Folder] in your [Asset Folder]
and put the downloaded script to the [Editors Folder].



2-3

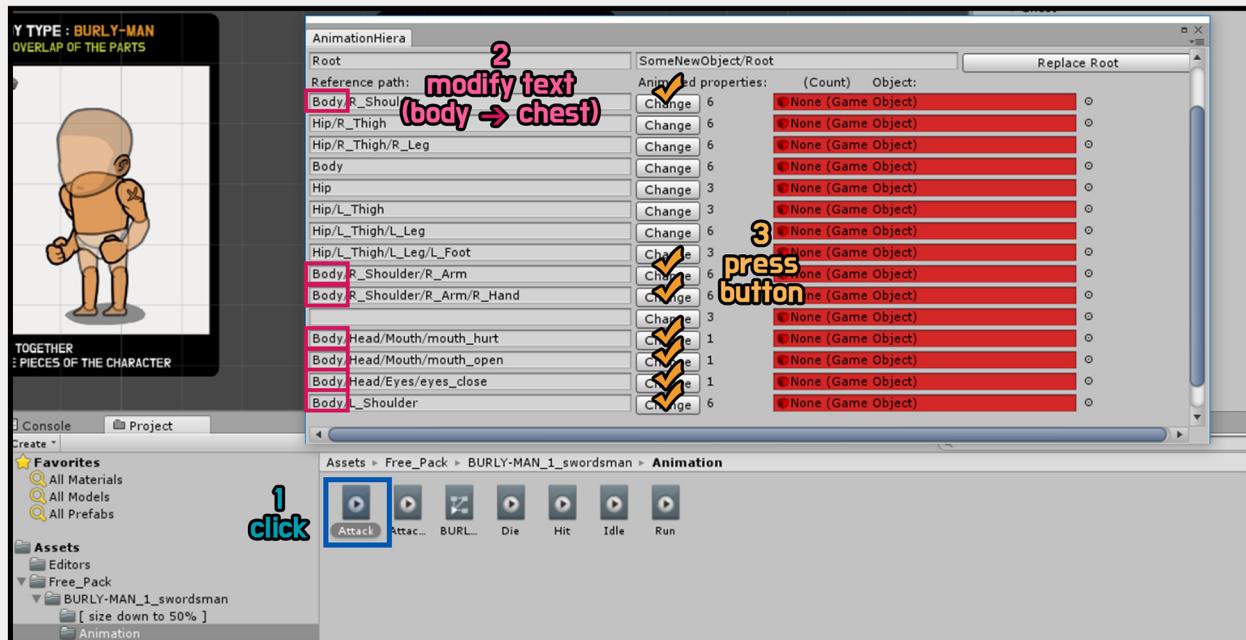
Click : [Window] > [Animation Hierarchy Editor]



2-4

① Select one of clips.

Then, it looks like below picture in [Animation Hierarchy] window.

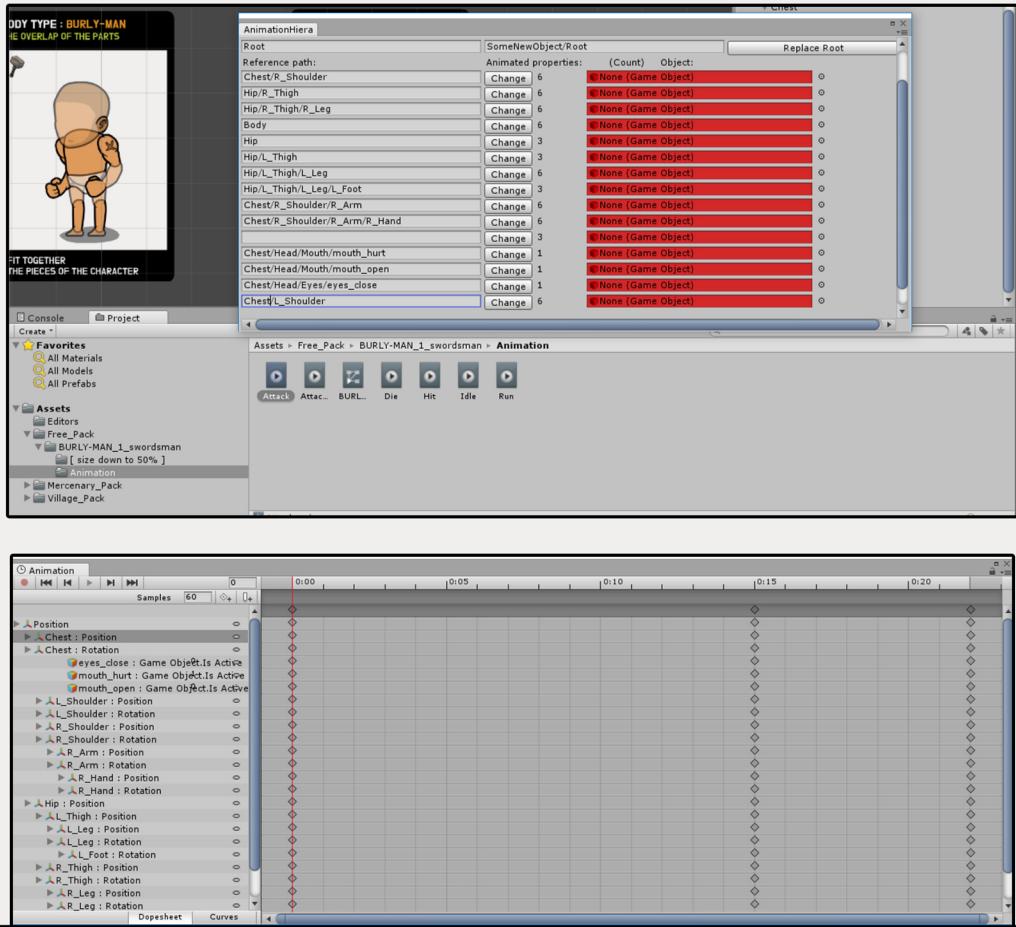


② Modify the text in the category to the left. (body → chest)

③ Press the change button to convert.

④ Modify each of the remaining clips one by one in the same way as above.

FINISH !





3 : HOW TO REDUCE THE RESOURCE SIZE

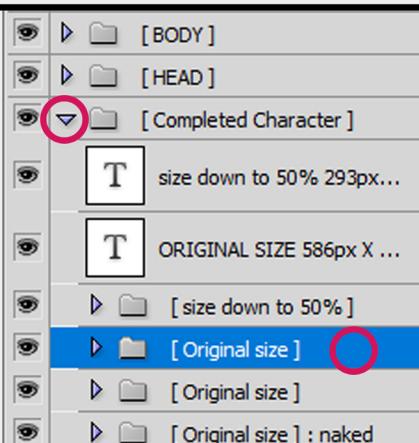
3-1



Open the PSD file in Photoshop

3-2

click



In the right layer window.

- ① open layer group [Completed Character] and
- ② select the folder [Original size] within it.

click

3-3



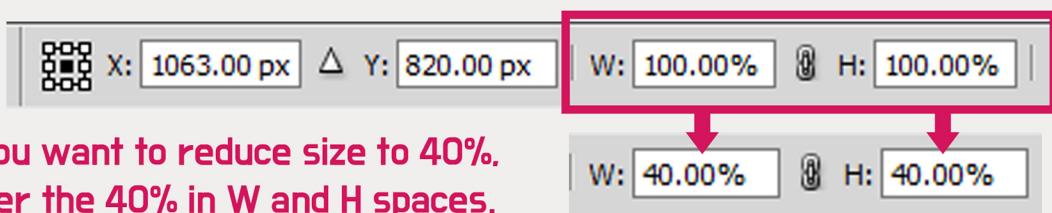
Ctrl + T

- ① Press the **Ctrl + T** key.
- ② The character has a square border.

3-4

in the upper left corner, there's a numbering box.

- ① You can enter the % you want to reduce in **W and H spaces**.
- ② The numbers W and H should be entered equally.



If you want to reduce size to 40%.
enter the 40% in W and H spaces.

3-5



Original size (100%)

Size down to 40%

← Enter

Press Enter key
to decrease the character size.



4 : HOW TO SAVE IMAGES AS PNG FILES AT ONCE

4-1

Please go to the following link to download the script.
(free of charge, to any person)

<https://github.com/jwa107/Photoshop-Export-Layers-to-Files-Fast>



This script allows you to export your layers as individual JPGs / PNGs at a speed much faster than the built-in script from adobe. We accept donations, see the wiki!

138 commits 1 branch 2 releases 7 contributors MIT

Branch: master New pull request

Find file Clone with HTTPS

Use Git or checkout with SVN using the web URL.

<https://github.com/jwa107/Photoshop-Export-Layers-to-Files-Fast>

Clone with HTTPS

Open in Desktop Download ZIP

Export Layers To Files (Fast).jsx Updated comment to match commit

LICENSE * Documentation updated.

README.md * Groups can be exported as folders.

4-2

① Uncompress and try opening the file.

② And move the all script into the /presets/scripts directory located by in your Photoshop folder.

MOVE (drag)

이름	수정한 날짜	유형	크기
dialog.json	2017-07-03 오전 1...	JSON 파일	4KB
Export Layers To Files (Fast).jsx	2017-07-03 오전 1...	JSX 파일	71KB
LICENSE	2017-07-03 오전 1...	파일	2KB
progress_bar.json	2017-07-03 오전 1...	JSON 파일	1KB
README.md	2017-07-03 오전 1...	MD 파일	6KB

Program Files > Adobe > Adobe Photoshop CS5 (64 Bit) > Presets > Scripts

이름	수정한 날짜	유형
Event Scripts Only	2018-01-10 오후 6...	파일 폴더
Stack Scripts Only	2018-01-10 오후 6...	파일 폴더
Conditional Mode Change.jsx	2010-04-07 오전 2...	JSX 파일
Delete All Empty Layers.jsx	2010-04-07 오전 2...	JSX 파일
dialog.json	2017-07-03 오전 1...	JSON 파일
Export Layers To Files (Fast).jsx	2017-07-03 오전 1...	JSX 파일
Export Layers To Files.jsx	2010-04-07 오전 2...	JSX 파일
Fit Image.jsx	2010-04-07 오전 2...	JSX 파일
Flatten All Layer Effects.jsx	2010-04-07 오전 2...	JSX 파일
Flatten All Masks.jsx	2010-04-07 오전 2...	JSX 파일
Image Processor.jsx	2010-04-07 오전 2...	JSX 파일
Layer Comps To Files.jsx	2010-04-07 오전 2...	JSX 파일
Layer Comps To WPG.jsx	2010-04-07 오전 2...	JSX 파일
Lens Correct.jsx	2010-04-07 오전 2...	JSX 파일
LICENSE	2017-07-03 오전 1...	파일
Load DICOM.jsx	2010-04-07 오전 2...	JSX 파일
Load Files into Stack.jsx	2010-04-07 오전 2...	JSX 파일
Merge To HDR.jsx	2010-04-07 오전 2...	JSX 파일
Photomerge.jsx	2010-04-07 오전 2...	JSX 파일
progress_bar.json	2017-07-03 오전 1...	JSON 파일
README.md	2017-07-03 오전 1...	MD 파일
Script Events Manager.jsx	2010-04-07 오전 2...	JSX 파일
Statistics.jsx	2010-04-07 오전 2...	JSX 파일

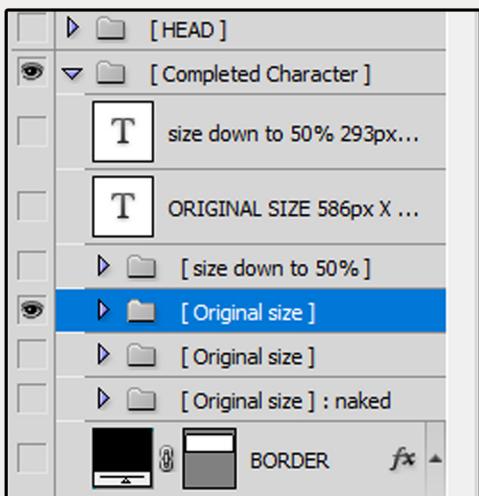
Windows: /Program Files/Adobe/Adobe Photoshop VERSION/Presets/Scripts/

Mac: /Applications/Adobe Photoshop VERSION/Presets/Scripts/

4-3



From now on, work with Photoshop.
open the PSD file of character you want to save.



In the right layer window.

- ① Close layer's eyes for all layers
(Make invisible layer)
- ② except the folder you want to save.

Settings can be done by clicking on the eye icon.

4-4

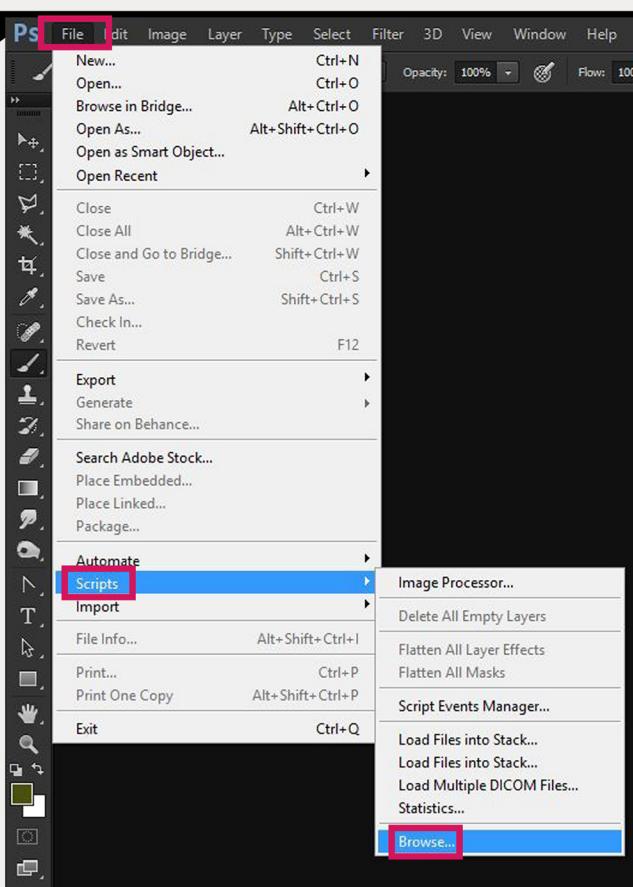


open
layers
eyes

If you have a blindfolded layer in the Layer group
that you want to save. 
(invisible layer)
open layer's eyes.

Because, invisible layer is not saved.

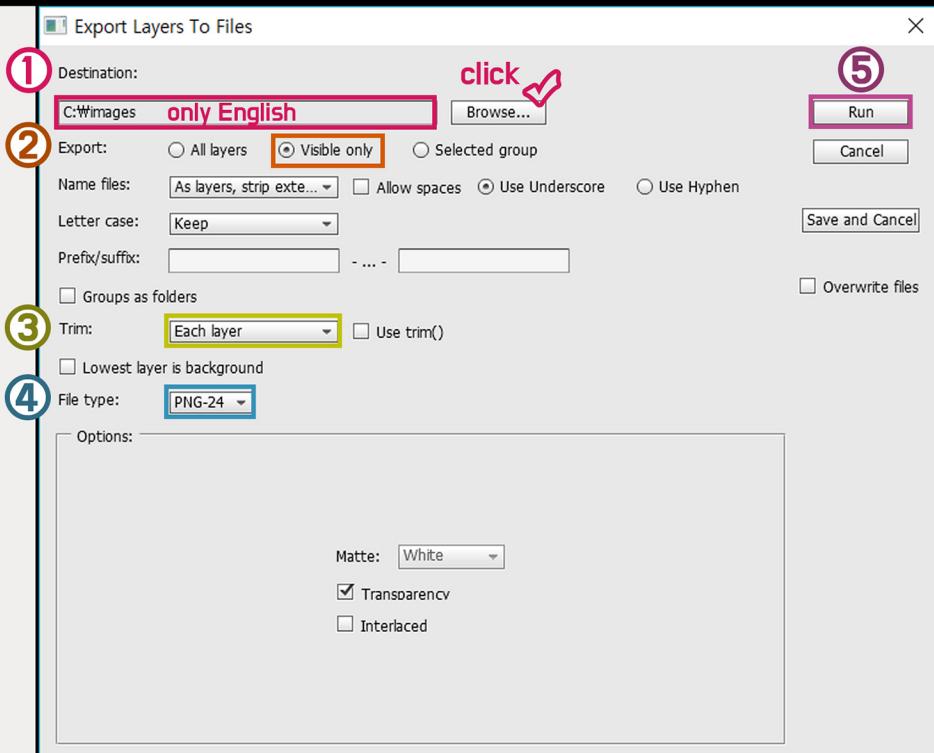
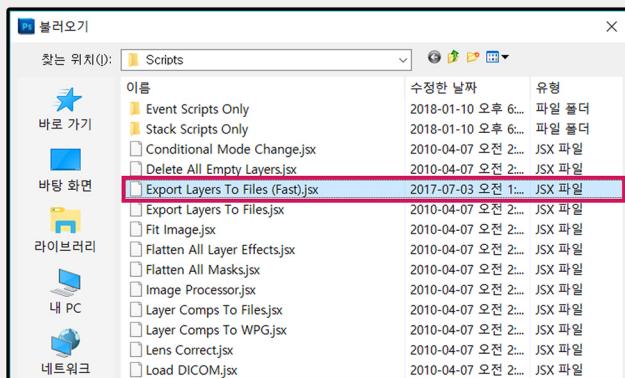
4-5



in the upper left corner.

Click [File] > [Scripts] > [Browse...]

Open the [Export Layers To Files (Fast).jsx] file you downloaded.



- ① Destination** Press [Browse] button.
Create a new folder to save PNG images.
The new folder must be named **in English**.
And the file path must be **in English. (only English)**
- ② Export : visible only** Only the layer with the eyes open is saved.
The layer with the eyes close is not saved.
- ③ Trim : each layers**
- ④ File type: png-24**
- ⑤ Press [Run] button**

4-8

Collecting layers... Might take up to several seconds

Cancel

Don't make changes to the current document while the script is running!

**Please press RUN button and wait a moment.
Photoshop screen will move automatically.
Please wait until it is finished.**

4-9**Finally.**

**check to see if png images are saved
in images folders.**

NOTES



If a layer with the same name exists.
The layer has same name is saved with a number after name.

We're not good at English, but We hope this manual helped.
And, please leave more ❤️ cheerful comments ❤️ for us.



We're preparing more 2D resources.
Please look forward to it.

**THANK YOU FOR READING!
SEE YOU AGAIN!**



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