



# **: Character Template Quick Guide/Run Down**

**Hey, are you an artist but don't know how to make a character template? Well, this brief tutorial is here for you!**

**So, what do you need first?**

**Well, to start you need three things:**

**1: Assets/References (as provided)**

**2: A photo editor/art program (Photoshop/  
Clip Studio Paint 2.0, etc.).**

**3: Experience**



# : Assets/References

**The First thing you'll need assets of templates from SAO MD! Not to worry, as you can find them here:**

**<https://mega.nz/Folder/dmxwlYZB#-hsalhbuKF1DqFUzEavB6A/Folder/5qYiwRpB>**

**Then follow the path "download/ss/unit" and you'll find several folders containing different unit types (sword,dagger,gun, etc.)**

**Also, there are two specific 'default' templates for both male & female unit types. Those are the best way to see what body part is used for each different purpose, but looking at pre-existing characters will also be a huge help.**





# : Assets/References



\*O\_man\_sprite



## : Assets/References



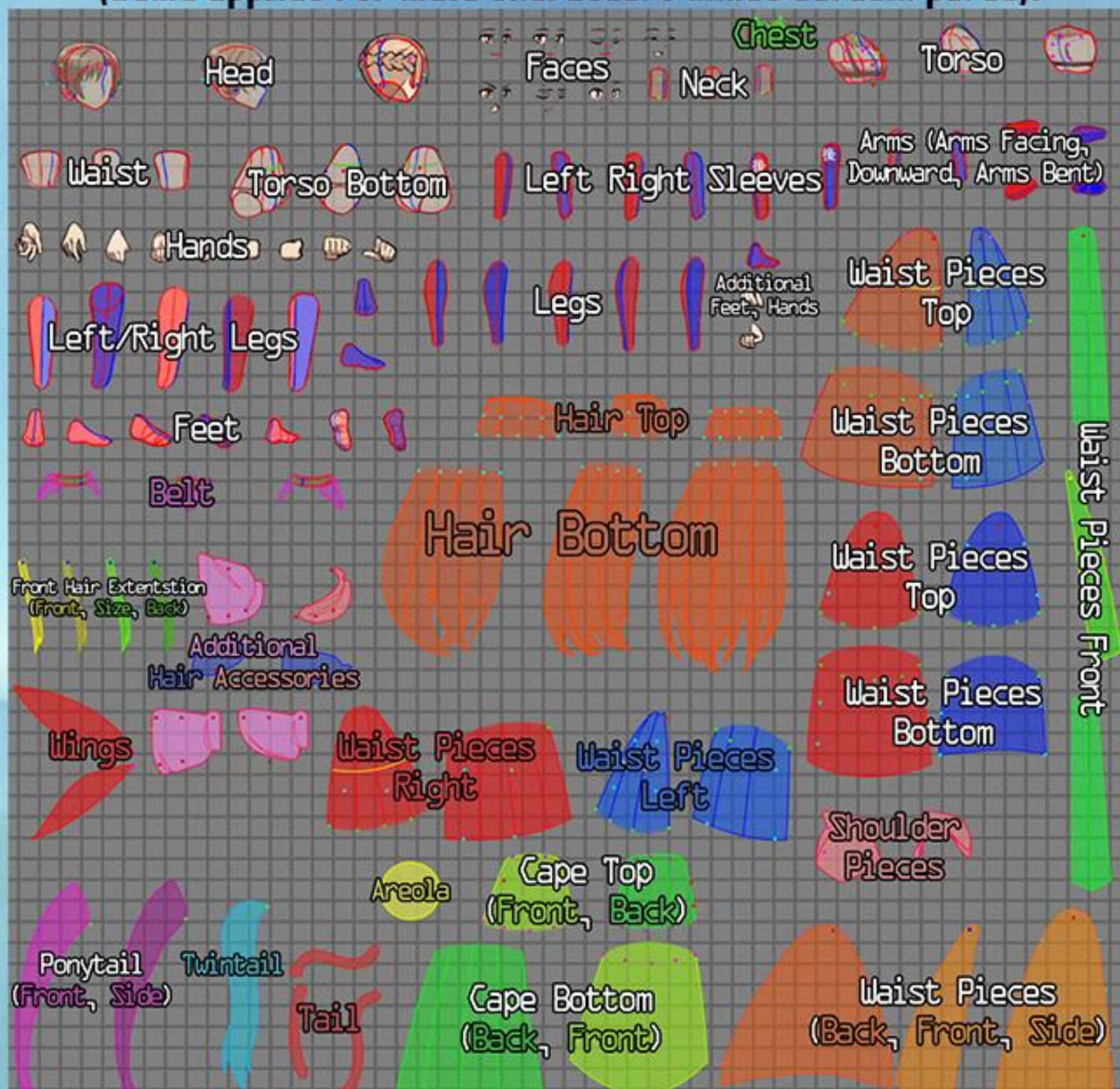
\*O\_woman\_sprite





# : Assets/References

Here's a brief list of the names of all the body parts  
(Same applies for male characters minus certain parts):

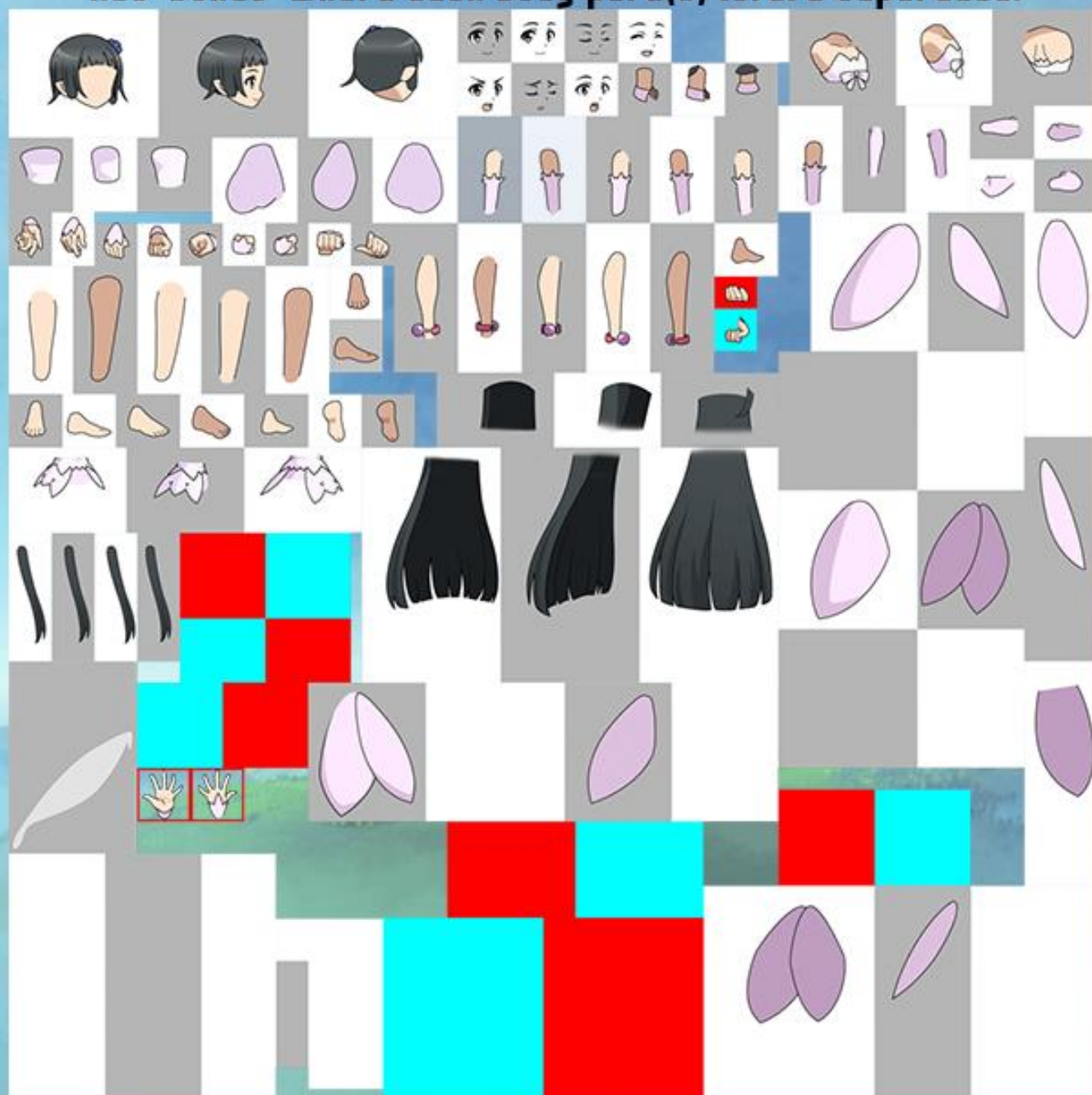






# : Assets/References

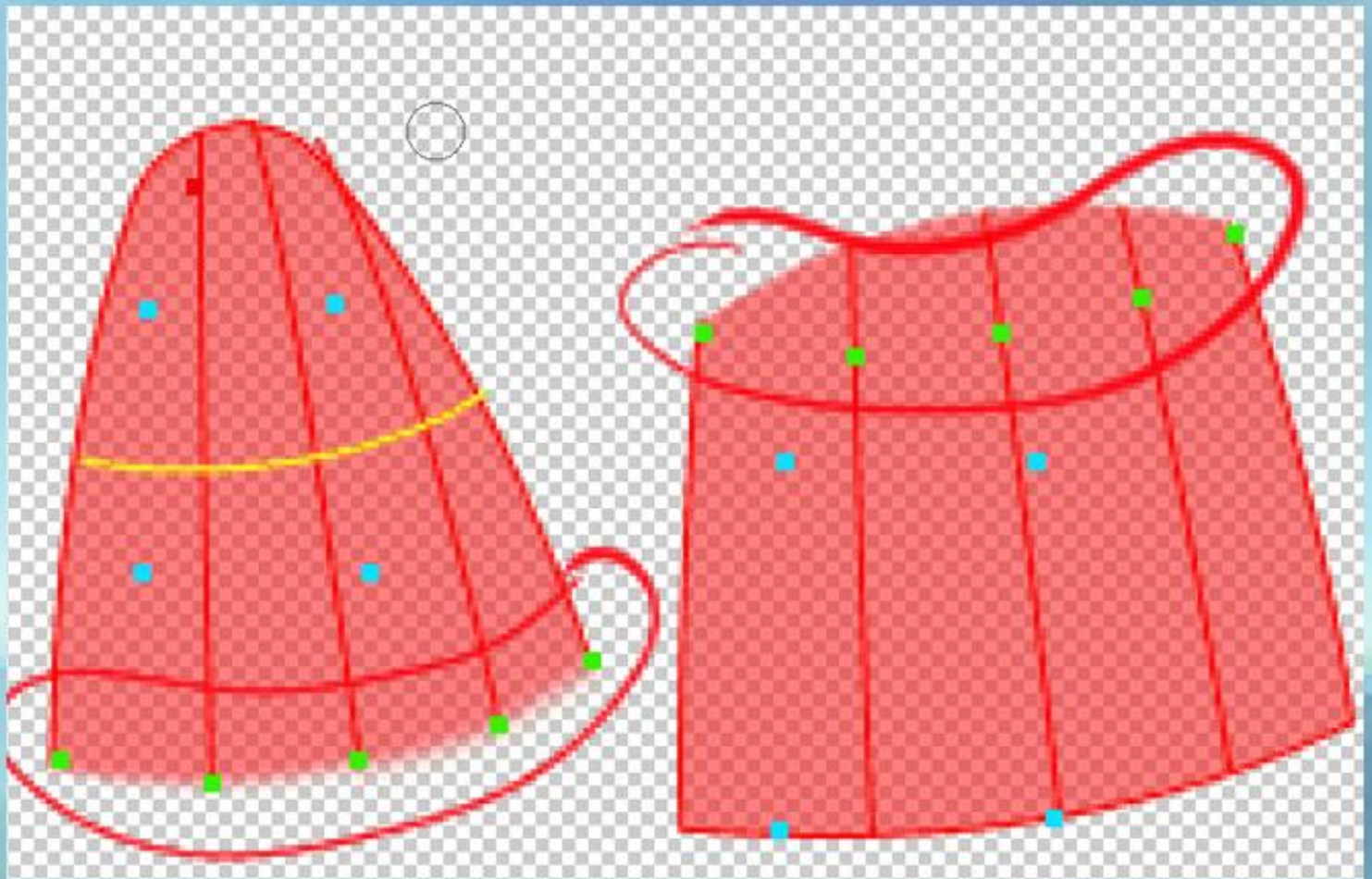
One crucial detail you might also need to know is that the template has 'boxes' where each body part(s) is/are separated.





# : Assets/References

Something to note when making connections, is that they must be guided by the union patterns as they are always the green dots.

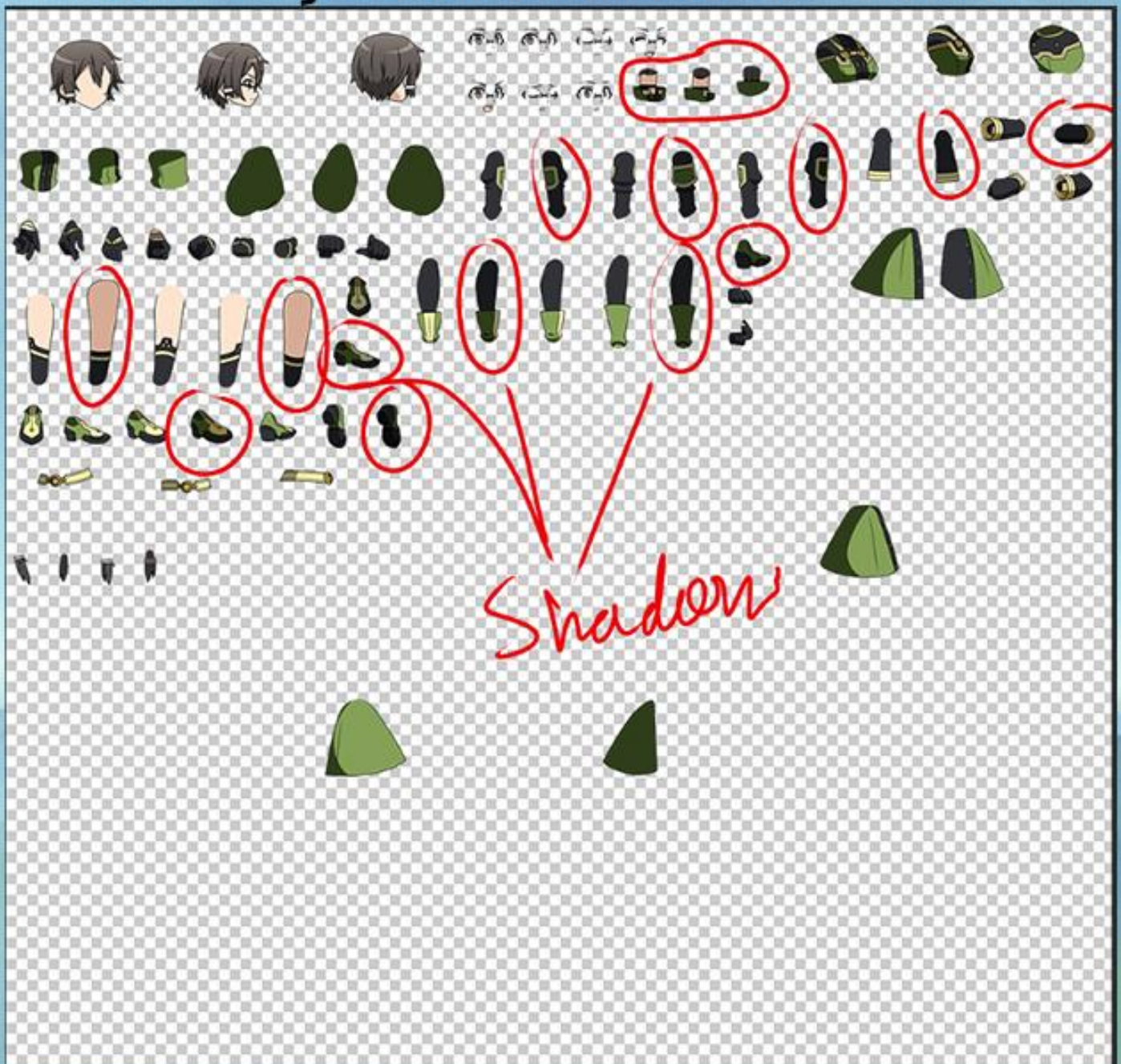






# : Assets/References

Also, with things like arms and legs, these are the ones that are shaded since they are located on the left side of the character.







# : Editing/Drawing

**Next, you'll need something to edit/draw with said templates and the best examples I can give are Photoshop & Clip Studio Paint.**

**Also, the templates are sized at 1024x 1024, so if your drawing by hand you can up to 2048 X2048 but will be end up being scaled down to the size.**







## **: Experience**

**It is crucial whether you have the experience to be able to make templates like these.**

**By following the pattern, you can draw the base body and then the clothes but also being aware of the design you are basing on.**

**It takes skill depending on the artist, but as long as you follow basic examples and get feedback, you'll get the hang of it in no time flat!**





# : (Bonus) Viewing Work

Also, if you want to view your progress, make sure you save it as a .png file and use the "SSBP viewer" (provided on the server) to view them through 'animations' depending on what type of unit you want them to be. (Or ask someone if the SSBP viewer isn't working for you)

SSBP Viewer v1.4 by KazuMR  
current frame:199  
animation:187001/skill\_187001 (29)  
text:4\_saki\_54018.png (0)  
zoom:200%



\*Early test for a custom character - Ai Hoshino