Joe Biden's Official Guide for Uh… Y-Y'know The Thing

Hello and welcome to Joe Ch-ch-jiden's official guide for the t-thing written by J-joden. This guide will go over creating ass, uh th-thin-thinging your frames and laurels, finding good p-places to base your laurels and frames off of, and making mo… y-y'know the thing.

I will be using Shotoph-phop for this, but it should work in other programs.

0.1. Assets
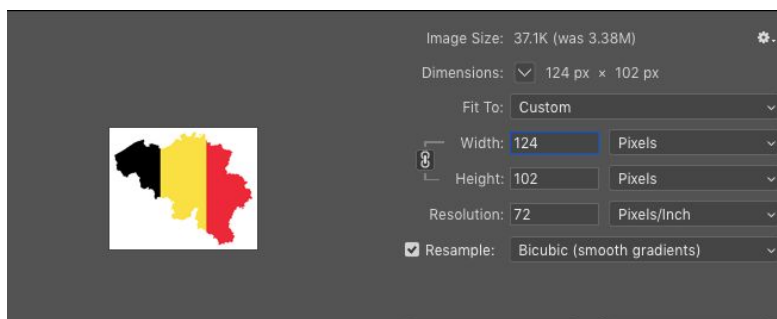
0.1.1. Making Nation Assets

This will be used to make outline cou-countries:

Step 1: Get a tran-tr-transgender map off of the internet or isolate your country. *kisses young girl on head* T-the entire canvas except the map of the nation itself should be completely transparent.
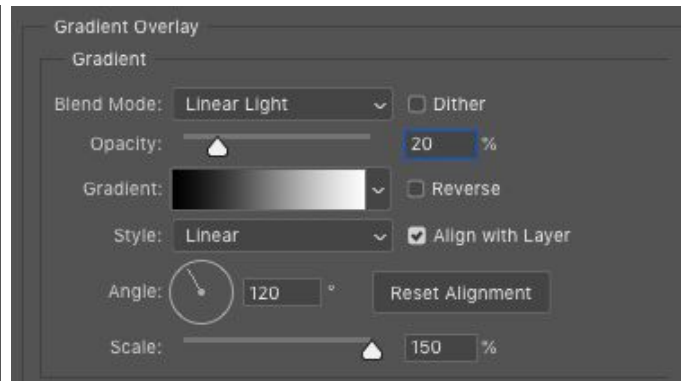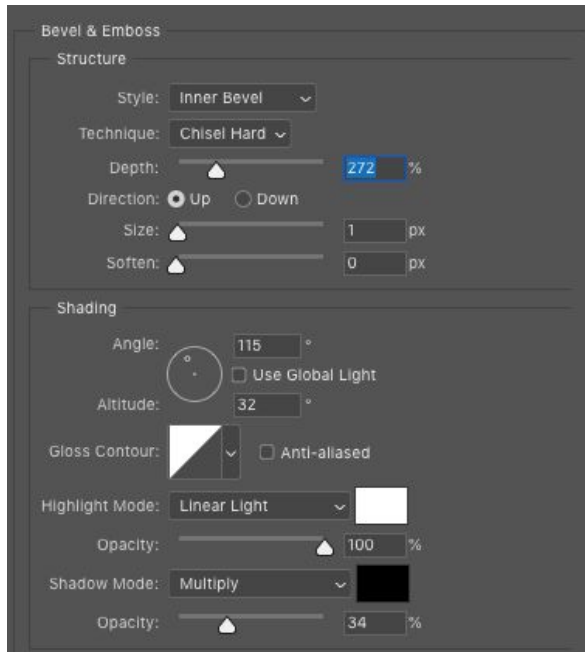

Step 2: Use Ctrl + I to shrink the canvas. Your initial largest number should be set to 124.
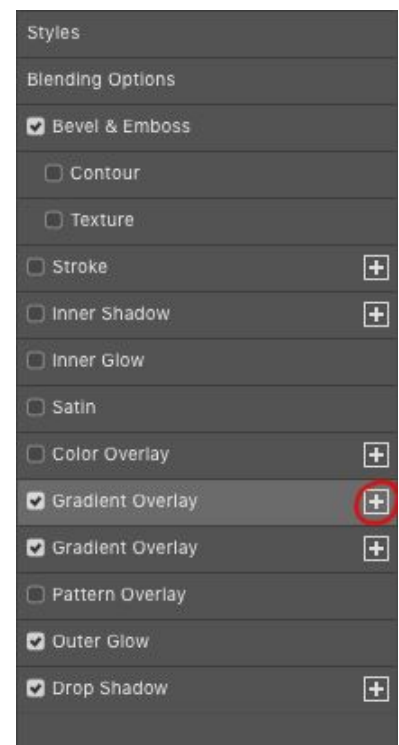
Step 3: Remove the background layer.

Step 4: Hold Ctrl and click on the layer thumbnail to select the flag map area. Then make a color mask with R 89, G 89, B 89. Then remove your original map layer.
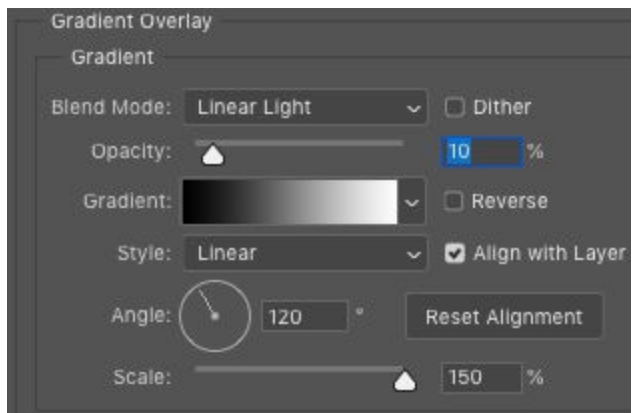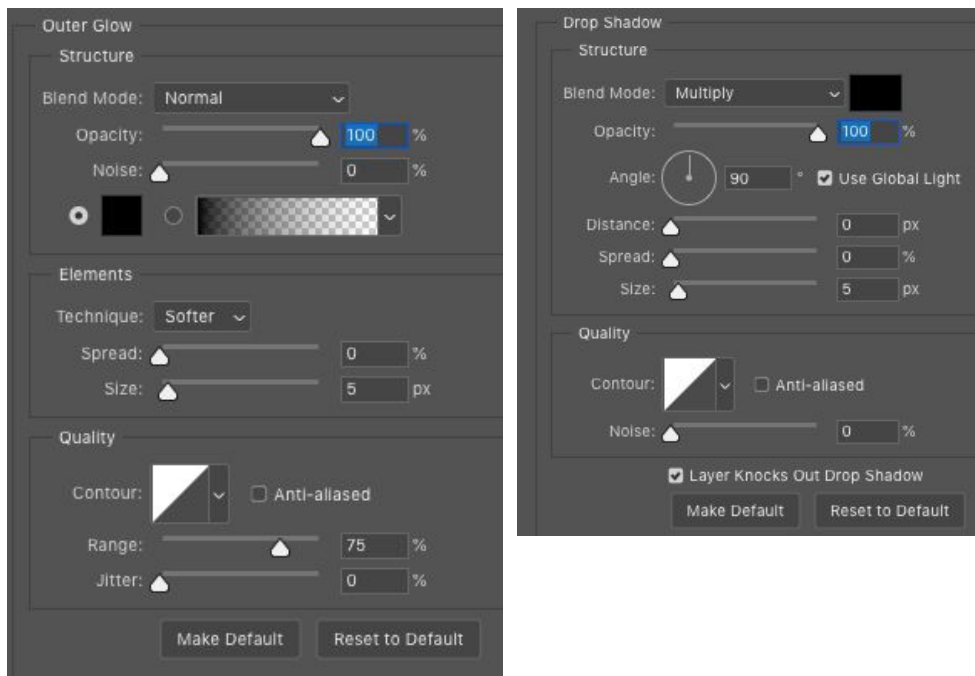
Step 5: Apply the following effects.

Next, create another Gradient Overlay by clicking the plus on the side. Refer to the next page for the next effects.

Your second Gradient Overlay will look like this.

Then the final two effects:

Voila!

0.1.2. Making Leader Assets

This will be used to make leader assets:

Step 1: Get a decent source for your leader. Chuck it into https://remove.bg/ and open it in your canvas.
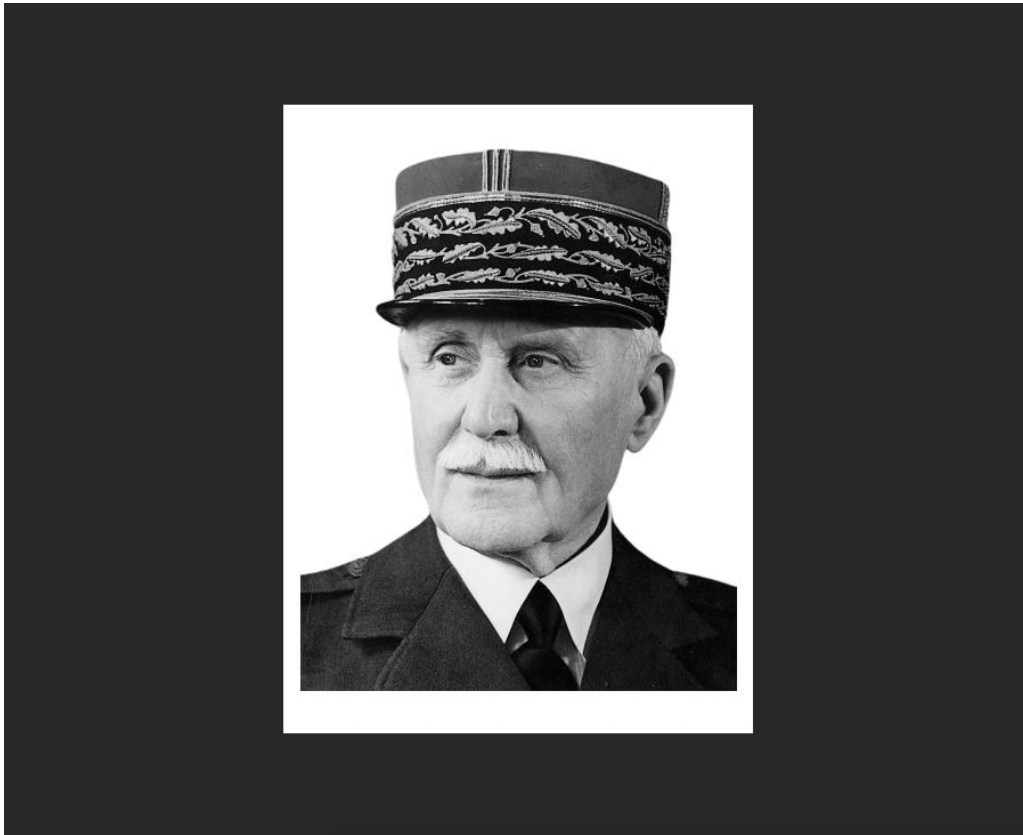
Crop it like what you see above.

Step 2: Use Image > Adjustments > Brightness/Contrast. Lower Brightness by 40 and increase Contrast by 30.

Step 3: Use Ctrl + I to shrink the canvas. Your initial largest number should be set to 124.
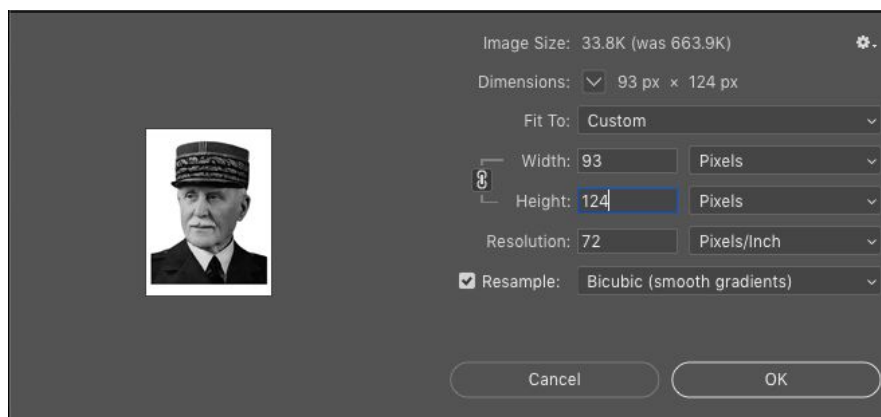
Step 4: Apply the following three effects.

Bevel & Emboss

Structure

Style: Inner Bevel

Technique: Chisel Hard

Depth: 272 %

Direction: ● Up ○ Down

Size: 0 px

Soften: 0 px

Shading

Angle: 115 °

☐ Use Global Light

Altitude: 32 °

Gloss Contour: ☐ Anti-aliased

Highlight Mode: Linear Light
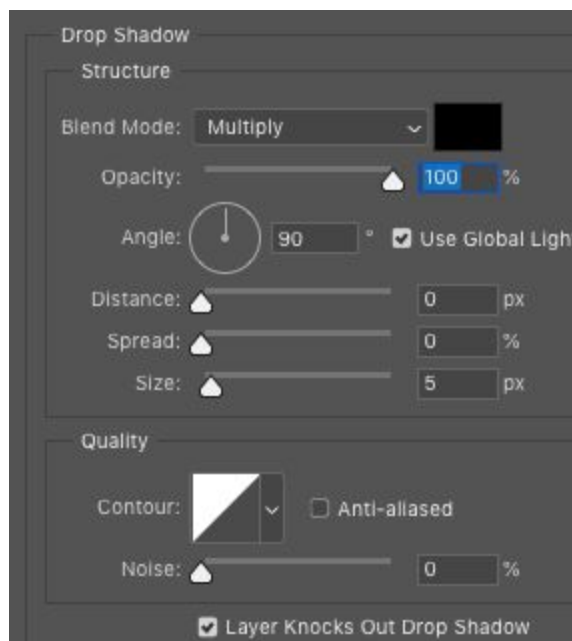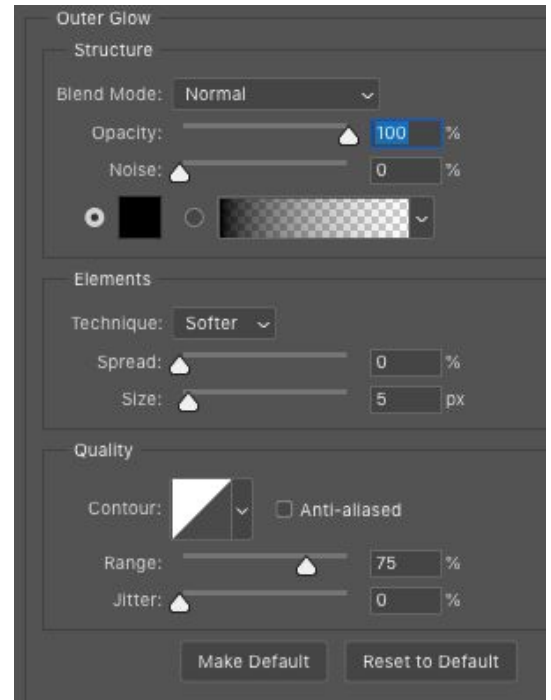
Opacity: 100 %

Shadow Mode: Multiply

Opacity: 34 %

Outer Glow

Structure

Blend Mode: Normal

Opacity: 100 %

Noise: 0 %

● ○

Elements

Technique: Softer

Spread: 0 %

Size: 5 px

Quality

Contour: ☐ Anti-aliased

Range: 75 %

Jitter: 0 %

Make Default   Reset to Default

Drop Shadow

Structure

Blend Mode: Multiply

Opacity: 100 %

Angle: 90 ° ☑ Use Global Light

Distance: 0 px

Spread: 0 %

Size: 5 px

Quality

Contour: ☐ Anti-aliased

Noise: 0 %

☑ Layer Knocks Out Drop Shadow

FOOTNOTE: You may apply a Gradient Overlay if you want. From my experience it usually isn't too necessary but if the lighting is a bit weird then you should. The head should be generally brighter than the clothes.

Voila!

0.1.3. Making Text Assets

This will be used to make text look like a nice and wavy asset. You'll be applying the effects shown in **Module 0.1.4.** and learning how to make neat text.

Tip 1: Use a Good Font

The font you choose should reflect the time frame or style your mod is set in. Old-timey mod? Use a classical font like Germanica or Amador. Cold War mod? Use a more cubey or old-computer style font like Bombardier or VCR OSD Mono. That kind of thing.

Tip 2: Make Your Text Wavy. Not Too Much!

To make your text wavy, select your text layer and open the Text tool. At the top you'll see a T with a curve below it. Click that, select Arc in the Style dropdown menu, and change the Bend factor. I personally keep it between +5 and +20 if bending it up or -5 and -15 if bending it down. **Here** is the PSD for this icon.

Tip 3: Use Neat Effects

Effects are the absolute boundary between good and bad text assets.

In this example, the left has no effects whereas the right does. Refer to the PSD linked above to get neat effects.

0.1.4. Making Other Assets

This will be used to make other assets:

Step 1: Find a good source of what you need. **DeviantArt** and **ArtStation** can provide nice results especially for objects like books or bullets and **generic soldiers and military items** (see the third example above). Put this in your canvas and make changes you want to make such as desaturation.

Step 2: Use Ctrl + I to shrink the canvas. Your initial largest number should be set to 150.

Step 3: Apply the following effects:
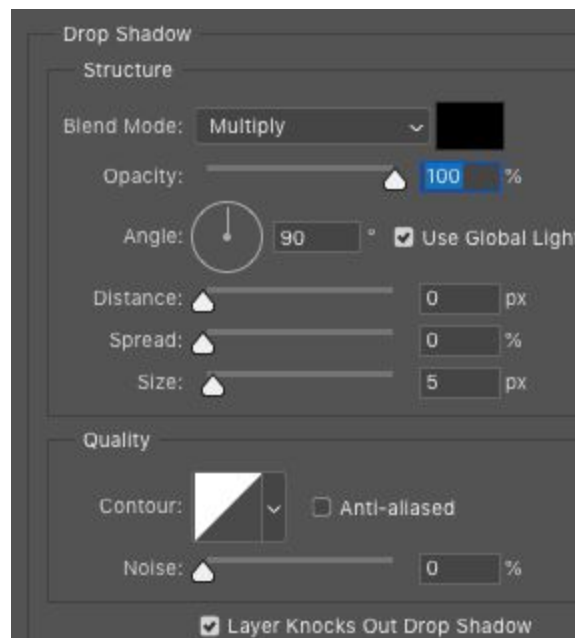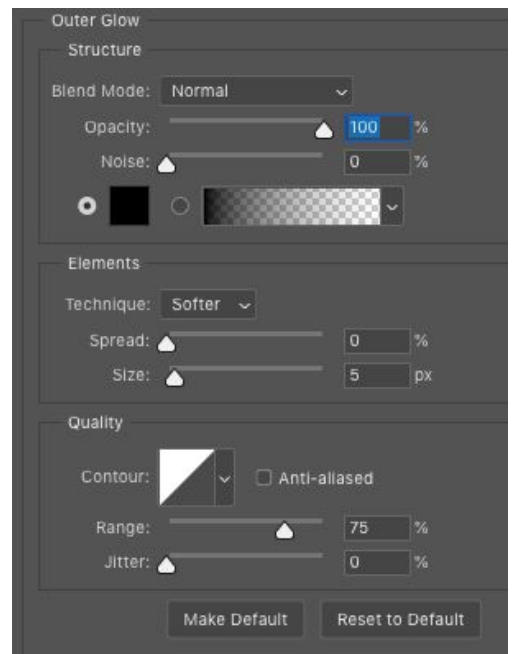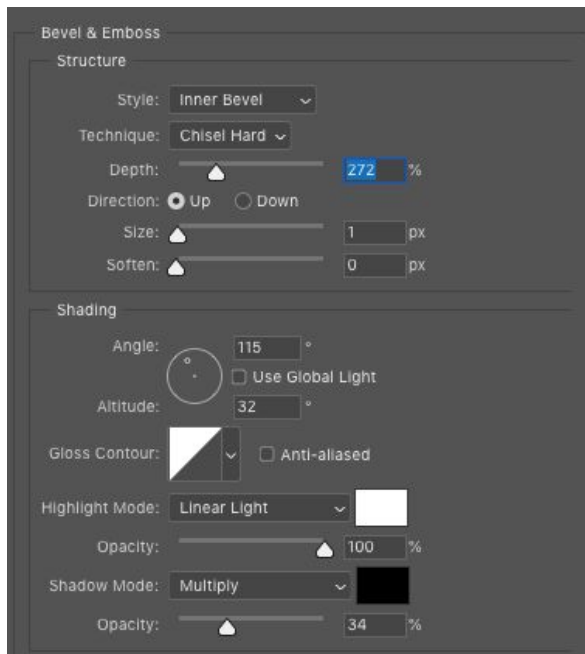
Bevel & Emboss

Structure

Style:	Inner Bevel
Technique:	Chisel Hard
Depth:	272 %
Direction:	● Up ○ Down
Size:	1 px
Soften:	0 px

Shading

Angle:	115 °
	☐ Use Global Light
Altitude:	32 °
Gloss Contour:	☐ Anti-aliased
Highlight Mode:	Linear Light
Opacity:	100 %
Shadow Mode:	Multiply
Opacity:	34 %

Outer Glow

Structure

Blend Mode:	Normal
Opacity:	100 %
Noise:	0 %
● ○	

Elements

Technique:	Softer
Spread:	0 %
Size:	5 px

Quality

Contour:	☐ Anti-aliased
Range:	75 %
Jitter:	0 %

Make Default   Reset to Default

Drop Shadow

Structure

Blend Mode:	Multiply
Opacity:	100 %
Angle:	90 ° ☑ Use Global Light
Distance:	0 px
Spread:	0 %
Size:	5 px

Quality

Contour:	☐ Anti-aliased
Noise:	0 %

☑ Layer Knocks Out Drop Shadow

Again, gradients are optional but can greatly improve the quality of many icons.

Voila!

0.2. Frames and Laurels

Frames and laurels tend to be easier given that it's usually just copying and pasting effects over to an easily-creatable shape. Given this, I'll just give you the templates for frames and laurels as well as places to find inspiration for laurels.

- **Frame Template**
- **Laurel Template**

0.2.1. Laurel Sources

- **Freepik** has some pretty nice laurels. Download the JPEG files then just select and make a new canvas with your laurel, then apply the effects.

0.3. Putting Together Your Icon

0.3.1. Creating and Picking a Background

Backgrounds usually consist of four parts (excluding assets).

1. The frame (coded in **red**)
2. The background (coded in **yellow**)
3. The laurel(s) (coded in **green**)
4. Decorative pieces (coded in **blue**)

Put together your items to make something that has these four. Don't have all four? Don't fret, for it doesn't need to be exactly like this. Examples below.

However, all four of those parts listed above are highly recommended to make neat icons. Scroll down to **Module 0.5.** to find good parts if you don't have any.

These next ones are just tips for saving but make sure to save your backgrounds by number (1.psd, 2.psd, etc.) and save them all as PSD files so you can change the layers whenever you want.

0.3.2. The Right Assets

For this guide we will use the prompt of a communist coup. I will use my 103rd background for this example.

103.psd
Adobe Photoshop file - 155 KB

Open your background in Photoshop. Now we must find and make the right assets for this icon.

 I will use my marching soldiers asset in this. To add it to your icon, simply open your file explorer and Photoshop, take the icon from the file explorer and drag it into the background's window in Photoshop.
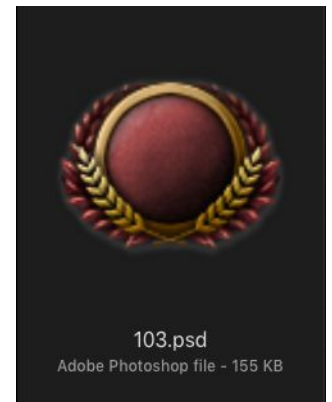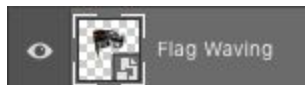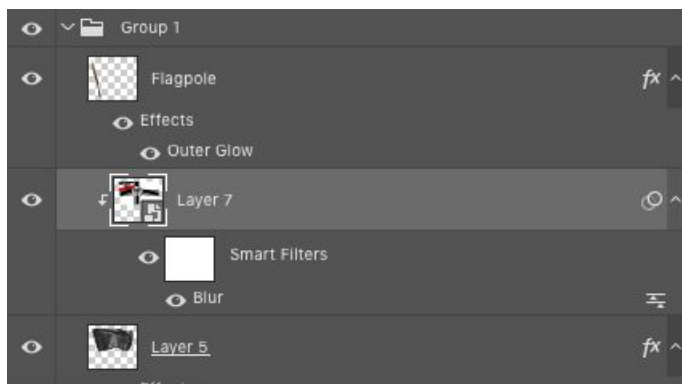
Now, resize it so it fits nicely.

Now, we're not done yet. Let's add one more item; a flag. I will use this PSD and drag it into my icon.

"But this isn't the flag I want!" Don't worry. You see, this flag and any other assets you just dragged into the icon like that are converted to Smart Objects.

See that gray box with part of the paper coming out of it? Double click that gray box.

In this Smart Object, I've added a Smart Object with the flag. Open the Smart Object just like you did with the other one.

Easy! Now you're in the flag. Add the flag you want here, then save the Smart Object by using Ctrl + S. close out of this Smart Object by using Ctrl + W, save the next Smart Object and close out of it...
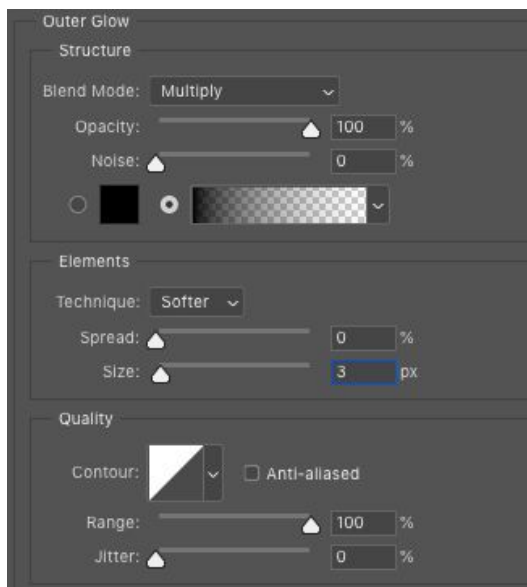

Now your new flag is in the PSD!

We're missing a crucial part though: shading.

0.3.3. Shading

Add an Outer Glow effect to your assets. I use these settings:

It's crucial to not go too light or too dark as either one can ruin an icon.

Our icon now has shading!

0.3.4. Saving Tips

Now, you save your icon. I usually keep my icons all in one neat folder so I can always come back to it and know where it is when I need it. I like to save my icon as both a PNG and PSD so I can edit it if I ever want to.

0.4. Final Tips

Some final tips and remarks:

- Always add shading to each asset. Like I said, too little or too much can ruin it.
- Make unique frames and backgrounds.
- Don't be afraid to experiment with new styles.
- Join the Artist Server and ping **ItIsJoeBiden#9829** for help.

This is about it! Thank you for reading the guide!

0.5. Resources

Many repositories and unified collections of icon pieces and assets have been made to suit the needs of artists. See some of the ones below.

- The Modding Plaza: https://gitlab.com/AlgerianGeneral/modding-plaza
- Association of Modders: https://gitlab.com/association-of-modders/aom-shared-assets
- KommissarYarrik's GFX Pack: https://github.com/KomissarYarrik/xXx_PussyDestroyer_xXx-graphic-pack
- Mapno's GFX Pack: https://drive.google.com/file/d/1HIYxV7ihZVPwLGOj_MTWh47BQY1uY8Vk/view?usp=sharing