User Guide for Spritemón

Spritemón Main Window:

Pixel Size Chooser. Allows the user to select a small, medium, or large pixel size for their brush.

This is the Drawing Canvas. It provides a zoomed view of the specified frame size. This is where the user can create sprite magic!

This is the Tool Box. Here the user can select from a variety of tools to help create their personalized sprite masterpiece.

This is the Color Panel. Here a user can select any color they can imagine!

This is the Preview Window. User can preview their current project as an animation.

This is the Frame List View. It displays the user's current and previously created frames. From here the user can manage their created animations.

Spritemón Drawing Canvas:

Undo: Allows the user to undo up to 20 actions on the canvas.

Redo: Allows the user to redo up to 20 actions on the canvas.

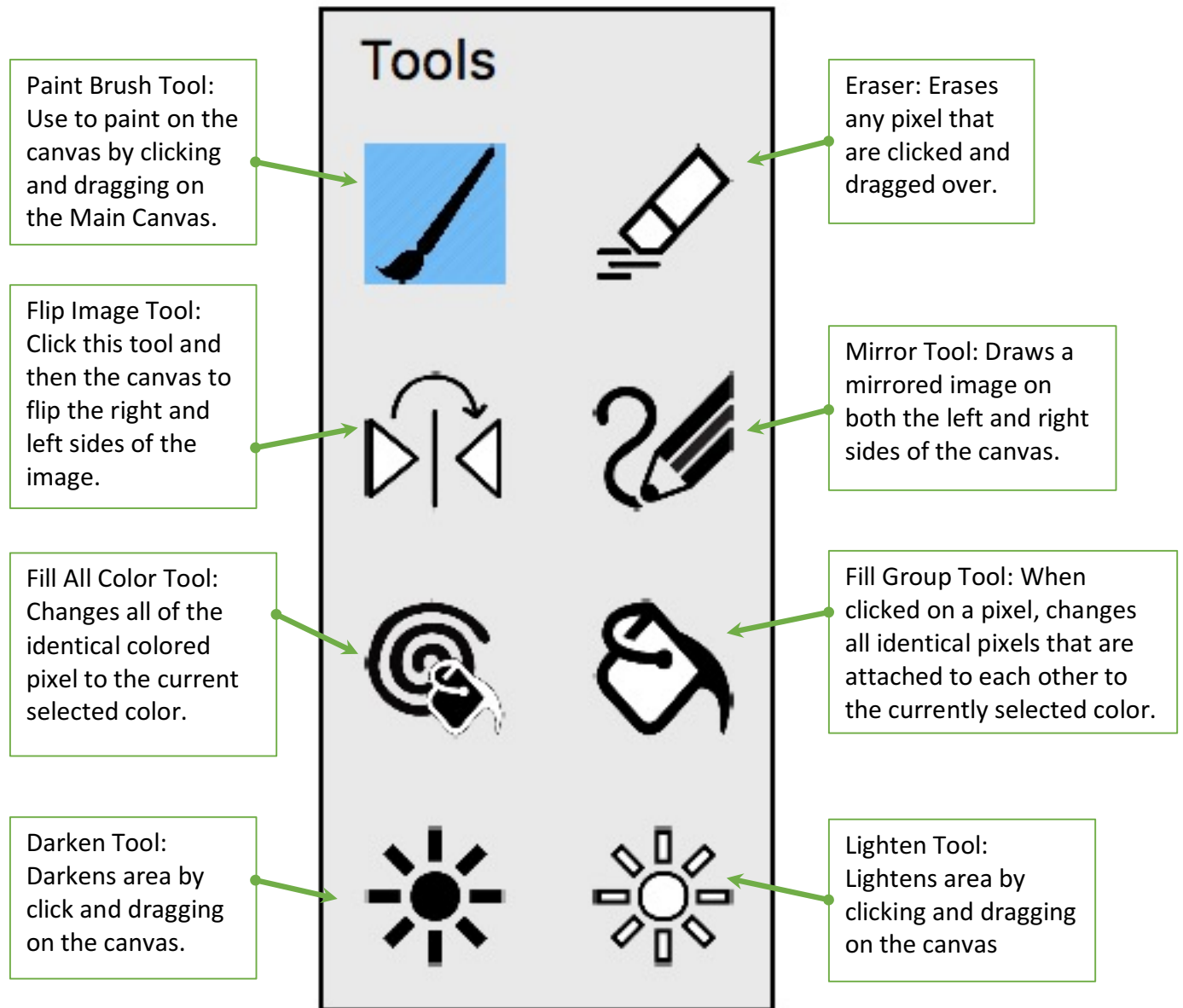**Clear Canvas Button:** Resets the canvas to a blank slate

Mirror Tool: Draws a mirrored image on both left and right side of the canvas. Use for symmetry.

Main Canvas: Here the user can create their pixel art.

Status Bar: This displays to the user the functionality of a currently selected tool, or update of the most recent action.
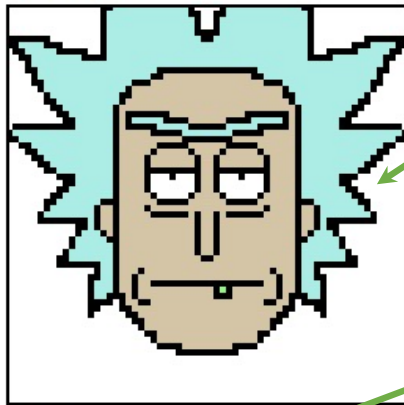
Spritemón Tool Box:

Tools

Paint Brush Tool: Use to paint on the canvas by clicking and dragging on the Main Canvas.

Eraser: Erases any pixel that are clicked and dragged over.

Flip Image Tool: Click this tool and then the canvas to flip the right and left sides of the image.

Mirror Tool: Draws a mirrored image on both the left and right sides of the canvas.

Fill All Color Tool: Changes all of the identical colored pixel to the current selected color.

Fill Group Tool: When clicked on a pixel, changes all identical pixels that are attached to each other to the currently selected color.

Darken Tool: Darkens area by click and dragging on the canvas.

Lighten Tool: Lightens area by clicking and dragging on the canvas

Spritemón Color Panel:

Color

Color Palette: Opens color selector window, which allows the user to select their desired color.

Color Grabber Tool: Select any pixel on the canvas to use as your current color.

Window that displays the current color being used.

These windows display the most recent colors selected by the user

Spritemón Preview Window:

Preview

Preview Window: Displays the current collection of frames as an animation.

FPS

Frames Per Second Slider: Allows user to adjust the speed of their animation.
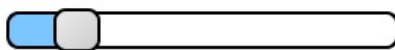
Enlarged Size Button: Allows user to view an enlarged version of their animation

Enlarged Size
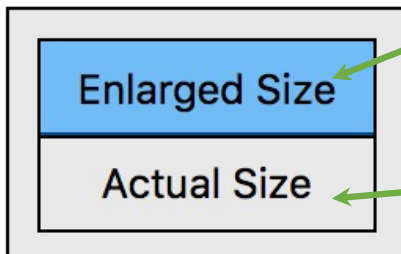
Actual Size

Actual Size Button: Allows user to view their animation in its actual size.

Spritemón Frame List View:

Frames display: This displays all of the created frames in list form. From here users can select any frame they would like to work on.
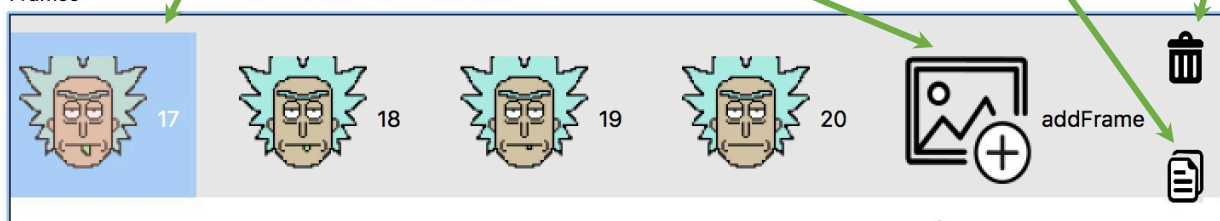
Add Frame Button: Allows user to add an additional frame.

Copy Frame Button: Makes a copy of the currently selected frame.

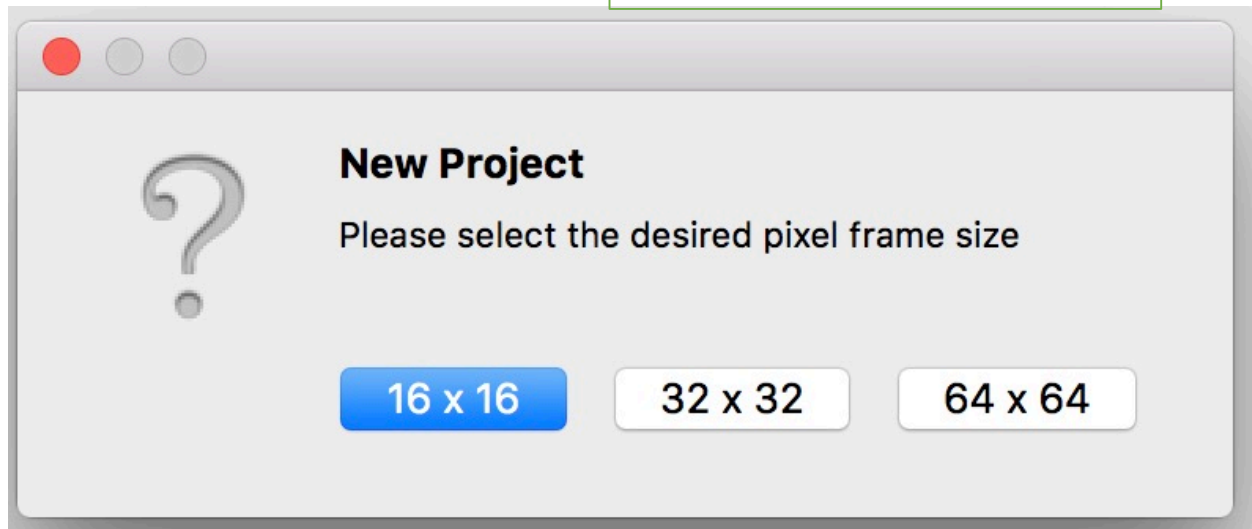Delete Frame Button: Allows user to delete the selected frame.

Frames

Preview changed to enlarged pixel view
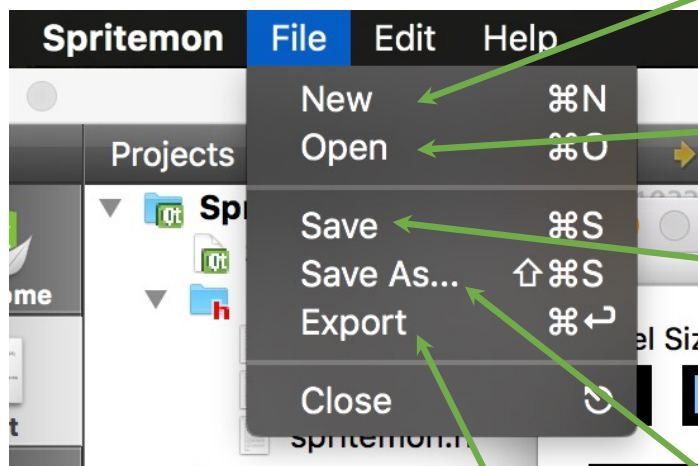
17   18   19   20   addFrame

Spritemón New Project Pop-up:

This display appears when a user starts a new project. It allows the user to select the desired pixel frame size by clicking on one of the three options.

New Project

Please select the desired pixel frame size

| 16 x 16 | 32 x 32 | 64 x 64 |

Spritemón File Menu:

Spritemon File Edit Help

New   ⌘N
Open   ⌘O

Projects

Save   ⌘S
Save As... ⇧⌘S
Export   ⌘↵

Close

New: Resets the current project to a brand new project.

Open: Brings up a dialog that allows the user to open an existing ".ssp" project.

Save: Saves the current project. If current project has not already been saved, brings up a dialog that allows the user to save their project as a ".ssp" project.

Save As: Brings up a dialog that allows the user to change their project name and save as a ".ssp" project.

Export: Saves the project animation as a ".gif" file.