

Character creation tool instruction form

Thank you for using my character creation tool! The aim of this tool is to help you create a lot of different characters fast, using your own premade assets.

From talking to multiple artists, I heard that during the creation of a character a lot of time is spent figuring out what colours and what design of clothes to use to make their character perfect. To help streamline this process I made this tool. The intended use case of the tool is to grant the users the ability to quickly swap the design of the shirts/heads/trousers etc. of the characters quickly. This would aid the prototype phase of the creation process by eliminating the need to redo every design. Instead you create a couple of designs in a couple of different colours, and then compare the different combinations of pieces.

Step 1:

To start you will need to download the creation tool of my github page for free! There is no need to install the program, it runs directly from the executable inside of the folder.

The most recent version can be found under the “releases” tab on the right.

Link to the github page: <https://github.com/killerwolf162/CharacterCreationTool>

When the tool is downloaded, you will see a screen with a couple of buttons, lists and a black figure. The name on the buttons explains what they are used for. Inside the now blank lists, your assets will appear after they are imported. The black figure will be a preview of the character. The black area represents the edge of the export, everything that is back in the tool will be transparent when exported(if the assets used are also transparent in those areas). It is purely a visual representation of the size of the export.

Step 2:

2.1

To start using the tool you will need to import the assets you want to use. To import them, you can press the import button. This will open up a file browser where you can select multiple images to import. When you then press import you can select the folder you want to put them in. After a few seconds the selected images will appear in one of the containers.

2.2

You can also import files manually. To do this, you need to open up your devices file browser and navigate to the following directory:

C:\Users\Username\AppData\LocalLow\TomsToolCompany\CharacterCreationTool

Inside this directory multiple folders are present. To import the assets, you copy the selected images into one of the folders named; “Heads”, “Chests”, “Legs”, “Feet” they will appear in the corresponding container in the tool.

Step 3:

Now you can select the assets inside the containers, when selected the assets appear inside the black figure. When you are done creating a character you can either save or export it.

When you save the creation, a file browser opens, there you can fill in a name and select a folder to save the file in. It is recommended to save them inside the preset folder, this is however optional. This will allow you to quickly save a preset and later load them when pressing the load button. The saved file contains the data where the tool can find the assets to recreate the image inside the tool. If you share this file with someone else, they will only get the same output if they also have the same assets inside of the tool!

If you want to create a new image from the selected parts, you will need to use the export button instead. This will create a new .png composed of the selected assets.

When pressing the export button, you will be prompted to enter a name and select a folder to export the image to. You can select any folder on your PC, it is again recommended to export them to the export folder but optional. If they are saved to the export folder you can find the folder in the following location:

C:\Users\Username\AppData\LocalLow\TomsToolCompany\CharacterCreationTool\Exports