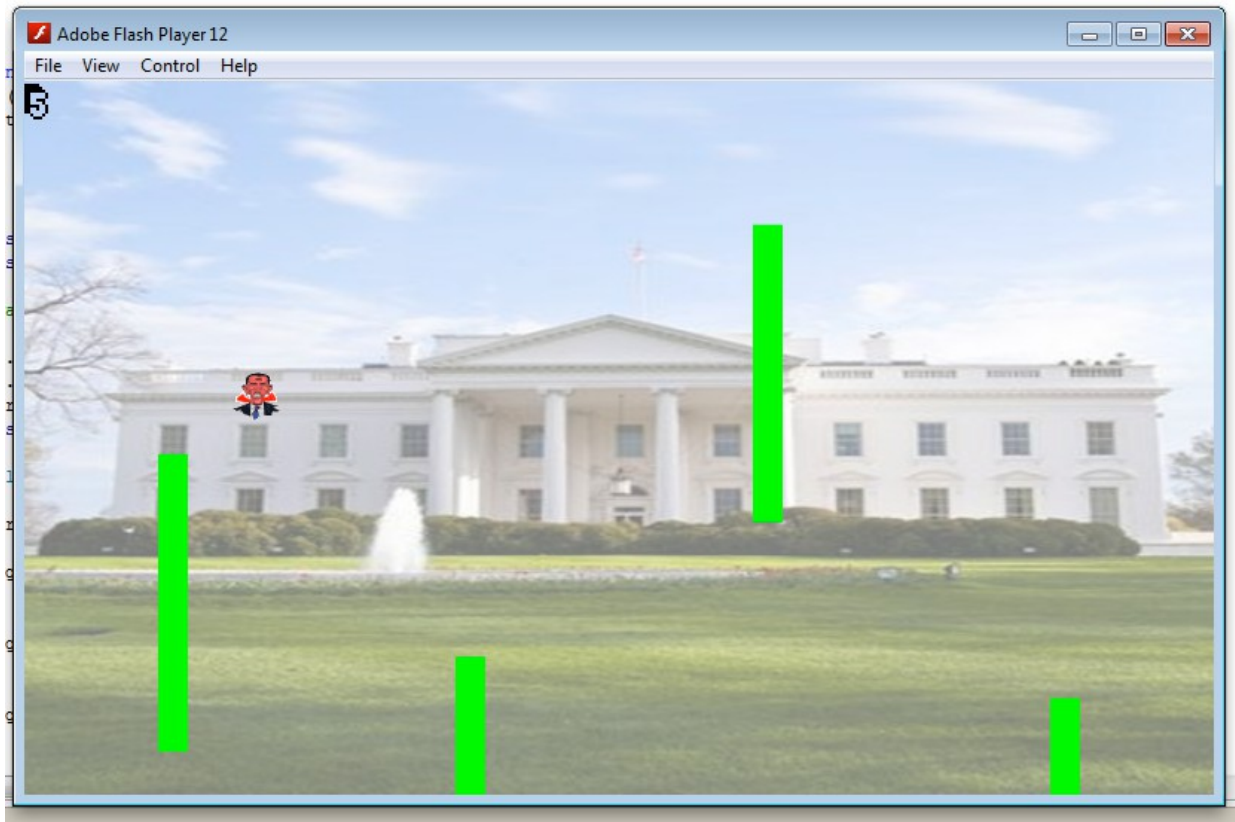# UW GAME DEV CLUB

Some Great Tools for Making Games
(for a Ludum Dare maybe?)

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Spritely – A Sprite Generator (Search term, get sprite)
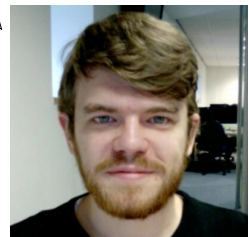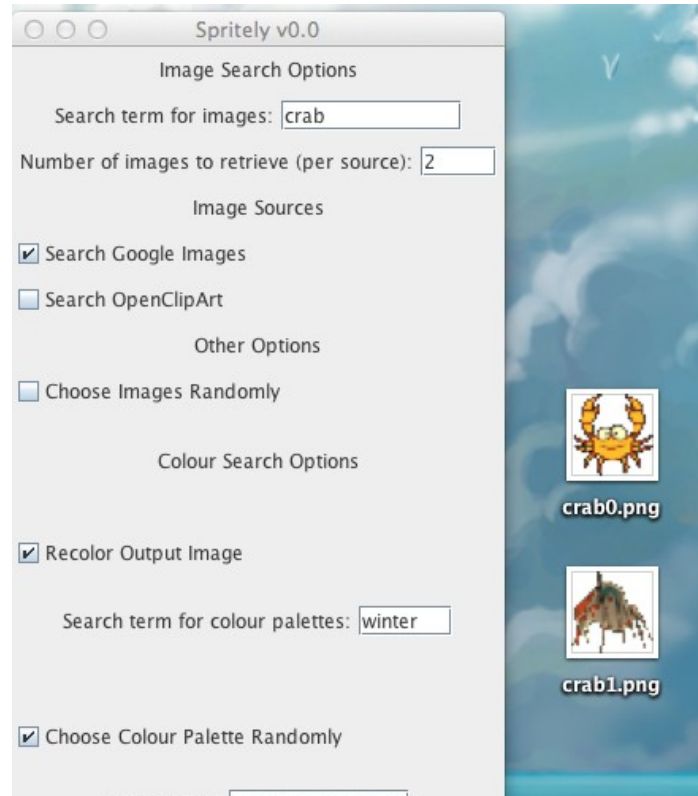
Link:
https://github.com/gamesbyangelina/spritely

Download (Command Line):
http://www.gamesbyangelina.org/downloads/spritely/download-cli.php

Download (GUI):
http://www.gamesbyangelina.org/downloads/spritely/download.php

@mrtc

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Spritely – A Sprite Generator (Search term, get sprite)
Command Line

```
java -jar spritely-cli.jar [-sgi|-swm|-soc] -d [size] -n [images] "search query"
```

Search
google
images

Search
wikipedia
commons

Search
openclipart

Output image size
(size x size pixels)

Number of
images to output

```
spotco@spotco-mac ~/Desktop> java -jar spritely-cli.jar -sgi -d 32 -n 4 obama
Searching Google... 0 images so far...
Searching Google... 2 images so far...
Google found 4 images
Wrote 4 images to /Users/spotco/Desktop/
spotco@spotco-mac ~/Desktop> []
```
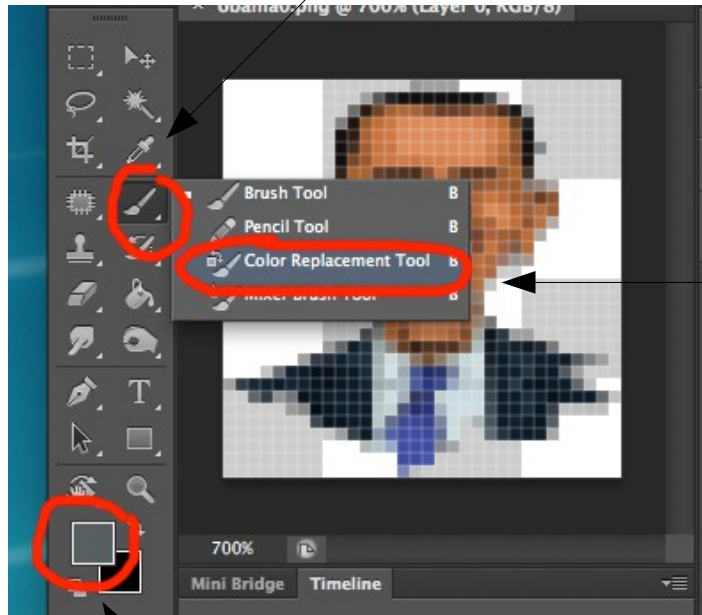
obama0.png   obama1.png   obama2.png obama3.png

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**Photoshop – Edit Images
Doing Pallette Swaps**
(This is Photoshop CS6 on OSX)

Click and hold to
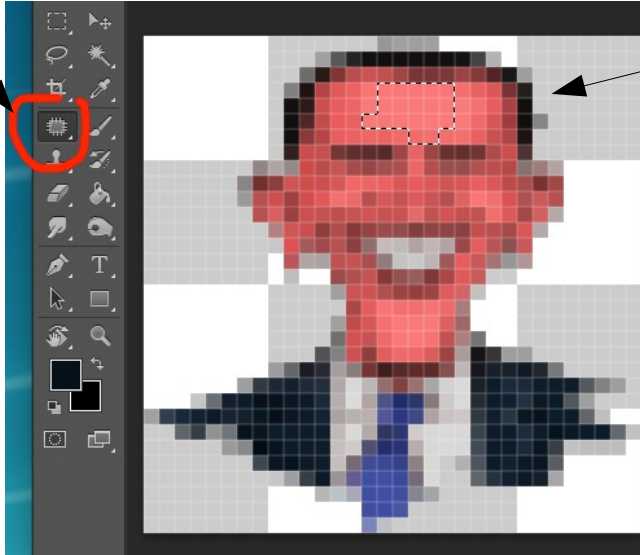open brush tool
menu

Select "color
replacement too"

Political
statement?

Click me to
change color

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**Photoshop – Edit Images
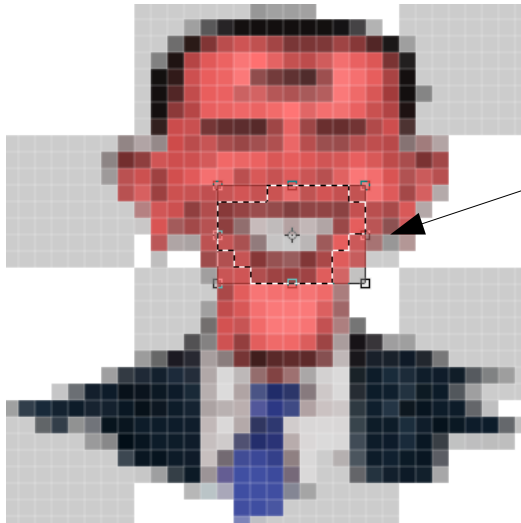Modifying images...subtly!**

Select Patch tool

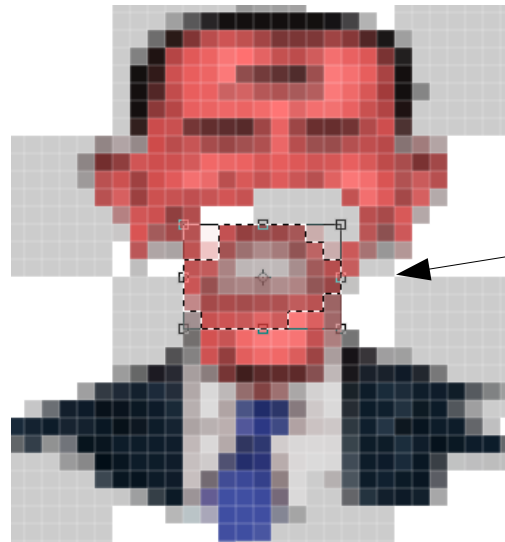Select Area You Want
to "Patch" over

Wut?

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**Photoshop – Edit Images
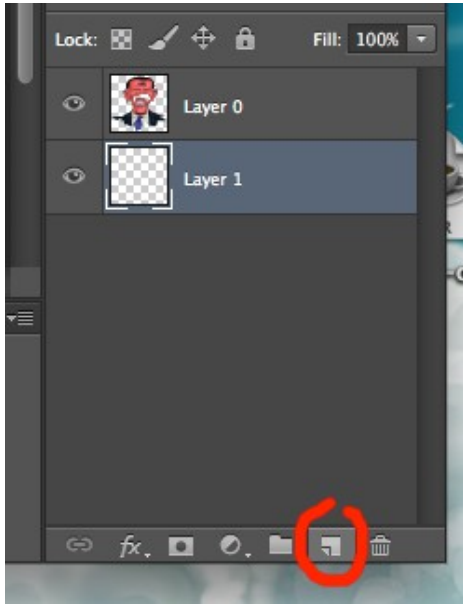Modifying images...subtly!**

Select area, then
CTRL+T (to enter
transform mode)

Rotate/transform the
selection however you
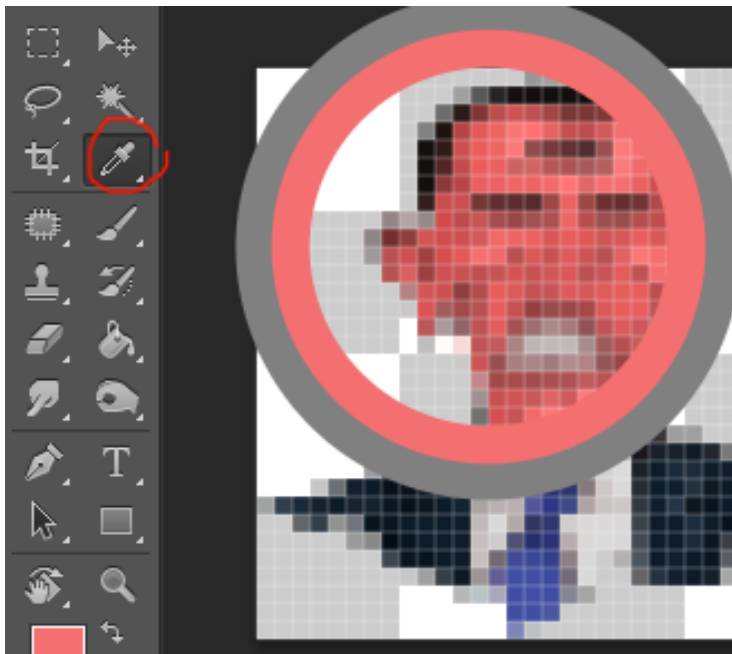want. Notice the gaps
we're leaving?

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Photoshop – Edit Images
Modifying images...subtly!

Make a new layer behind the current one

Eye dropper tool to select a color

Paint in the new empty layer.

Voila, Original Game Art!

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Photoshop – Making an animation
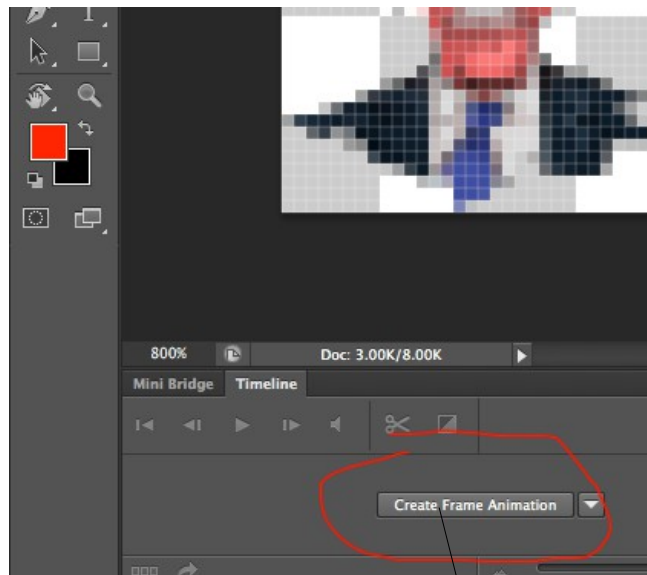
"Create Frame Animation"
(If this is hidden, go to
Window->Timeline)
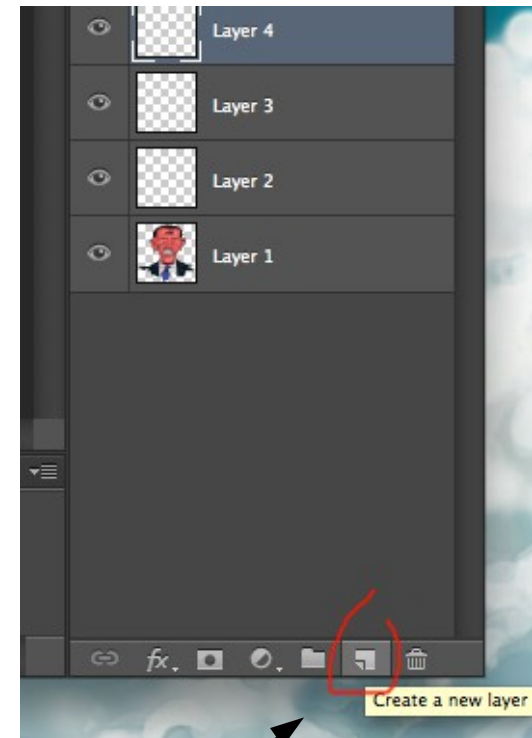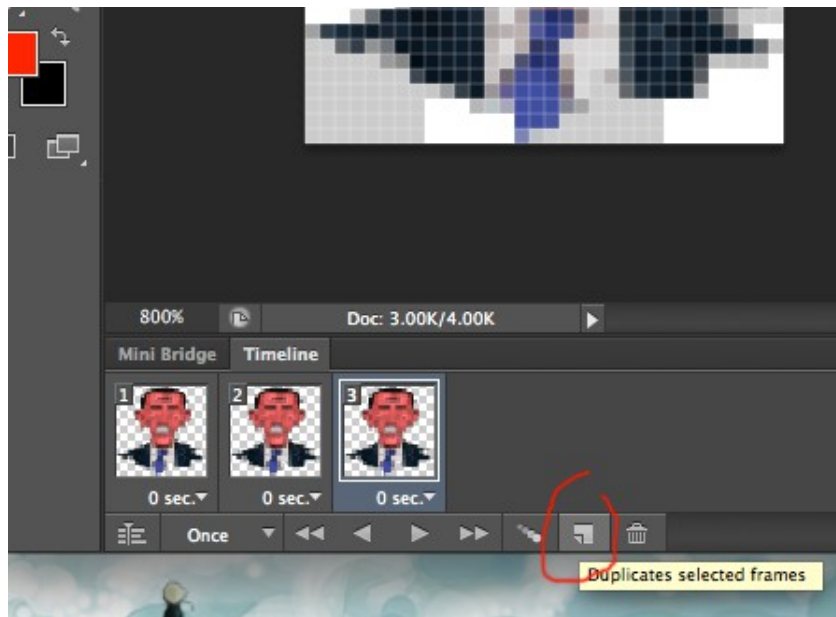
Create a new layer for
every frame

Create a frame for every
frame in your animation

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Photoshop – Making an animation

Make the layers you want visible on every frame visible.
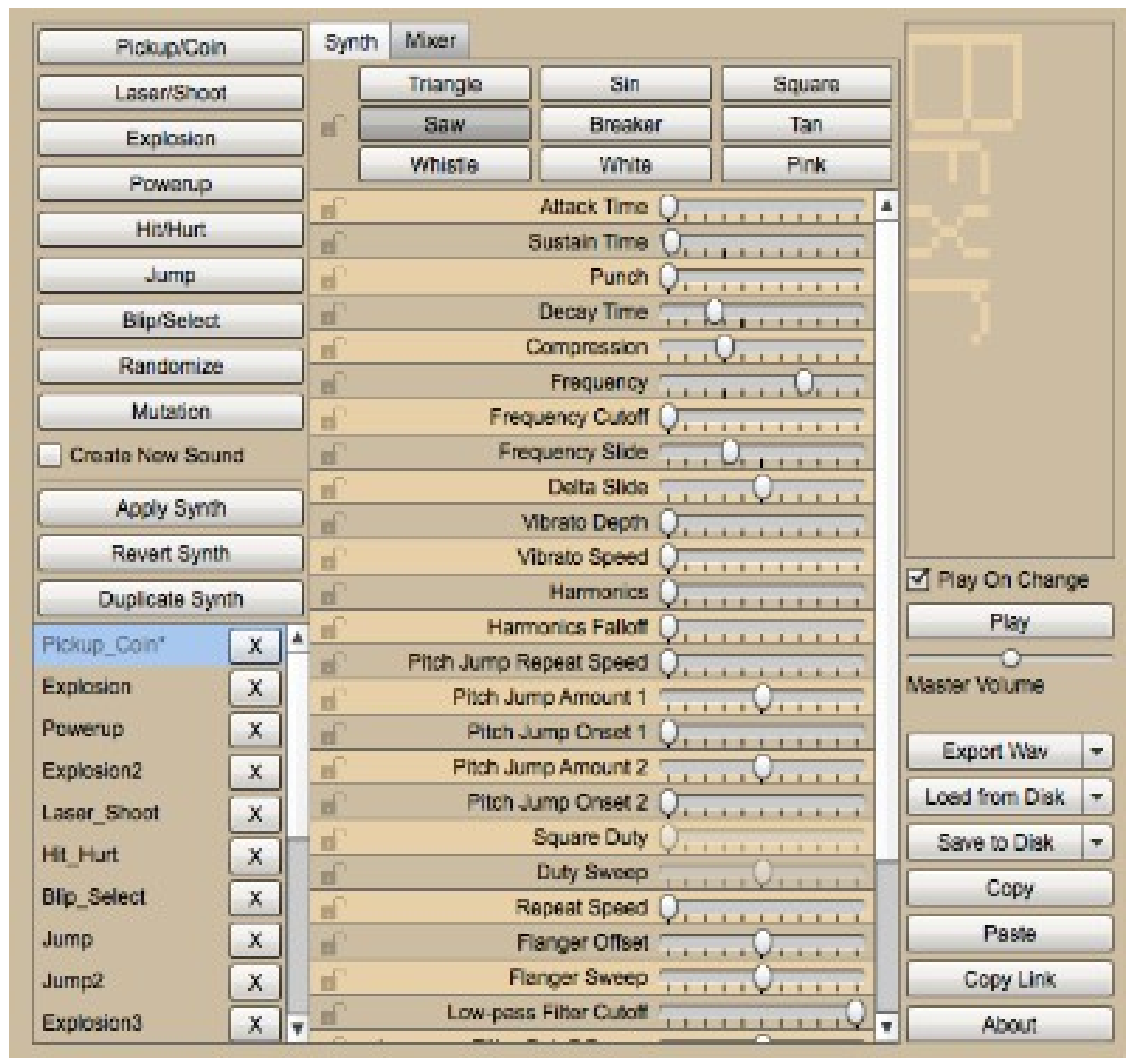(For the "flappy wings" animation, can just rotate copied wings (CTRL+T transform mode))

To export, **File->Save For Web->Select GIF->Preview**

Once you have an animated GIF
(if you want a file for every frame, open the GIF then **File->Scripts->Export Layers To Files**)

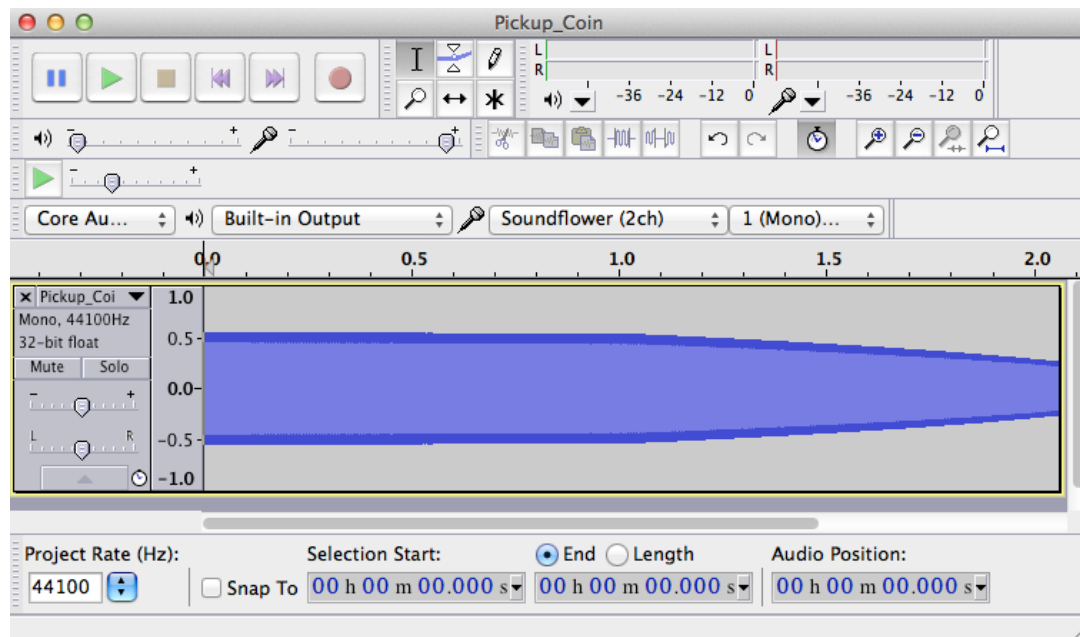Add this to game, along with background (fade it out with **Image->Adjustment->Levels**)

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Bfxr – Make Retro Sound Effects!

This one's pretty self explanatory.

Mess around with the sliders and see what you get!

http://www.bfxr.net/

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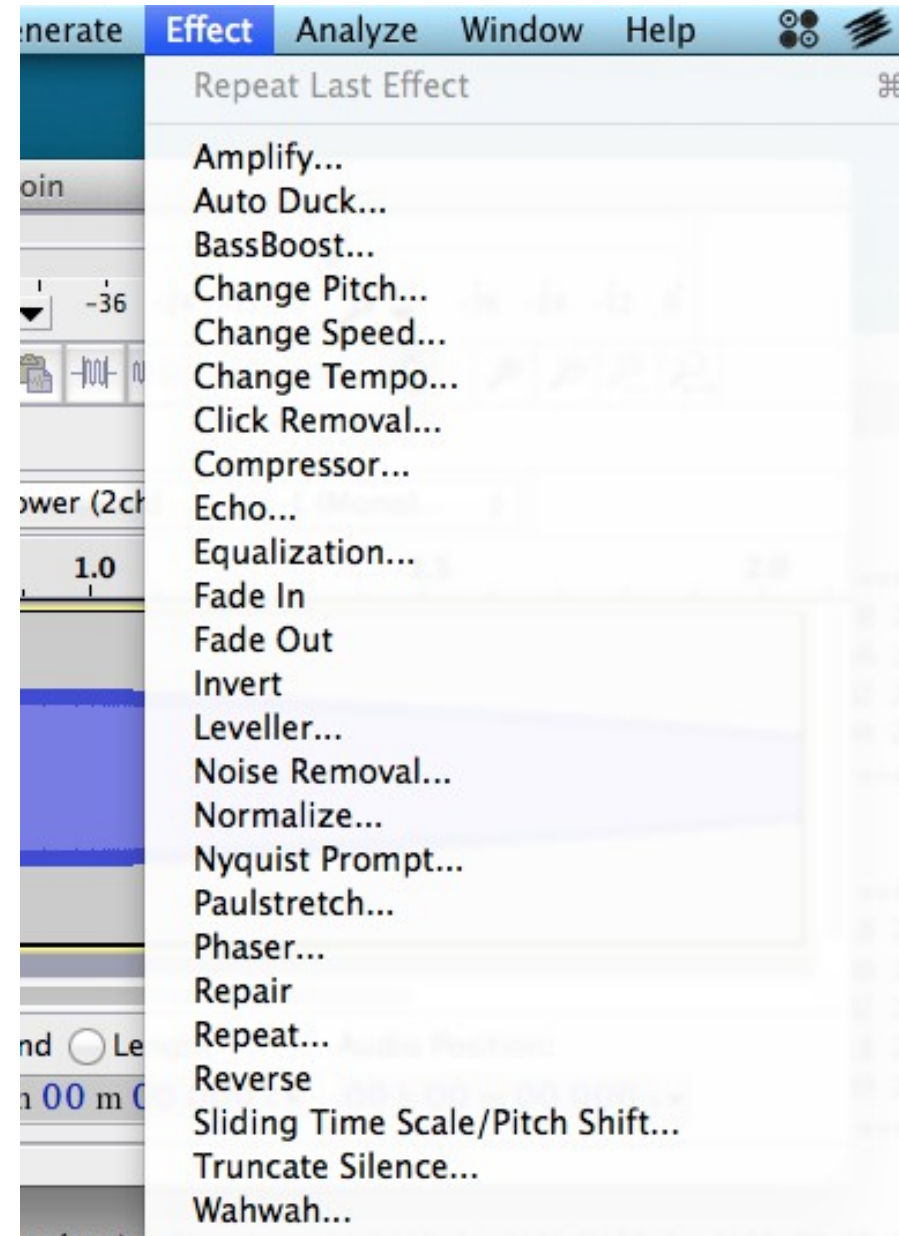
Audacity – Edit Sound Effects

Audacity®

http://audacity.sourceforge.net/

Some highlights:
-Amplify/(Deamplify?)

-Change pitch

-Fade in/Fade out

-Edit like an image (cut, paste, copy)

Effect menu:
- Repeat Last Effect
- Amplify...
- Auto Duck...
- BassBoost...
- Change Pitch...
- Change Speed...
- Change Tempo...
- Click Removal...
- Compressor...
- Echo...
- Equalization...
- Fade In
- Fade Out
- Invert
- Leveller...
- Noise Removal...
- Normalize...
- Nyquist Prompt...
- Paulstretch...
- Phaser...
- Repair
- Repeat...
- Reverse
- Sliding Time Scale/Pitch Shift...
- Truncate Silence...
- Wahwah...

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Dafont – Get a Font!

http://www.dafont.com/

Login | Register

dafont.com

Themes   Authors   Forum   Submit a font
New fonts   Top   FAQ   Tools

How to install a font (details in the Help section)
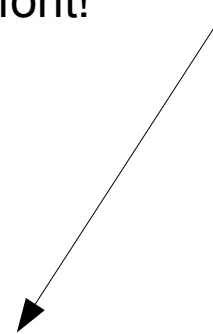Extract the files you have downloaded, then:

- **Windows 8/7/Vista:** Right-click on the font files > "Install"
- **Windows XP:** Put the font files into C:\Windows\Fonts
- **Mac OS X:** Double-click the font file > "Install font" button. Other OS...

Recently added fonts

Young & Beautiful by Misti's Fonts ➡site [14 comments]
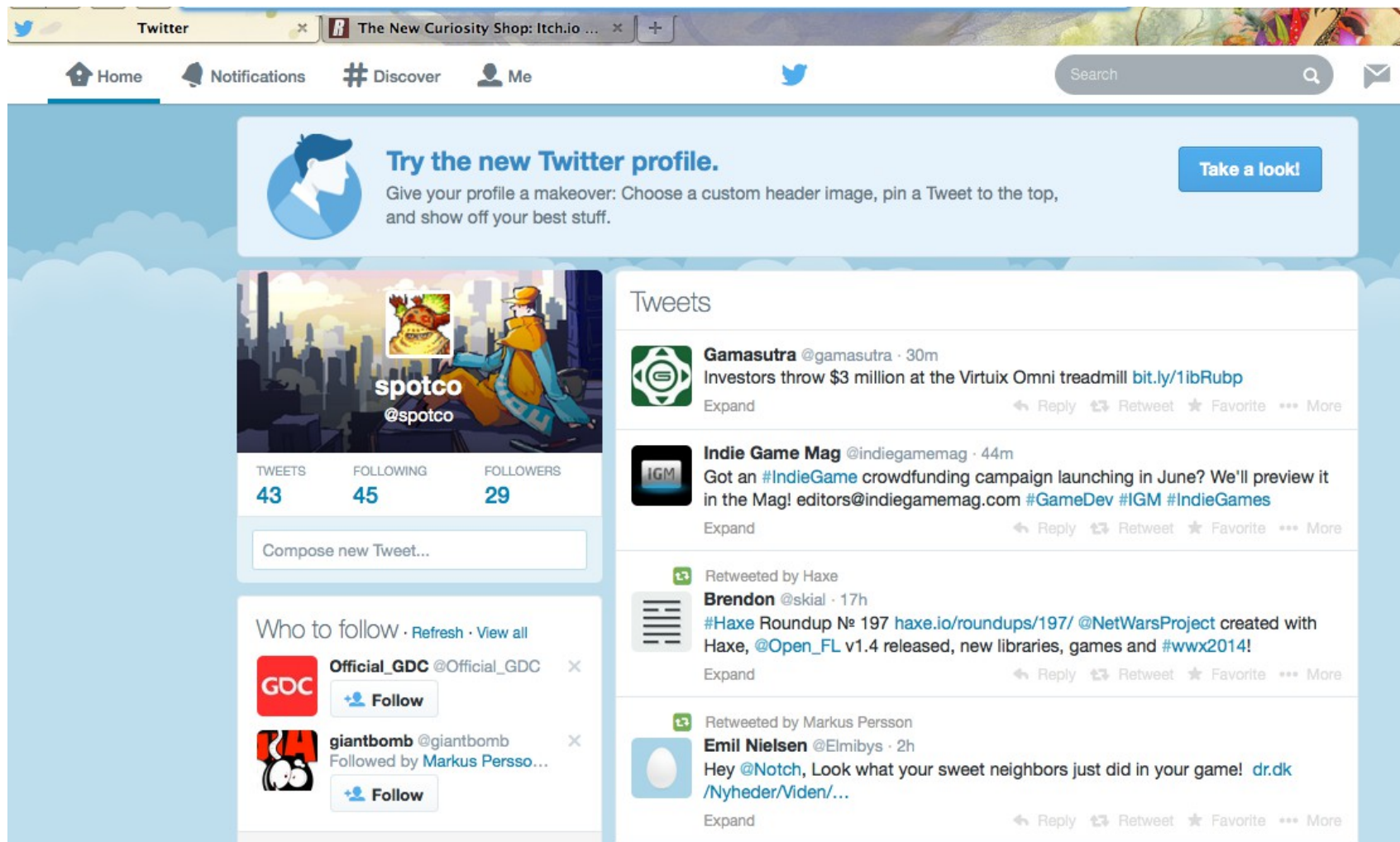
Young & Beautiful

Can't go wrong with a bitmap font!

Extrude by Nic

Extrude.ttf

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

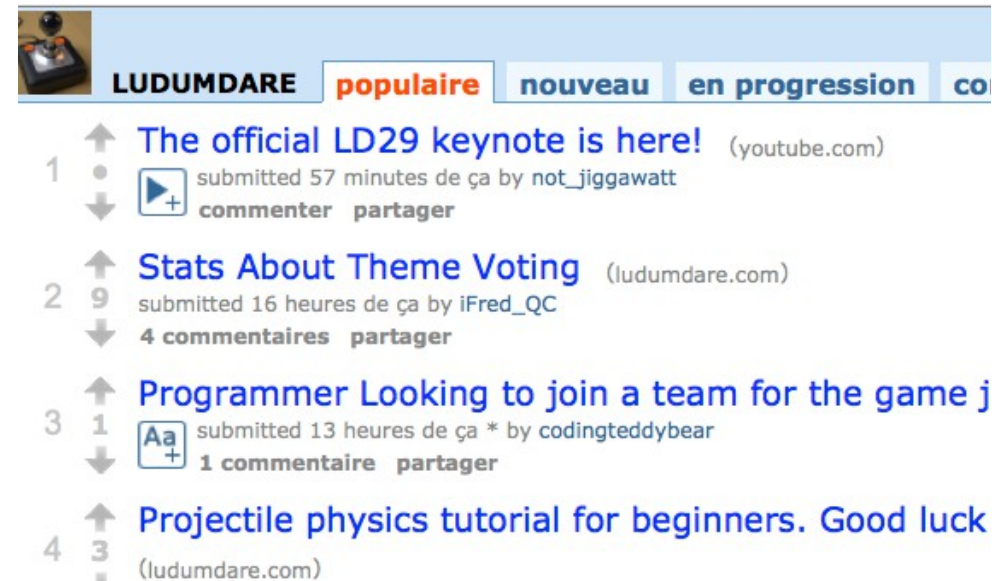Most fonts usually supply a "ttf" file, there's usually some way to embed these into your game.

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Twitter – Stay Connected with Other Game Devs

@spotco

#cyberpunkjam

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Ludum Dare site + social media

http://www.ludumdare.com/compo/

Ludum Dare Twitter:
https://twitter.com/search?q=%23ld48

Ludum Dare Reddit:
http://www.reddit.com/r/ludumdare/

Talk/Read about it → Get Motivated! → Just do it!