

Intro to Game Development

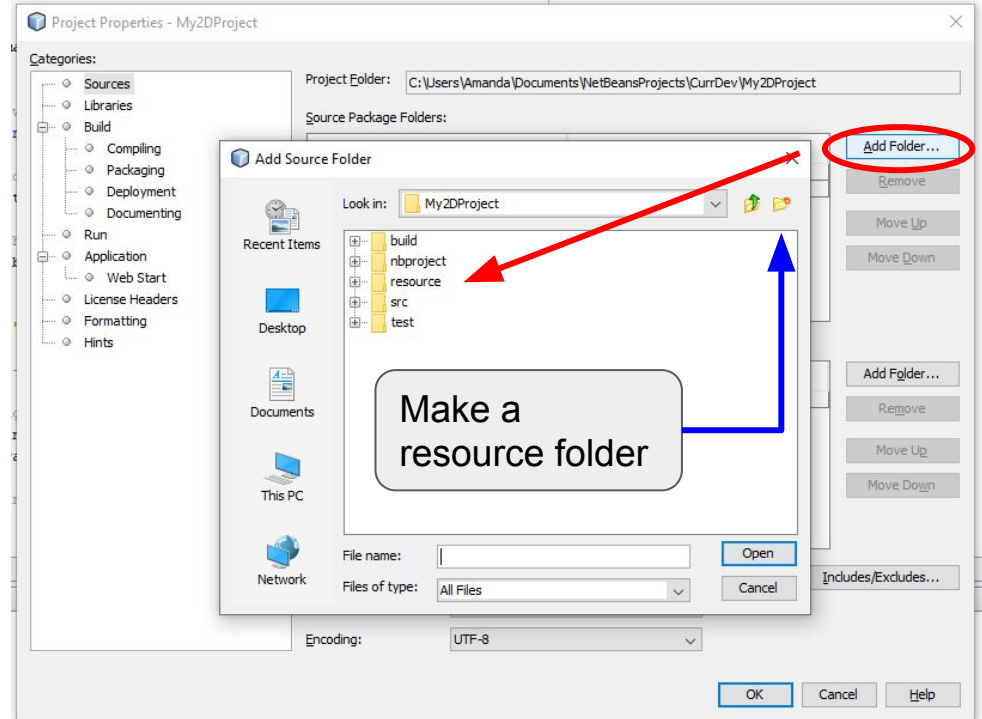
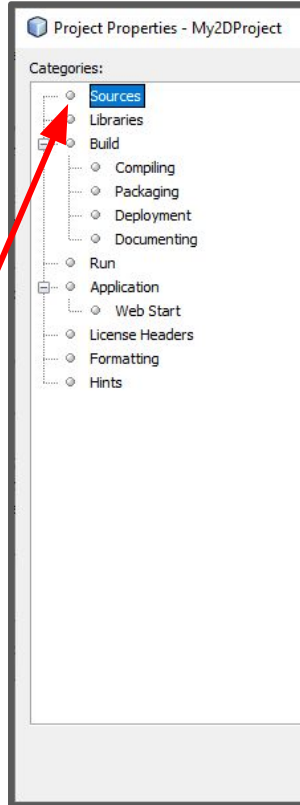
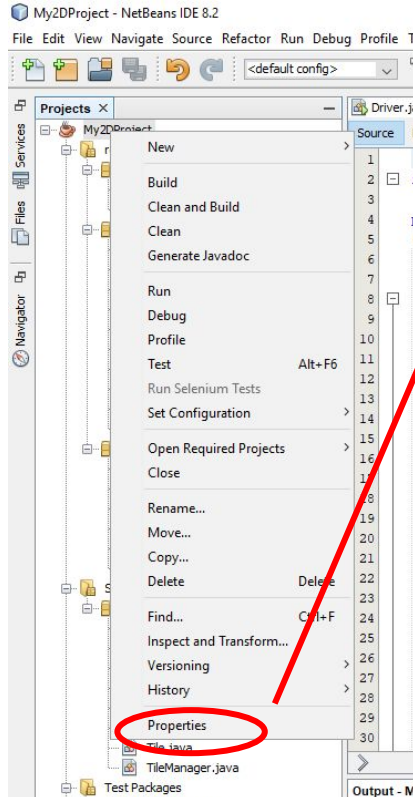
Lesson 3: Game Sprites and Animation
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AIM: How can we animate our sprite characters in 2D?

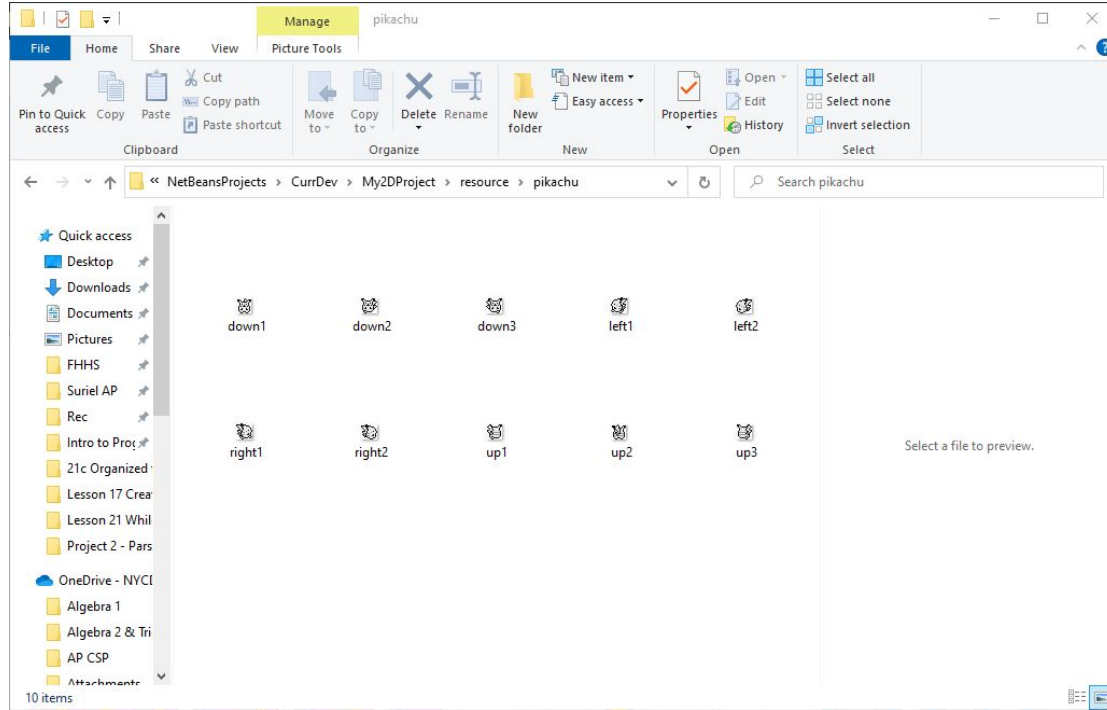
Do Now: Go to spriters-resource.com/ and click on Game Boy Advance. Look for a simple character with walking frames.



resource folder



resource folder



Remember that
your sprite should
be a 16 bit pixel so
it'll look tiny for now

Our scale will make
the sprite look like
this!

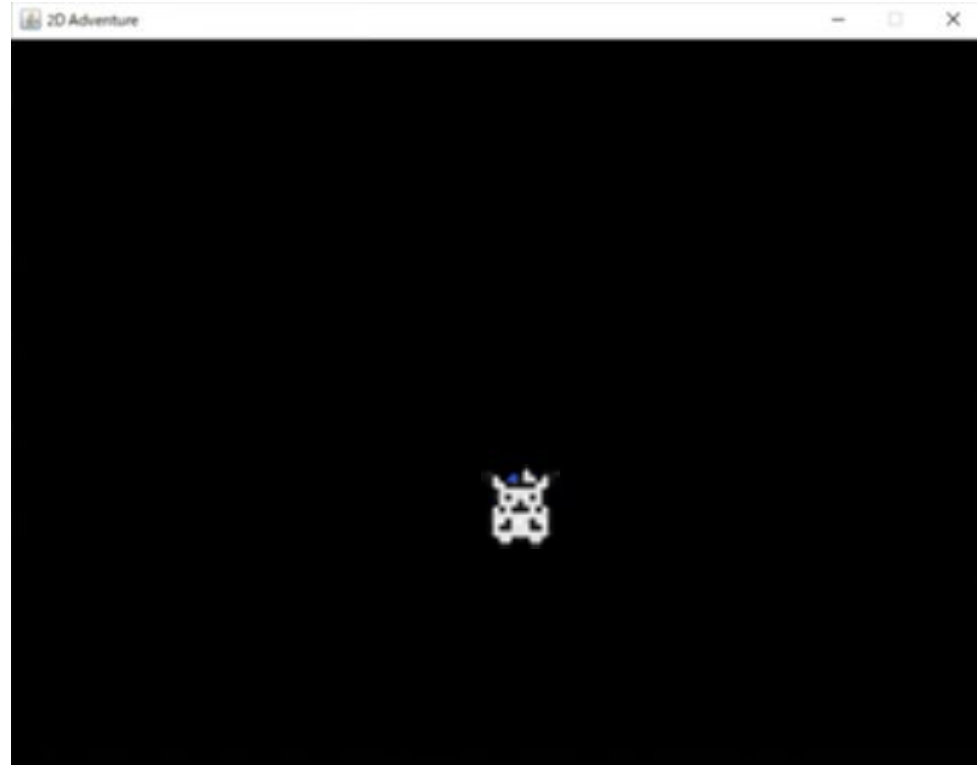


BufferedImage and ImageIO

`.read();`

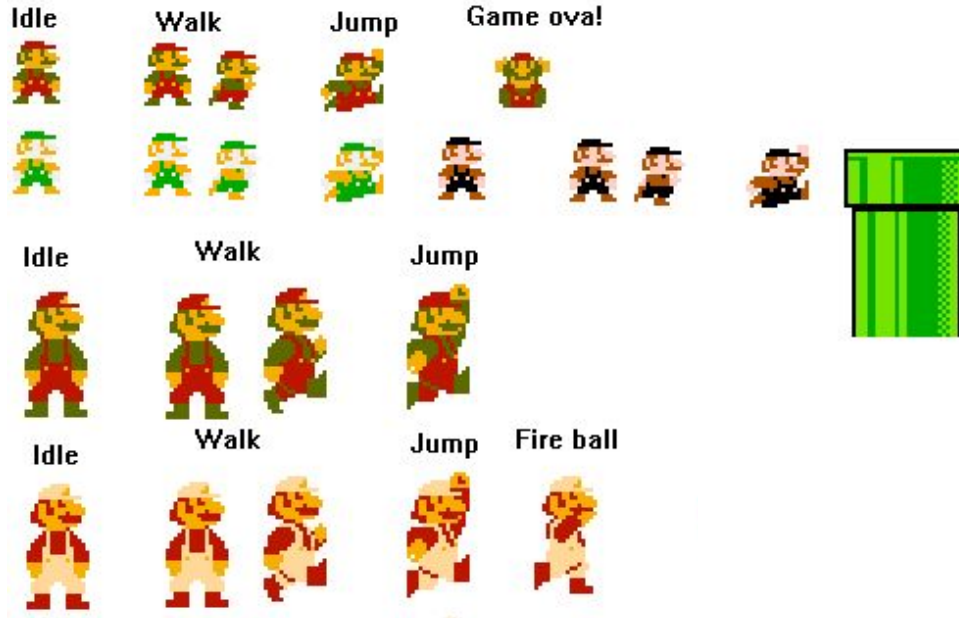
`.getResourceAsStream();`

`Graphics2D .drawImage();`



Animation

There are many different types of poses



How many frames of animation are there in the walk cycle?



How fast do we want to change frame? Remember that our game updates 60 times in a second!

