Sprite Studio Deluxe Manual

Welcome!

Welcome to Sprite Studio Deluxe! The premiere solution in pixel art design and animation. Our product is a sprite editor suite that automatically supports animations and exporting as a GIF. Our streamlined controls will accelerate your workflow while our powerful functionality will open new artistic paths. Get ready to make some sprites!

Table of Contents

Brush Settings

Stroke Diameter

       The stroke diameter is a parameter on the top right that allows you to change the width for many different tools. Below is an example using the Brush Tool.
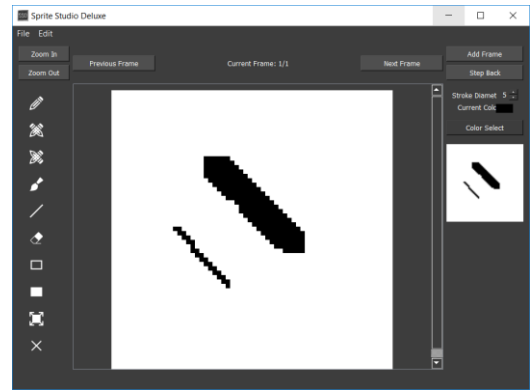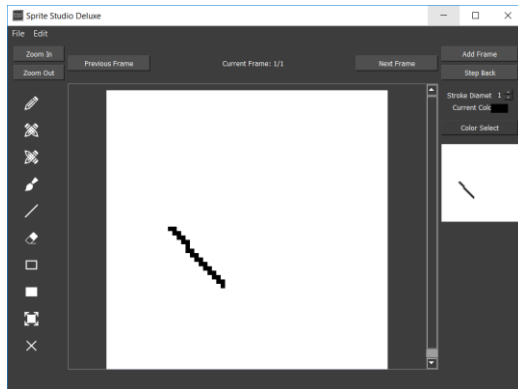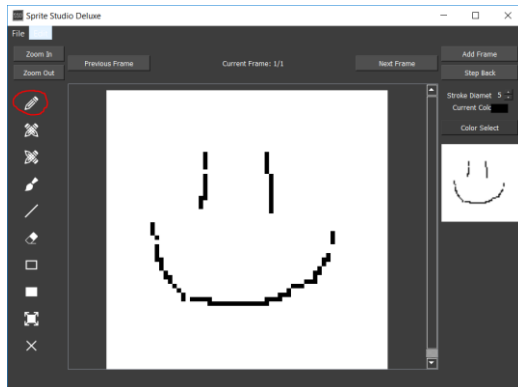

Color Select

       Color Select can be accessed via a button in the top right corner. It allows you to select the color that will be used by all Tools. Below an example can be found of the use and dialogue to select colors.
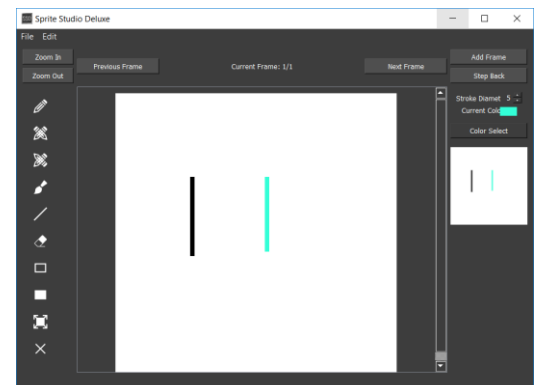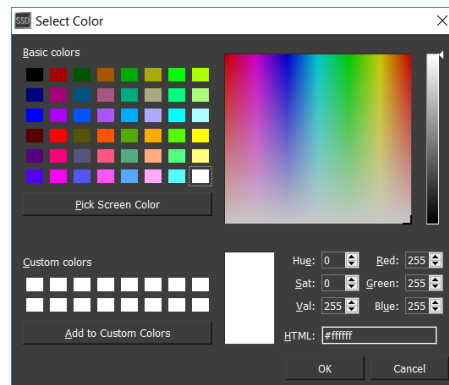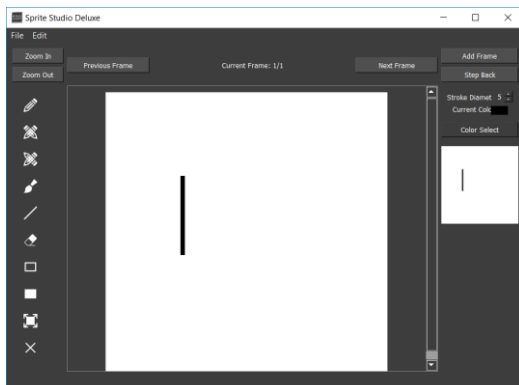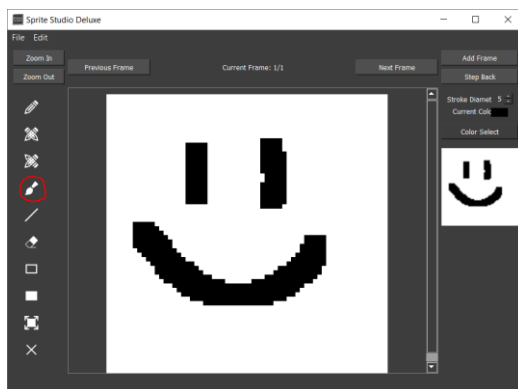
Tools

Pencil

The pencil tool allows you to draw always in a 1x1 pixel format. It will use your selected color.
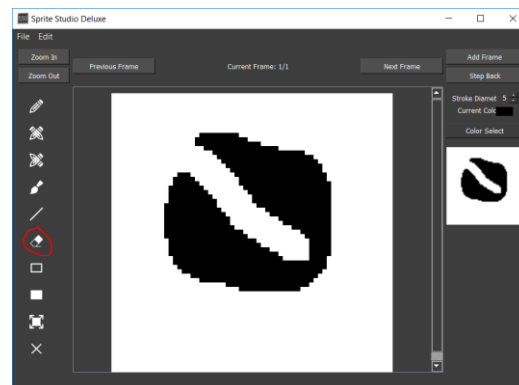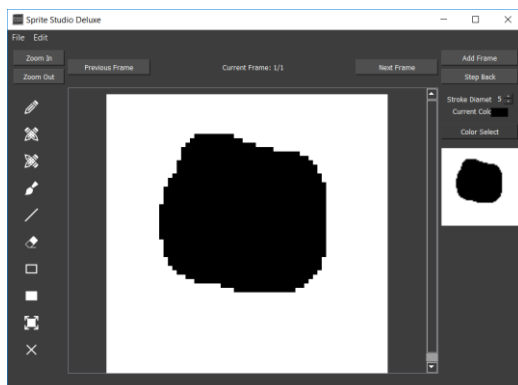

Brush

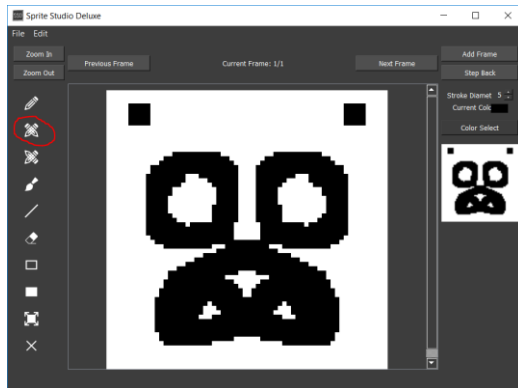The brush tool works the same as the pencil, but uses the current Stroke Diameter you have selected.

Eraser

The eraser tool allows you to erase something if you've made an error. It uses the Stroke Diameter to allow you to control the eraser size.
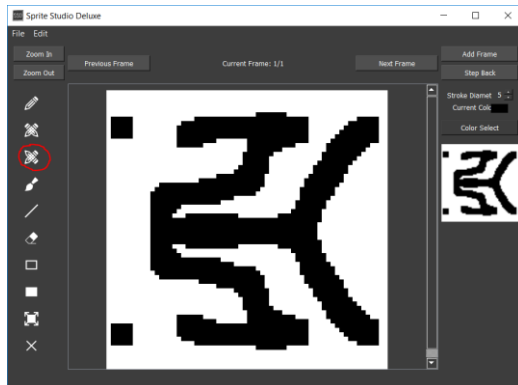
Mirror X

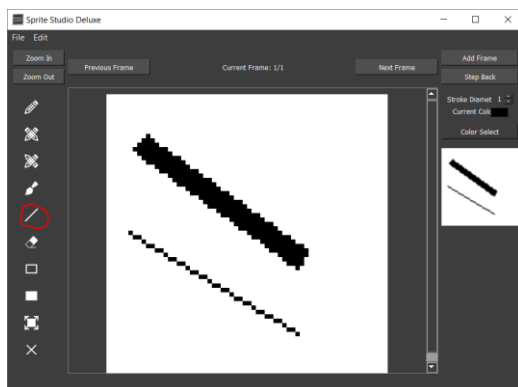Mirror X allows you to use the Brush Tool, but mirror the effects of your drawing across the Y axis.

Mirror Y

Mirror Y allows you to use the Brush Tool, but mirror the effects of your drawing across the X axis.
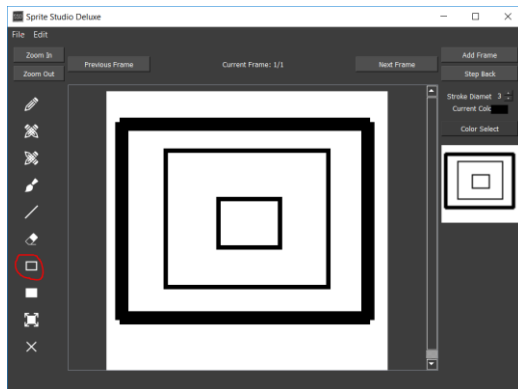

Line

The line tool allows you to draw a perfectly straight line. It uses the Stroke Diameter to determine its width
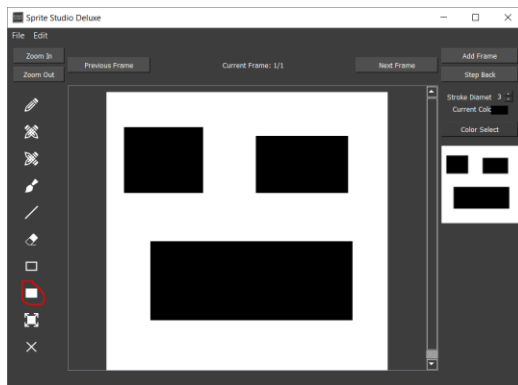
Rectangle

Rectangle allows you to draw a hollow rectangle. It uses the Stroke Diameter to determine the width of its border.
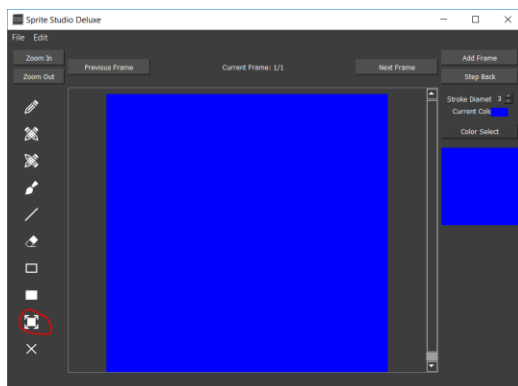

Filled Rectangle

The Filled Rectangle Tool allows you to do the same as the Rectangle Tool, but fills the drawn rectangle in as a solid.
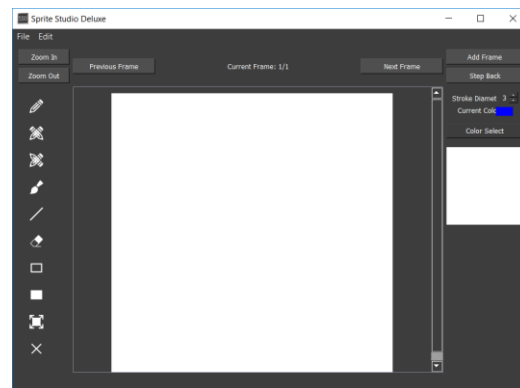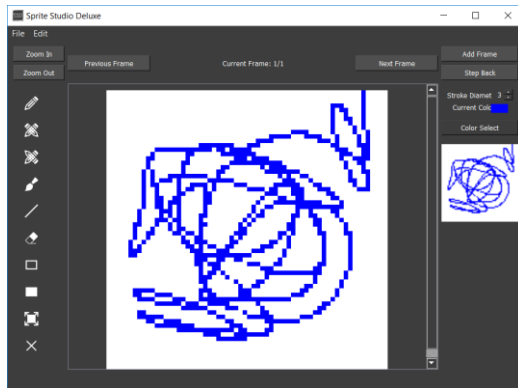

Fill All

Fill All completely fills the Canvas with your selected color.
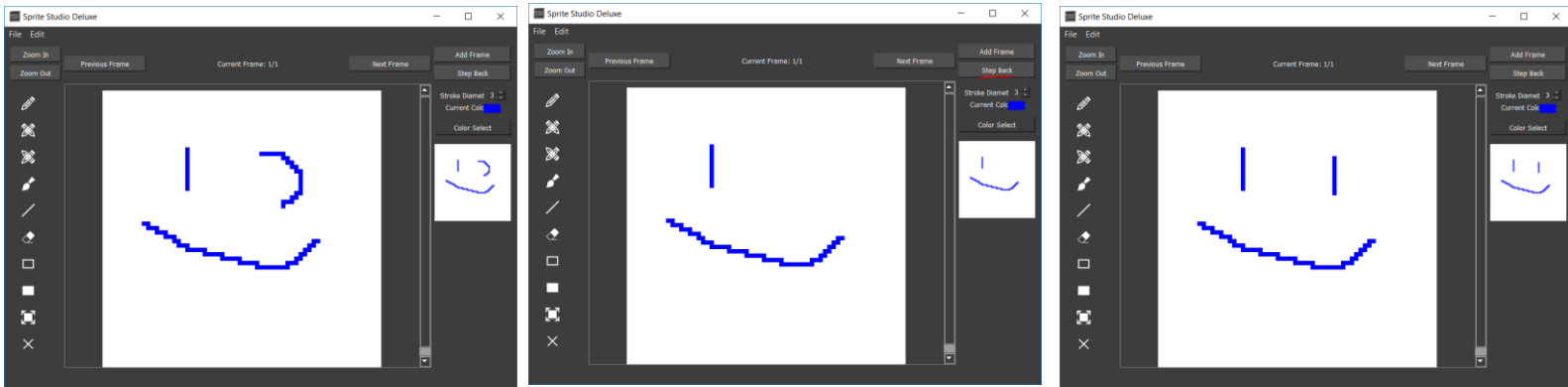
Clear All

Clear all allows you to hard reset the canvas so you can start over.

Other Editing Controls

Step Back

Step Back is perfect for those moments when you draw something completely wrong and simply have to retry. All drawing actions can be undone by clicking step back in the top right.
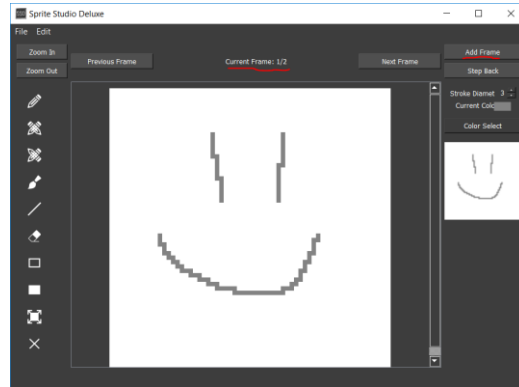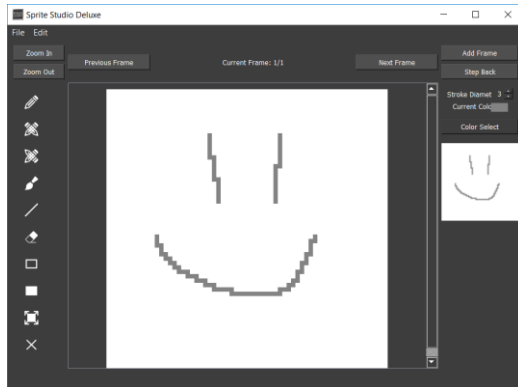

Rotate 90

Ever draw something in the wrong orientation? No problem! Rotate 90 can be selected under Edit in the top menu bar and, as the name implies, rotates your image 90 degrees clockwise.
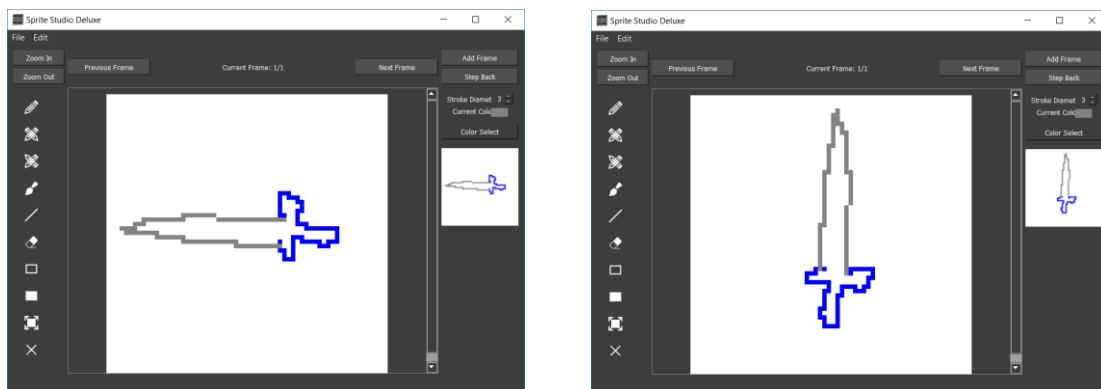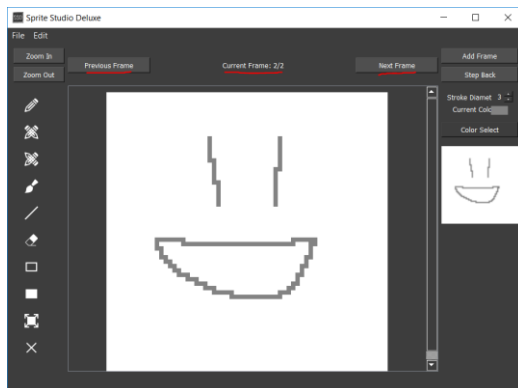
Navigating Frames

Add Frame

Add Frame will copy the current frame you are viewing, and add it to the end of your animation. This allows you to make animated sprites!
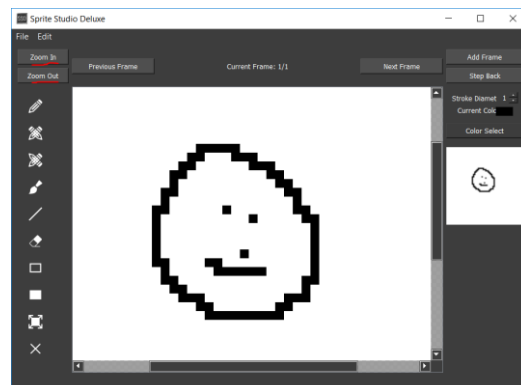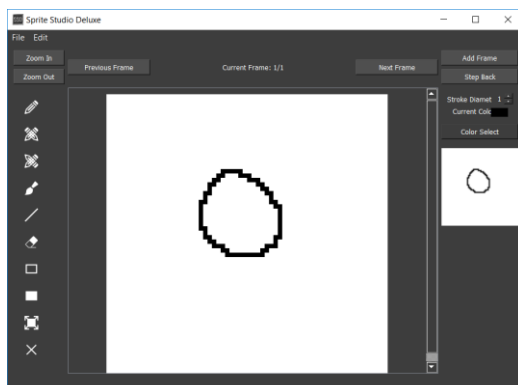

Next Frame and Previous Frame

You can navigate through all the frames of your animation by using Next Frame and Previous Frame in the top of the GUI.

Zoom In/Zoom Out

Need to do some close up work? Zoom In and Zoom Out, located in the top left of the GUI, allow you to change the zoom level so editing tight spots is easy!

Saving, Loading, and Exporting

All controls in this section can be accessed via File in the top left of the GUI.

New

New will scrap your entire current project and create a fresh project for you. Make sure to save before you use this!

Save

Save will store your current project as a .ssp file. If it's your first time saving a project, save as will be automatically used so you can select the name of your save.
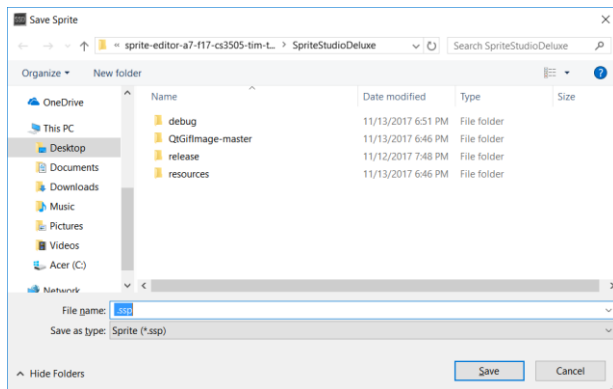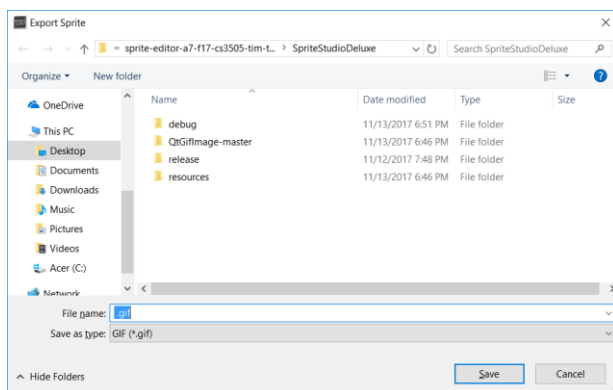

Save As

Save As works the same as save, except you can choose the name of your file. This allows you to save multiple versions of the same project if you so desire.

Export

Export allows you to export your current project as a .gif image! Perfect for showing off your new animation in an easy, compact way.

Open

Open allows you to resume work on a previous project. Simply navigate to the saved project in your file system and select open.