

Doom Slayer Tutorial

Character Creation:

To begin with, you'll need to make a gun sprite. This is going to be your gun model that you'll be using in the game.

For this, we recommend you use piskel, Create a gun of dimensions 59x99 with 32 ppu. You can set this on exporting your character from [piskel](#).

Import and Merge

X

Name : *PrototypeHero_noSword_cro...*

☐ Import as single image


Resize to x

Smooth resize ☒

☐ Import as spritesheet

Frame size x

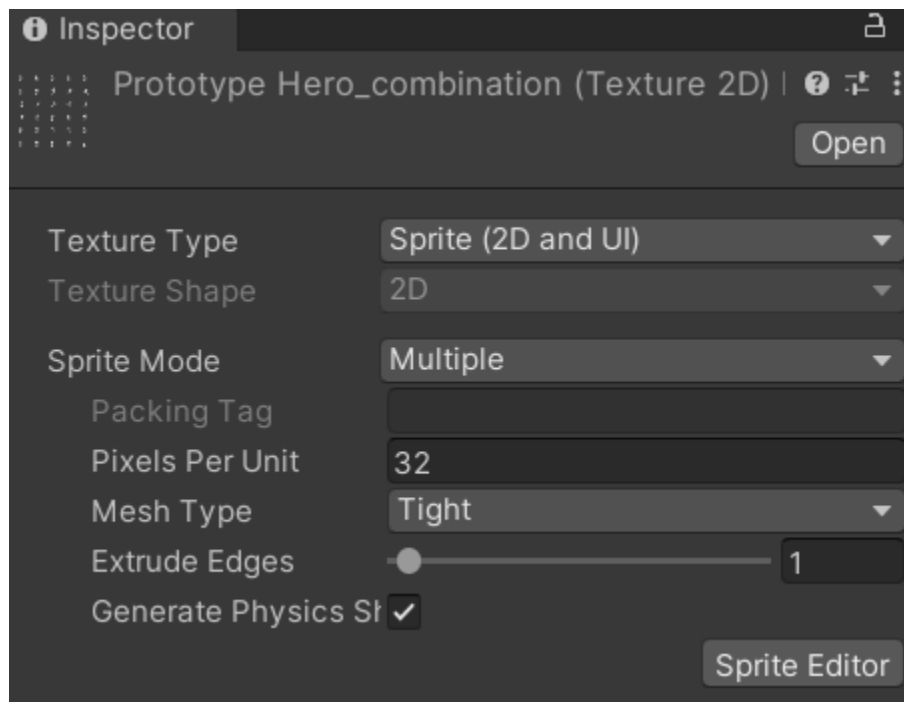
Offset x



To make things a lot simpler, you can import the gun we have given to you. Make sure to make two files, one for gun idle and one for the gun shooting.

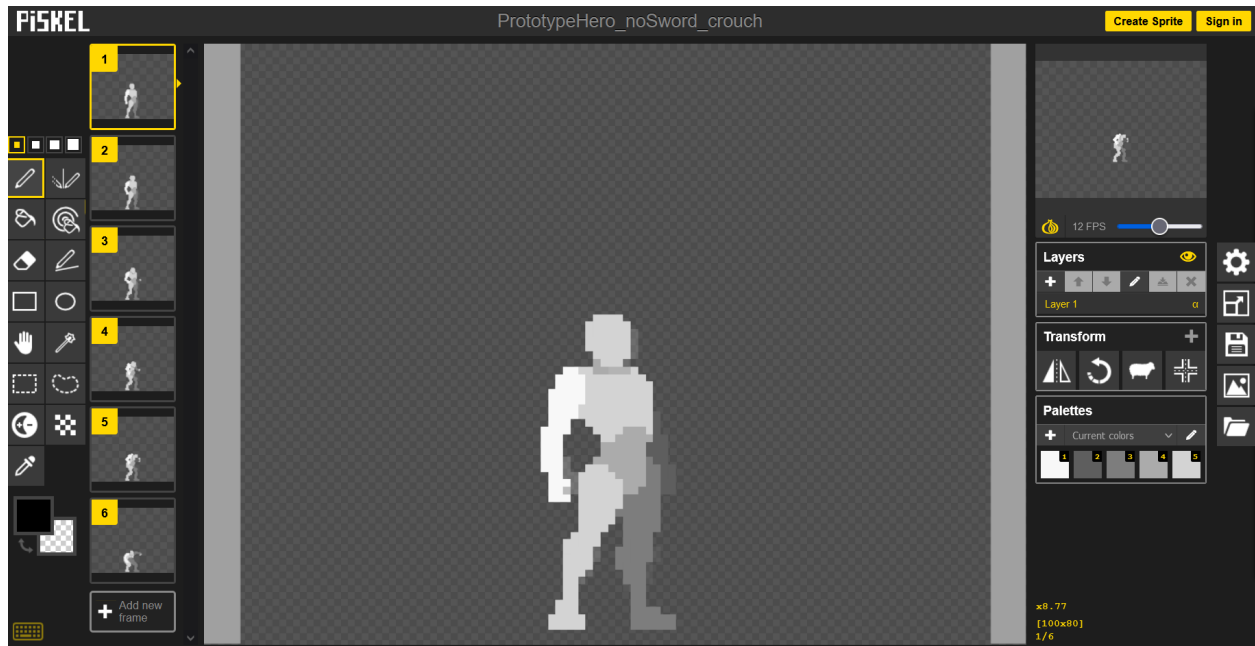


On importing to unity, you will have to change the pixel per unit count to 32.



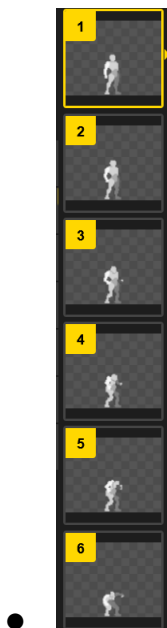
Once you've imported a spritesheet be sure to edit it to your liking to create your own personal avatar to fight for you.

On importing a sprite sheet onto piskel you should see a number of things on first glance.

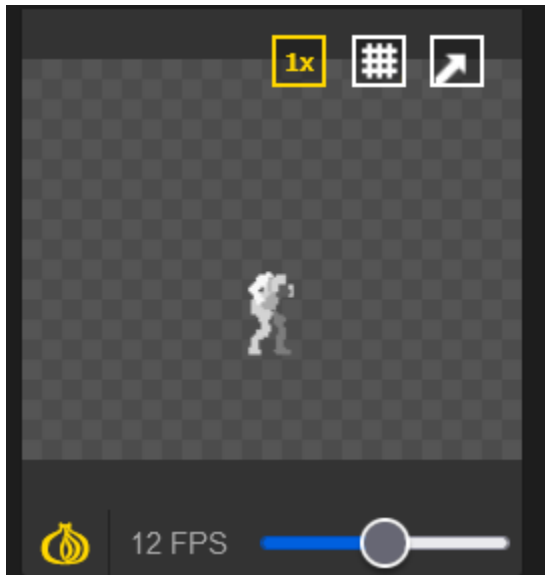


You will notice a few Major things,

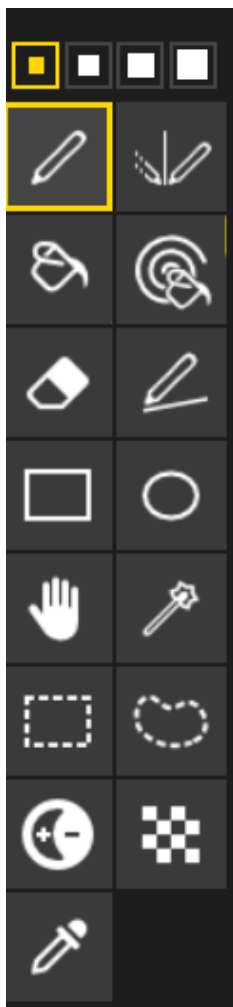
- First, each individual frame is shown on the left hand side.



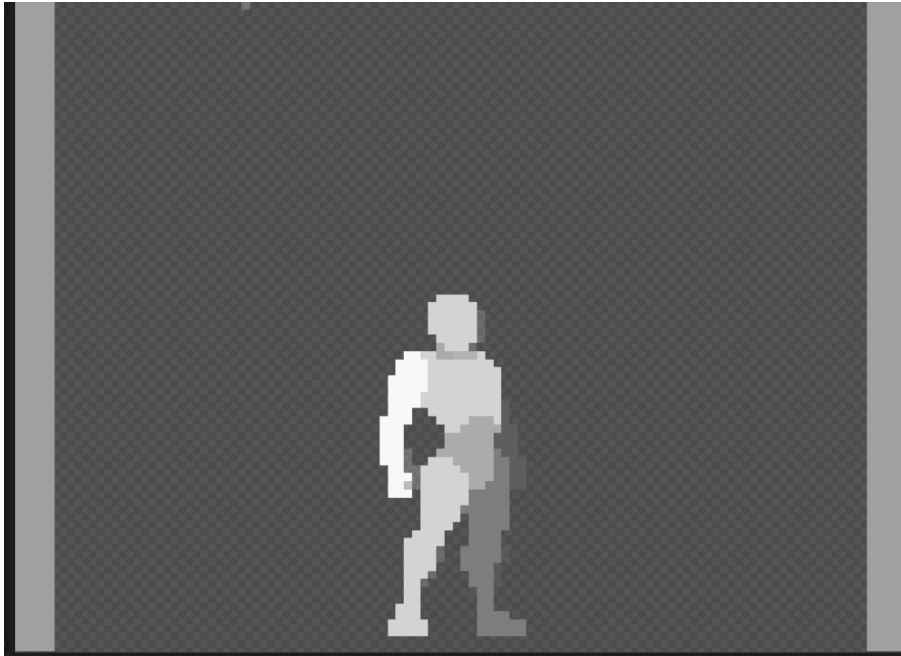
- Second, your compiled animation is present on the top left



- Third, your tools are present on the left



- And as you will expect, your character is rendered in the center of the screen.



- Lastly you will see colour selection on the bottom left.



- Remember to toggle on onionskin to help you remember where you left off.



So once you've done with basic preparation and have a nice working animation, you'll have to export your character.

For this, simply click on Export and click on download spritesheet file export.

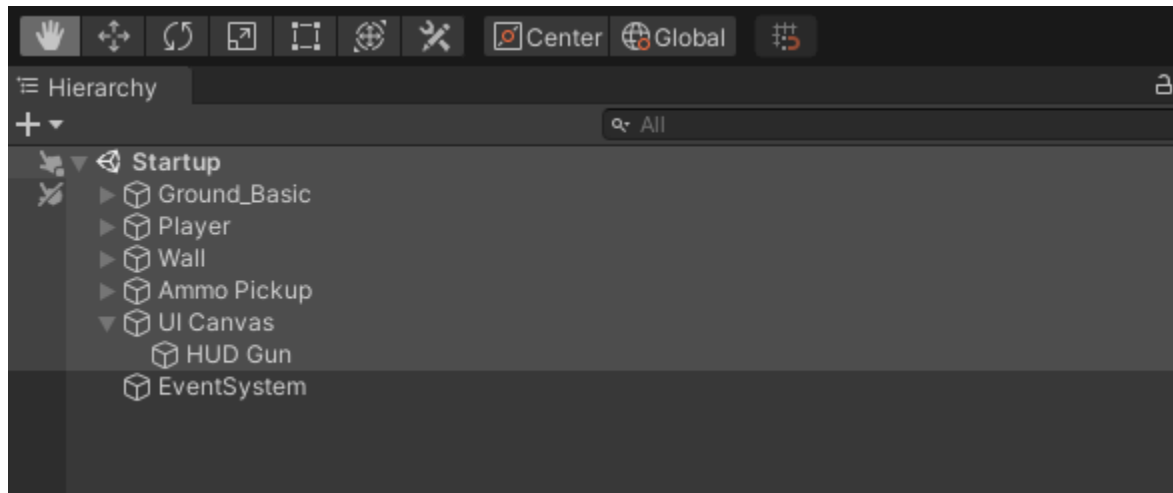
Spritesheet file export:

Download

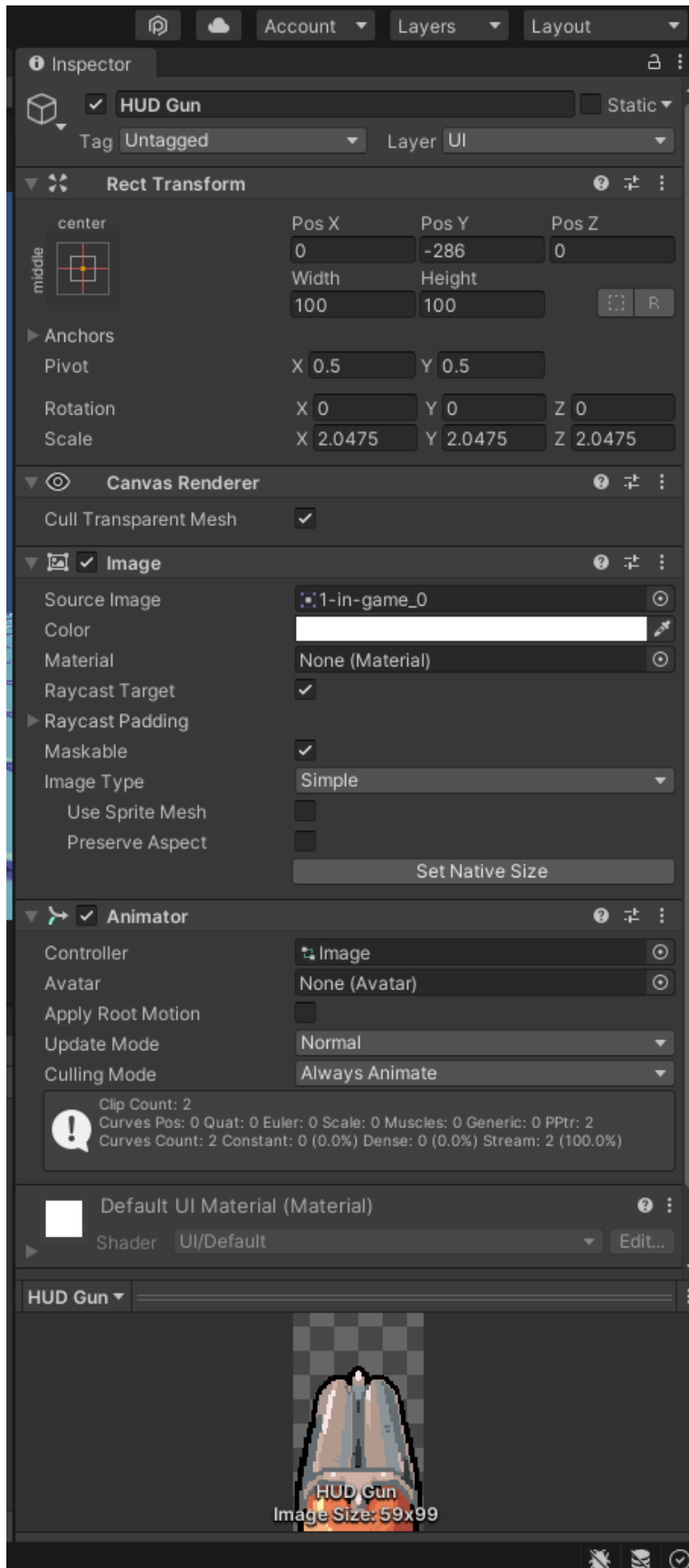
200 x 240 px, 6 frames
2 columns, 3 rows.

Adding your gun to the game.

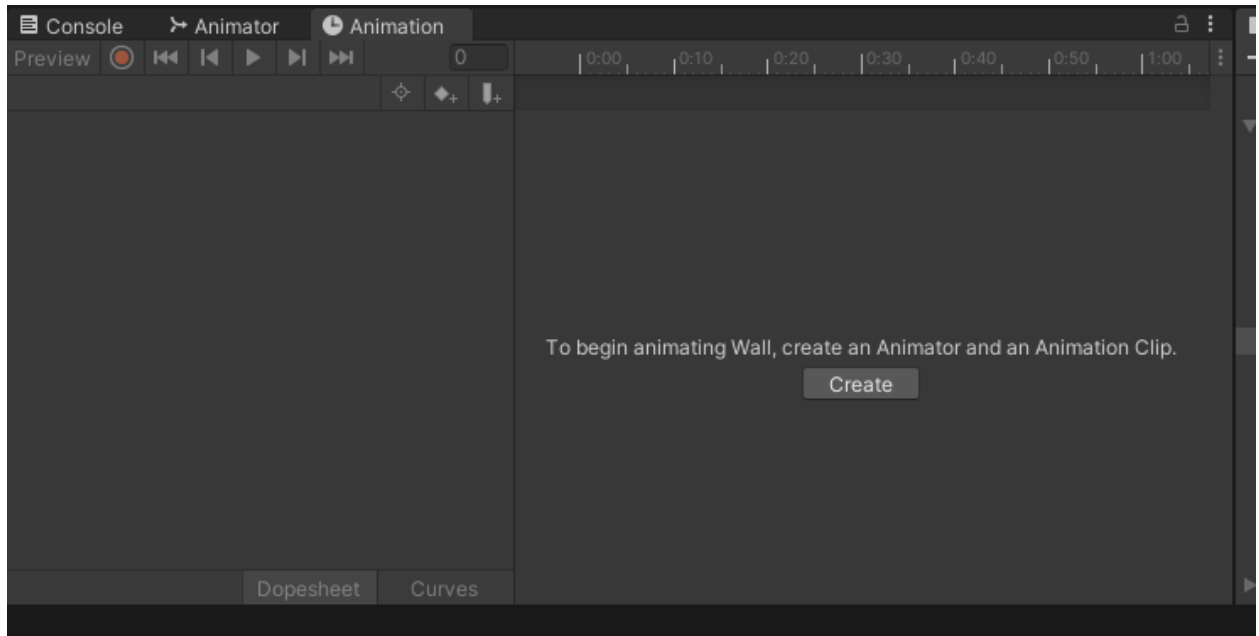
- On opening the unity file, you will see a folder called UI canvas under the hierarchy tab.



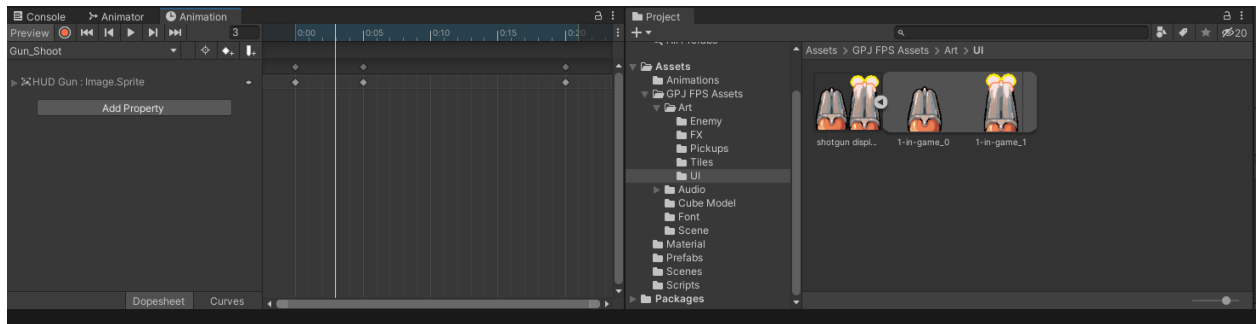
- Click on the HUD Gun object.
- Now you should see an Inspector tab on your screen.



- Click on the animation tab.



- Now click on create and make your animation using keyframes.
- You just need to drag and drop your objects into the animation tab as different keyframes.



That's it, have fun :)

For Details and Further Enquiries please contact the Organizers
or Hari:

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