



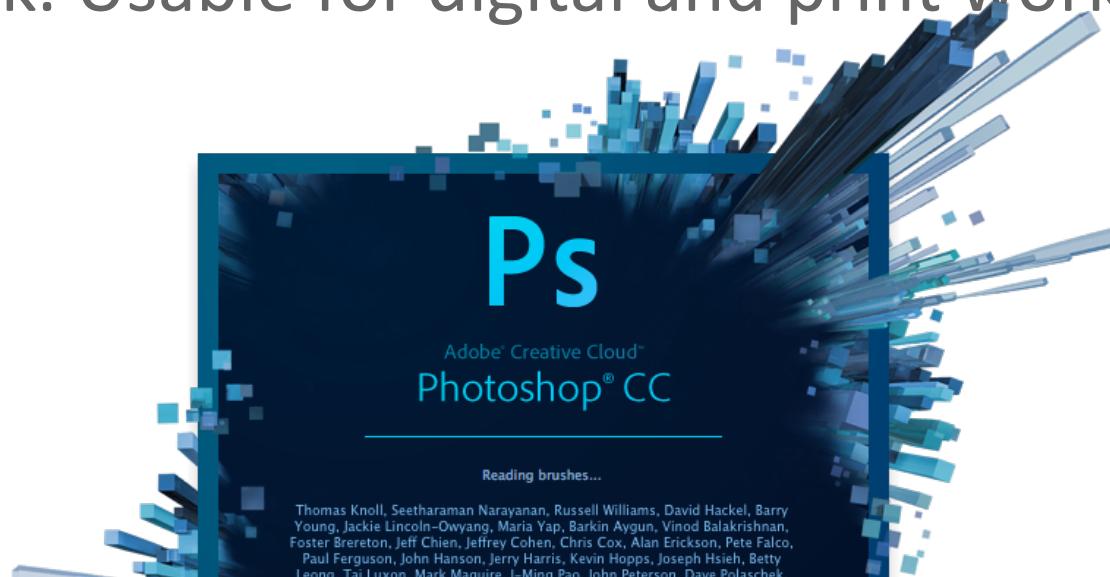
# Let's make game art with Photoshop!

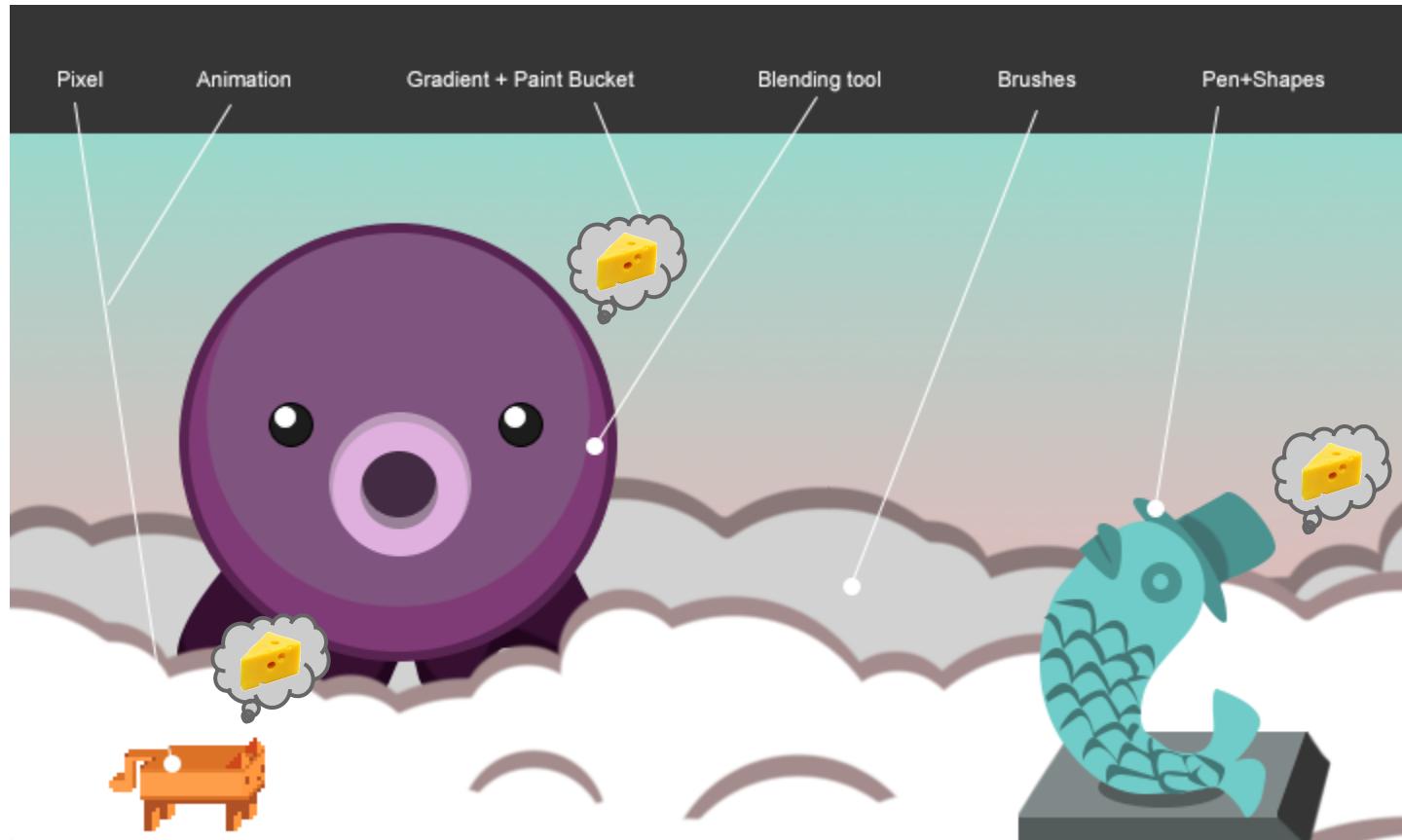
Prepare to flex your artistic muscles.



# 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

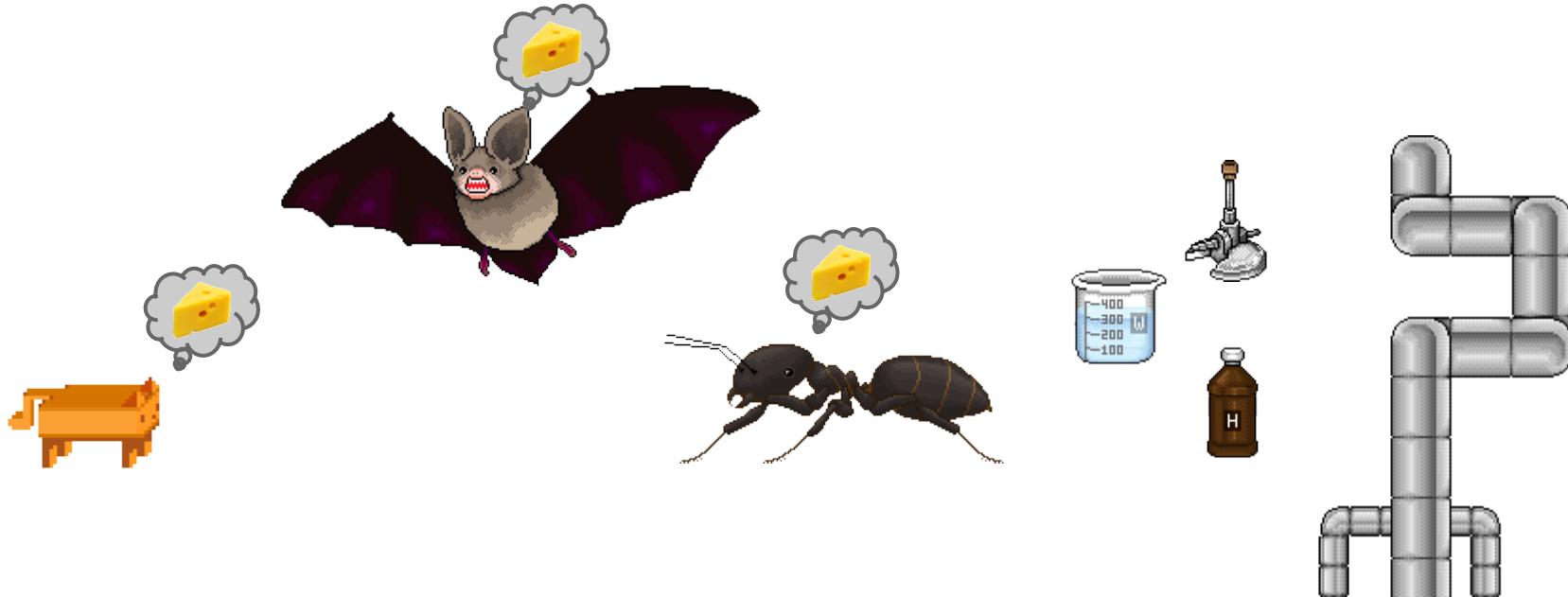
Scalable with smooth lines and blocks of color.





# Pixel Art

Scalable, pixelated artwork.





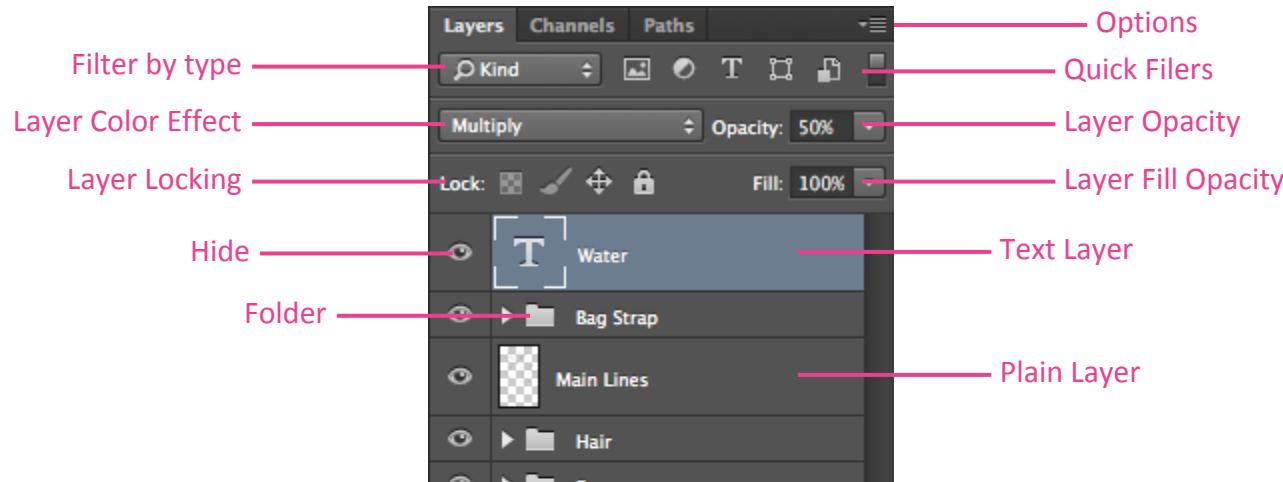
# Intro to Photoshop tools

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

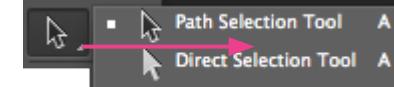
Select and move objects/paths using these arrows.



Move arrow



Direct Selection arrow





# Brush

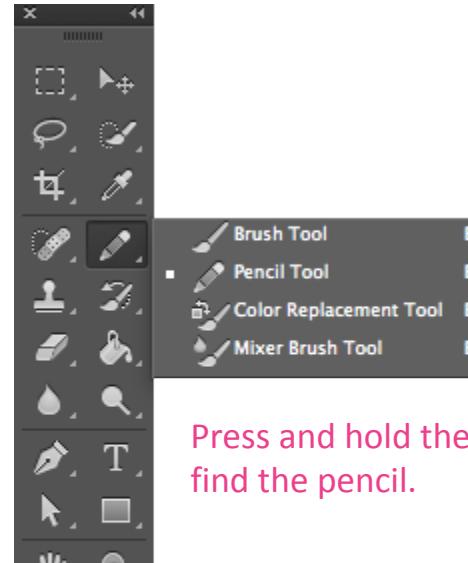
Allows you to draw with smooth lines. This tool is better with a drawing tablet.





# 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

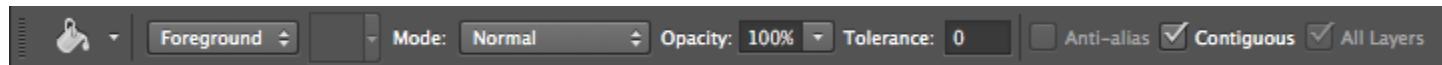
Allows you to fill areas with solid colors, patterns, or gradients.





## Paint Bucket settings

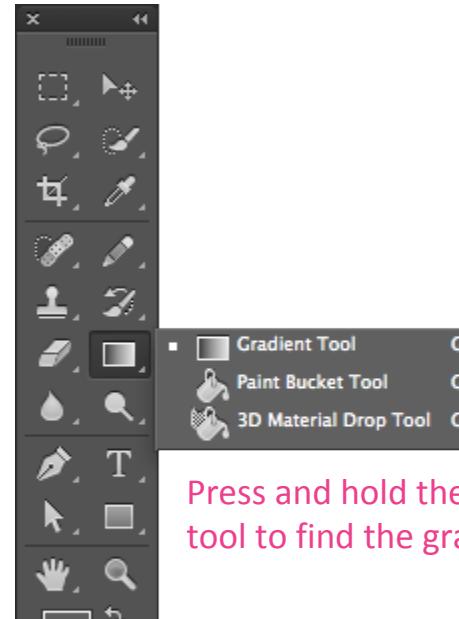
- **Anti-alias:** add smooth color transition to edges.
- **Contiguous:** fill areas of the same color (including clear) until it hits encircling areas of the different color.
- **All layers:** all layers affect the fill.





# 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.

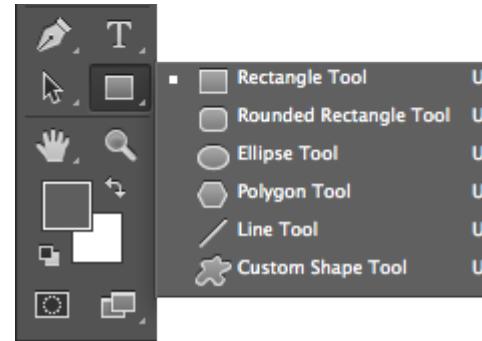


# Vector art



# Shapes

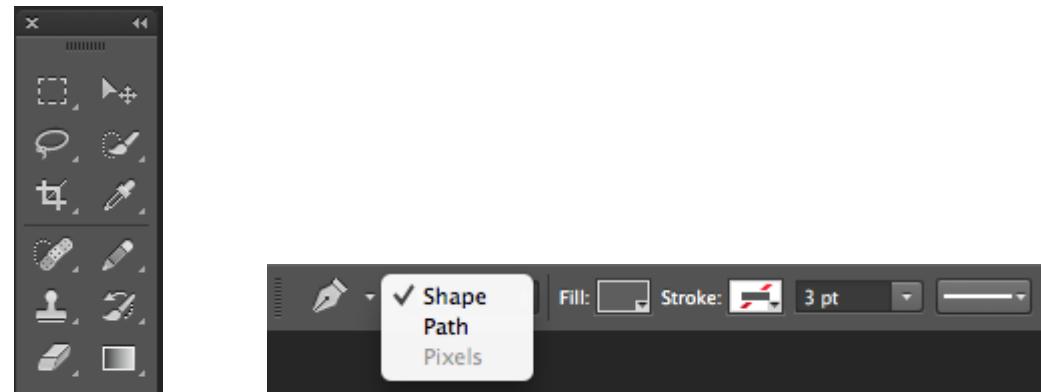
You can create different vector shapes and paths.





# Pen tool

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

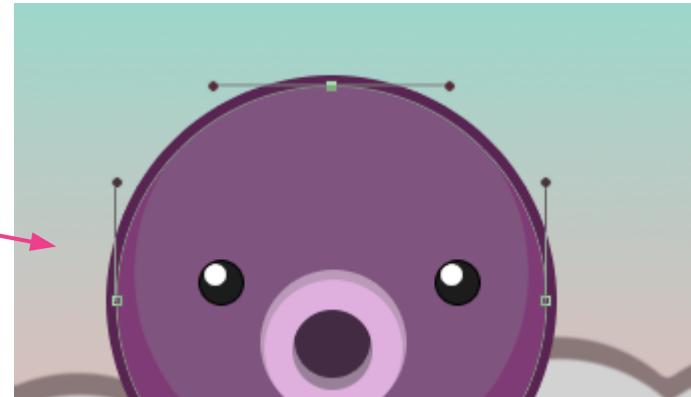
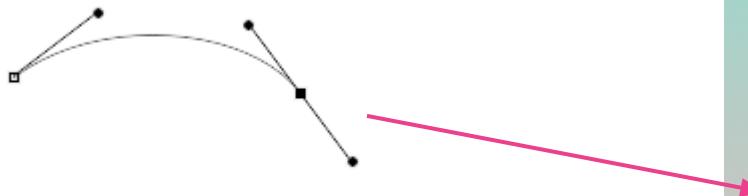


You choose what the tool creates!



# 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.

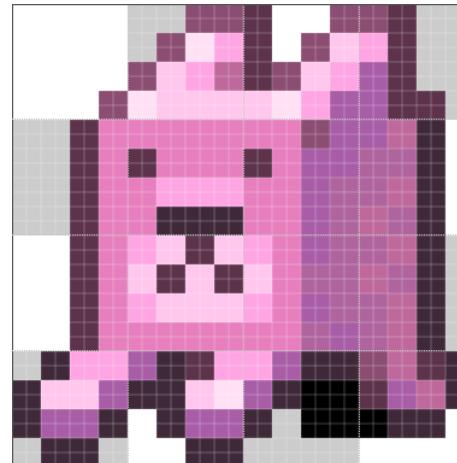


# Pixel art



# Pixel art is like paint-by-numbers

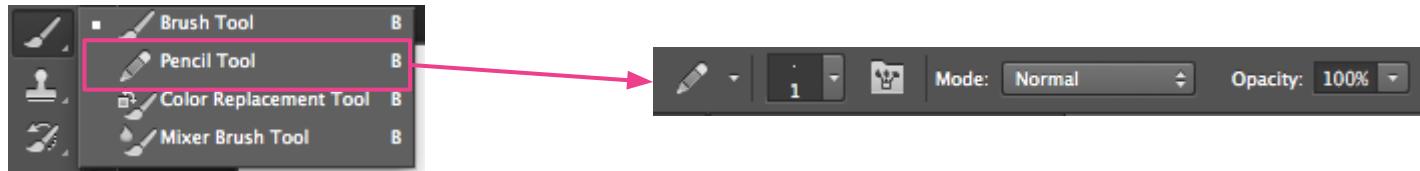
When you draw in a pixelated style, you're filling in an image, block by block. Grids are very helpful!





# The pencil tool

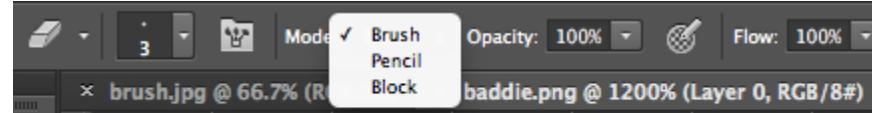
To make pixel art, you need to draw without smooth lines. The pencil tool does this!





# 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.

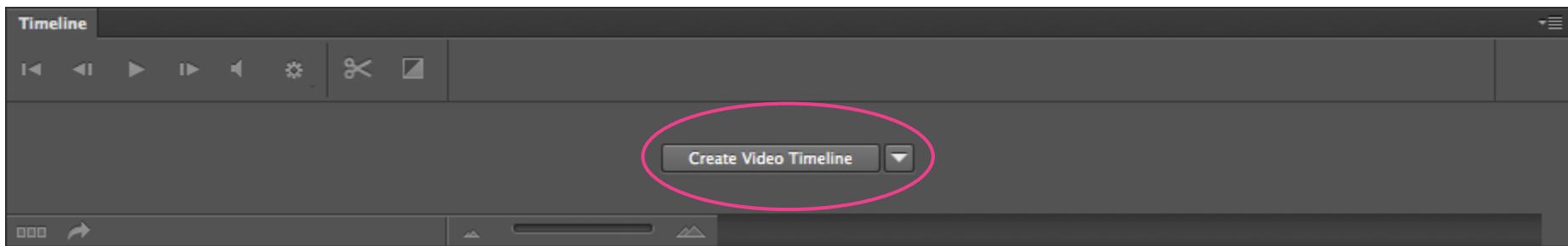


# Animation



## The timeline

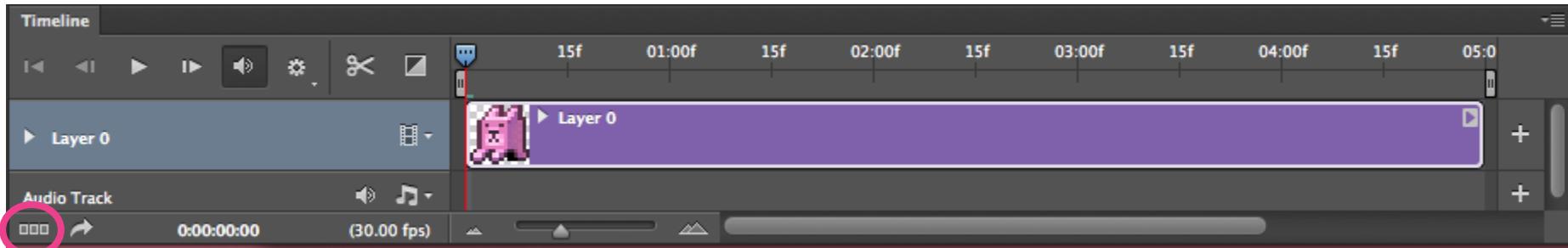
In order to create animations, you need the timeline window. This will allow you to edit animation frames.





# Frame vs. video timeline

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





# Animating with layers

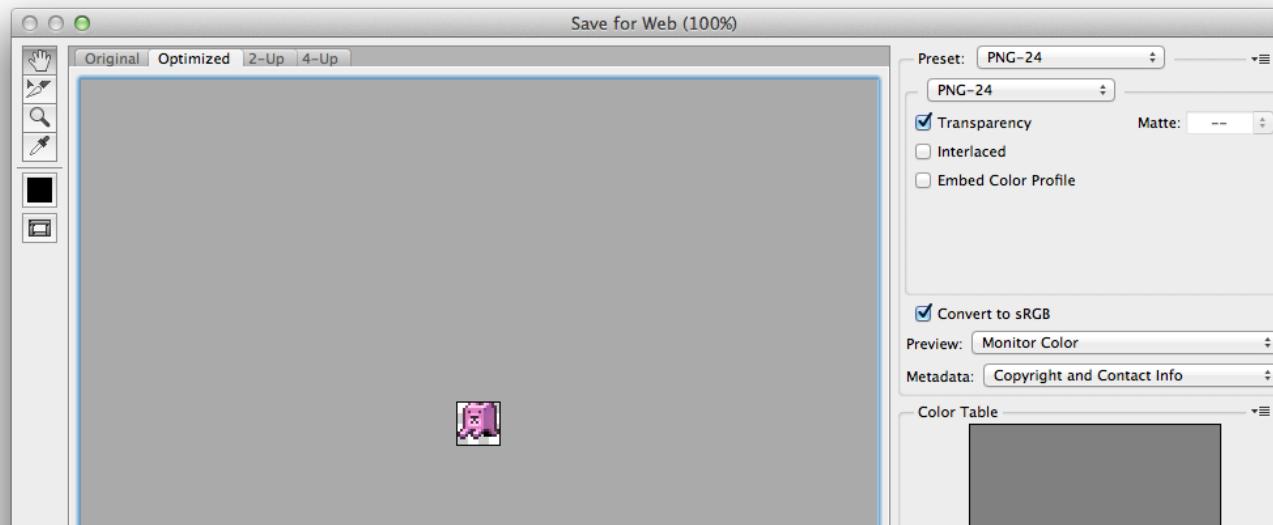
Each layer will be a separate frame in the animation. You can show and hide different layers in each frame.





# 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.

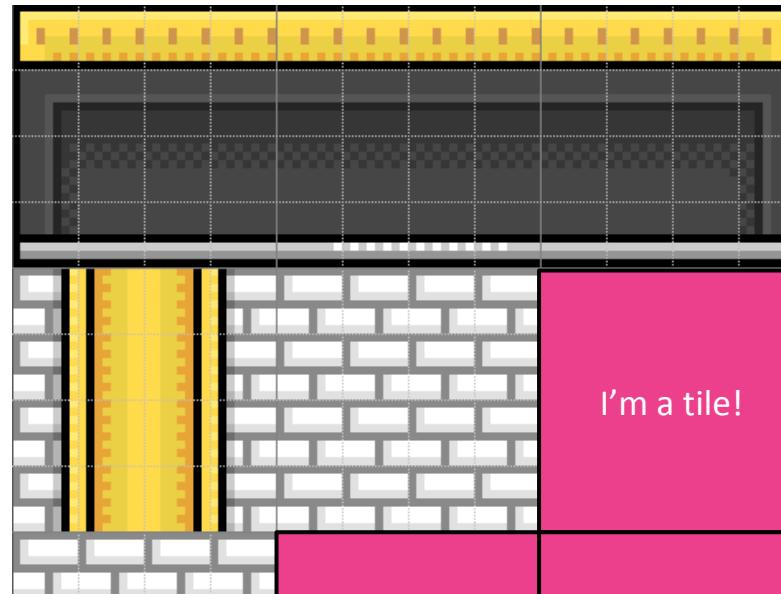


# Sprite sheets



# How it works

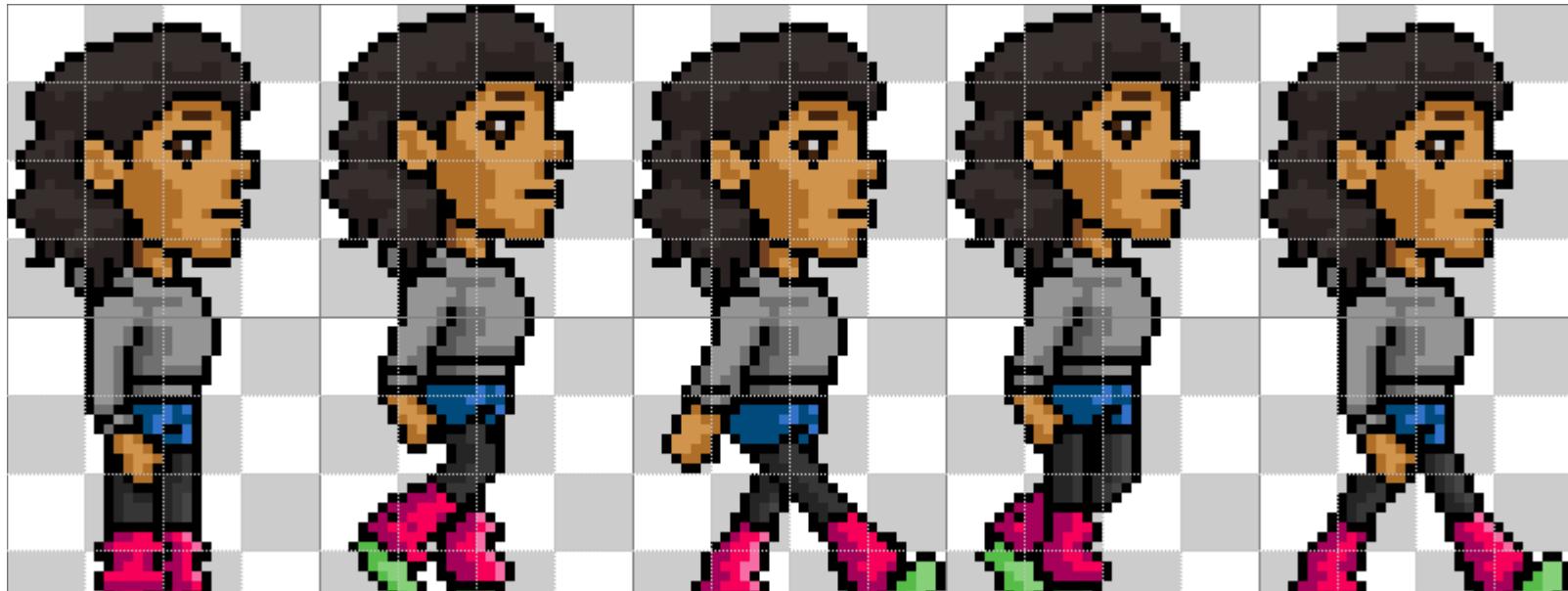
Sprite sheets and map tiles are made using a grid.





# How it works

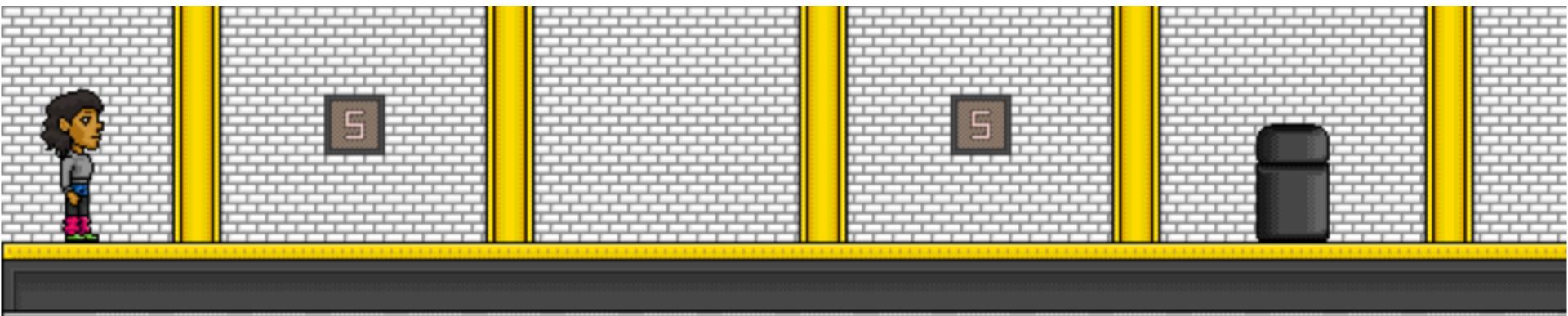
Sprite sheets use the same scale as map tiles.





## How it works

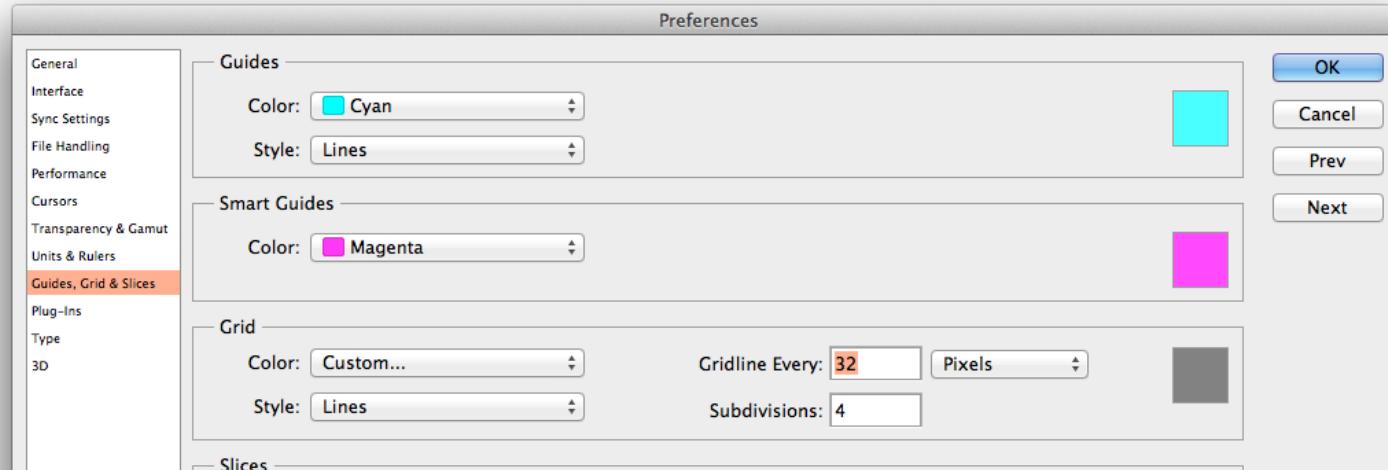
Use your game engine to build an environment using tiles and get your character moving.





# 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.