

MARIO PAINTTM

NINTENDO
POWER
SUPER
POWER
CLUB

SPECIAL



It's amazing what you can do with Mario Paint. In Volume 39, we showed you the basics of using the drawing tools, animation mode and music screen. In this special insert—for members only—we're going to show you how the professionals use design grids, much like the Stamps in Mario Paint, to make characters and create animation.

PICTURE THIS!

Even if you aren't an ace with pencil and art pad, you can create rich, artistic scenes using the Stamps from Mario Paint. It can be as easy as painting by numbers! And when you're finished making special Stamps, you can put them together and create more complex works of art.



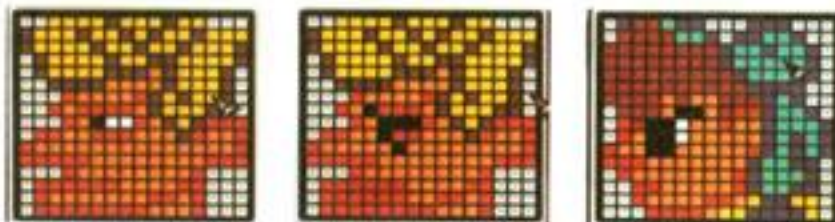
PIECE WORK

You don't have to be Picasso to create a marvelous Mario Paint scene—which is a good thing, seeing how Picasso is no longer with us. The scene at the right was partly painted using the Mario Paint drawing tools and colors from the palette, but most of it was created with Stamps, some specially-made, others part of the program. The cat, fire flowers, Yoshi, boat and spouting whale are some of the pre-made Stamps used. The characters, however, are made from combinations of Custom Stamps. Using the special Stamps, you can create your own animated scenes.



1 STAMP IT

You can save up to 15 Custom Stamps at a time. Here, we use three Stamps together to make the full-sized characters, and we've saved faces with different expressions to use in the animation mode.



2 MAKE 'EM MOVE

Choose your favorite video game characters and make your own action scene in Mario Paint's Animation Mode. After you've saved Stamps that show a couple of facial expressions and that have arms and legs in different positions, you can enter the Animation Mode and select the number of frames you want to use for your action. Put the figures together using head, torso and leg stamps in frame one, then choose slightly different stamps for the frames that follow.



3 MAKE A BACKDROP

Now you'll want to set your own scene. Decide where the action is going to take place and create the setting using Stamps, your own drawings, or a combination of the two. Here we've created a background and a foreground, and we'll set the path of the animated sequence to run between them.



4 PUT IT TO MUSIC

What's an action scene without sound? After you create the setting and choreograph the moves, enter the Music Mode and add the final touch. Each of the icons in the row above the staff screen makes a different sound. Use them to either make sound effects to go with your characters' moves or to make exciting background music that adds to the mood. You can then save all three elements and replay them together.



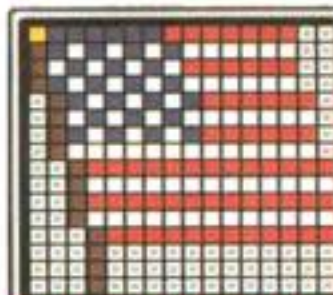
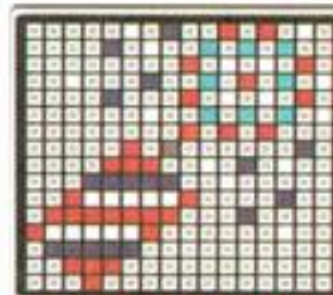
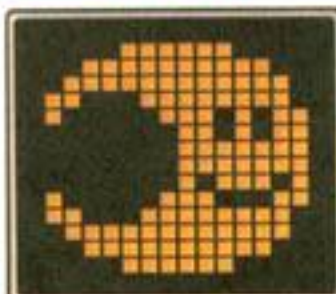
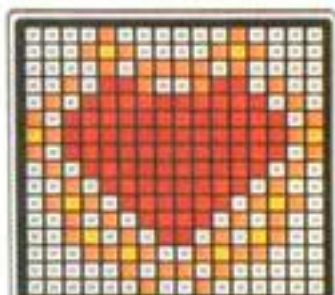
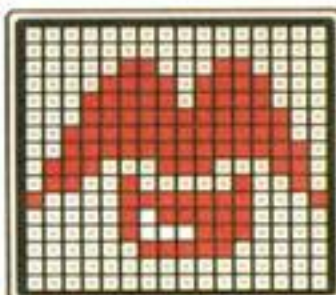
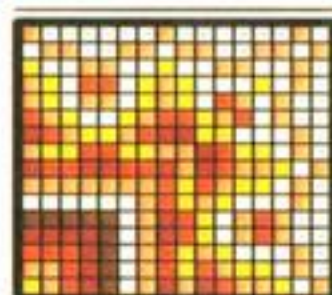
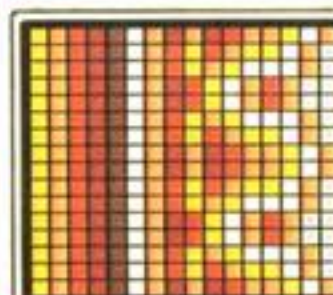
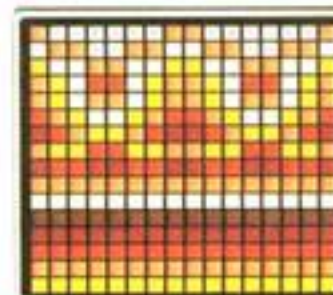


MORE ABOUT SPECIAL STAMPS

The possibilities for using Stamps are limited by only your imagination. Send a friend a videotaped birthday greeting, complete with music, that's decorated with bright balloons. Surprise your friends by sending them videotaped party invitations. Don't just send run-of-the-mill holiday cards—send videotaped messages that really capture the holiday spirit using Mario Paint instead.



This is just a small sample of Stamps made with Mario Paint. Look for more ideas on the back cover of this booklet.

**PUMPKIN****WREATH****SNOWMAN****STARS & STRIPES****FIRECRACKER****BALLOONS****MOON****CANDLE****MENORAH****PARTY HATS****HEART****LIPS****BORDER #1****BORDER #2****BORDER #3**

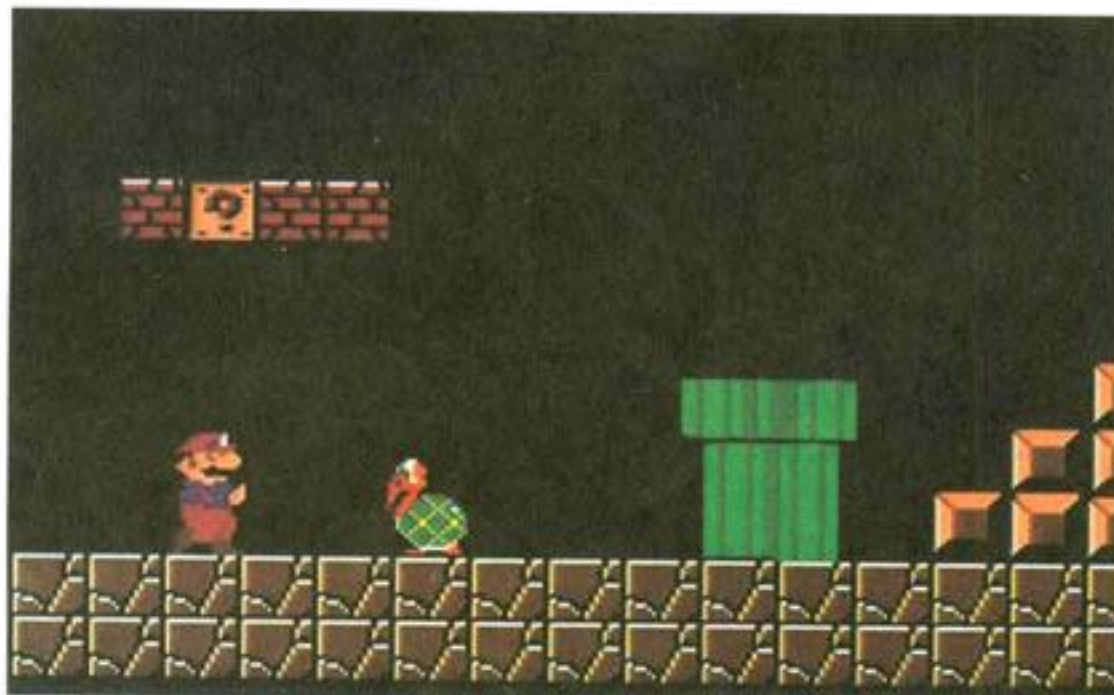
PUT YOUR MESSAGE TO MUSIC

Are you sending someone a birthday greeting? Compose your own version of the Happy Birthday Song that's a snappier rendition of that tired old tune. The possibilities are endless.



MAKE YOUR OWN MARIO

With Mario Paint, you can make your own Mario adventure. You design the background, create the enemies, even score the music, just like real game design teams do. You call the shots. If you want Mario's hair to be green, green it is.



KICKIN' KOOPAS

What will he do? You can make Mario jump onto blocks, hit the "Z" block, or march over and kick the Koopa. Make it simple or complex—you're the director of this animated scene.

MOVE IT, MARIO

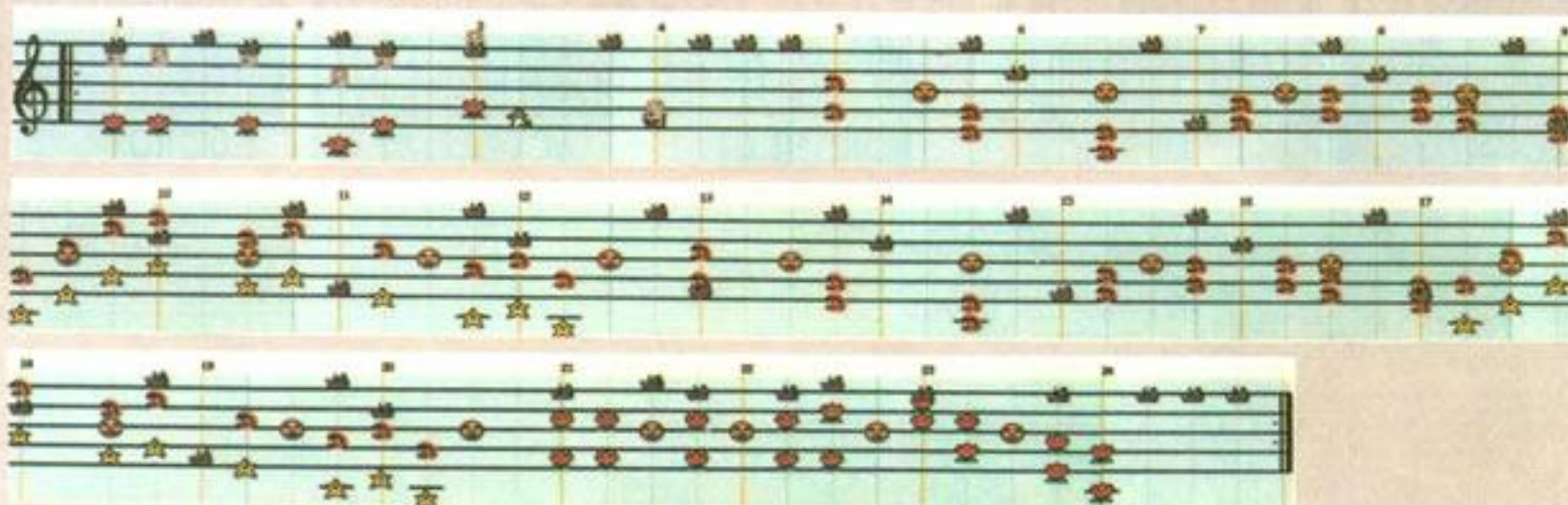
Does this scene look familiar? You can recreate settings from the original Super Mario Bros. using Mario Paint Stamps. Change them, and rearrange them to make new and unusual backgrounds.



The more Stamps and frames you use, the more animated effects you can create. Make your background and save new animation Stamps over the background ones so you can use all 15.

MOVE TO THE MUSIC

Everyone knows the theme to Super Mario Bros. Go ahead and score the traditional song in the Music Mode, or jazz it up and have Mario tapping his toe to a new version of the tune.

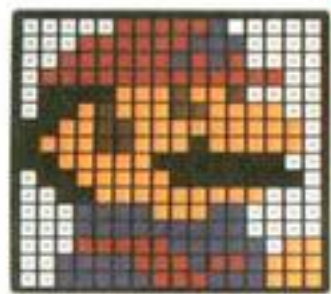




FREEZE FRAME

To create a Mario this size, we pasted together two Stamps. Create the illusion of walking by changing the bottom Stamp in every other Frame. Paste Mario together in the first frame, then use the hand to copy it to the others so it will be in the exact position in each. After copying, erase Mario's bottom half and restamp with different legs.

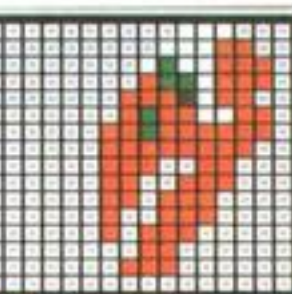
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A	●		●		●		●		●
B		●		●		●		●	
C						●	●	●	●
D	●	●	●	●	●				



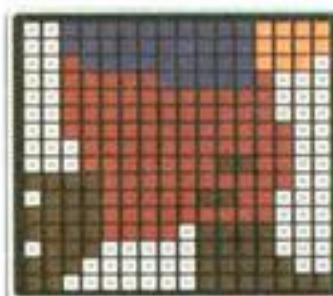
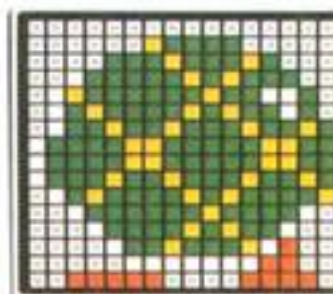
A
MARIO
#1



B
MARIO
#2



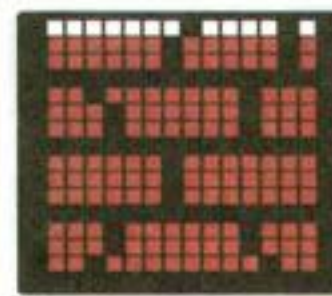
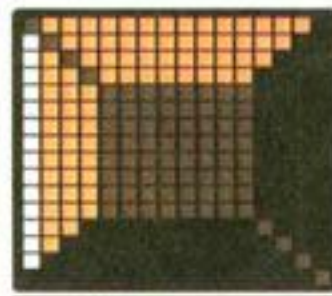
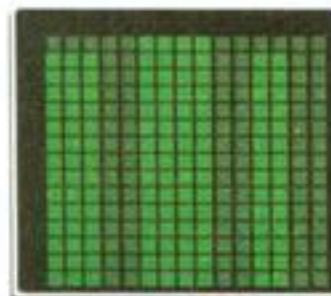
C DRY BONES



D GOOMBA



BACKGROUND STAMPS



MORE MARIO STAMPS

If you want to make it really look like Mario's world, add some of the other items frequently found in his games, such as Mushrooms, Fire Flowers, Coins, Hearts and Shells. Of course, if you want to introduce him to a new world, you should try inventing some items of your own.



MUSHROOM



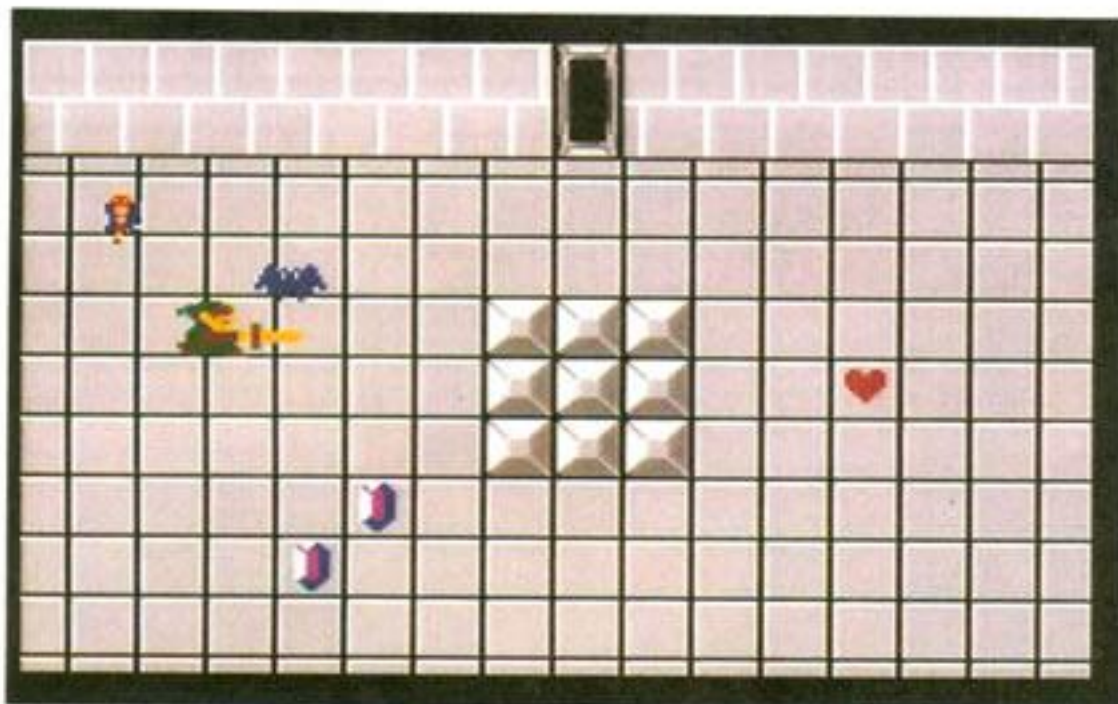
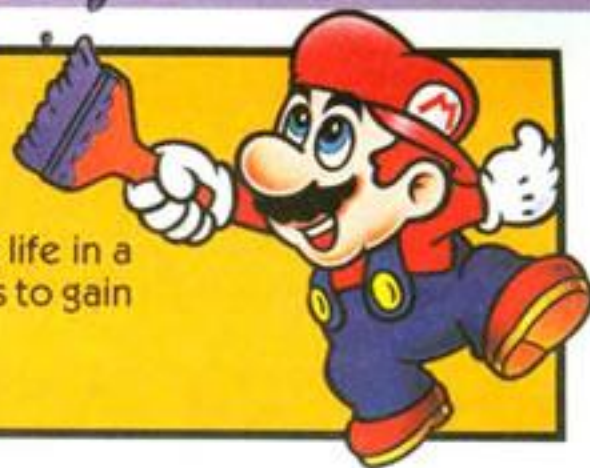
FLOWER



COIN

LINK UP WITH LINK

Here we'll show you how to bring another video favorite, Link, to life in a scene from *Zelda*. One of Nintendo's first big heroes, Link continues to gain fans in his latest adventure, *'Zelda: A Link to the Past*.



DUNGEON DISCOVERY

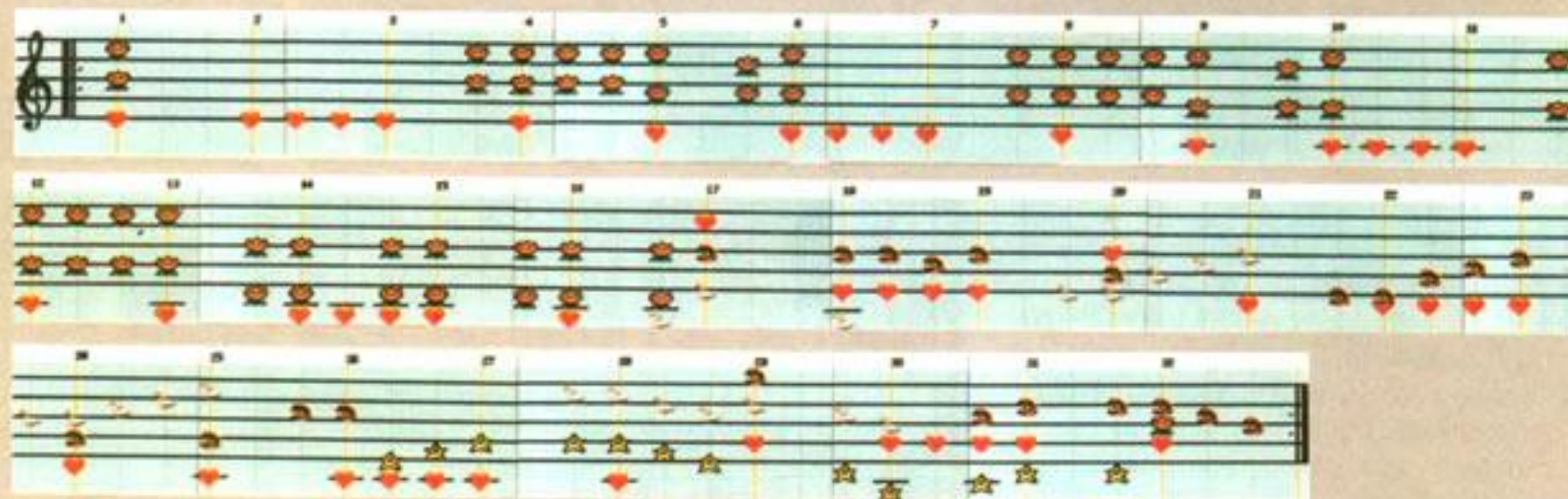
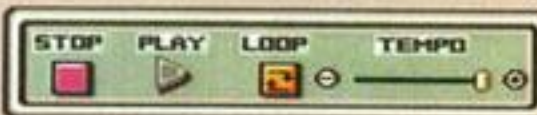
The scene at the left could have come right from one of the dungeons in the original NES *Zelda* game. In this animated sequence, Link marches in from the left and draws his sword to slash at the bobbing Bat. Now you can make your own Link and put him in whatever setting you choose. Create new monsters for him to fight and devise your own scenario for the famous fighter. Here, the background is made up of simple Stamps, and the Hearts and Rupees are easy to recreate, too.

SLASHING BATS

It's li'l Link against the dungeon monsters. He walks in holding up his shield for protection, then he drops the shield and wields the Magic Sword to attack the Bat.

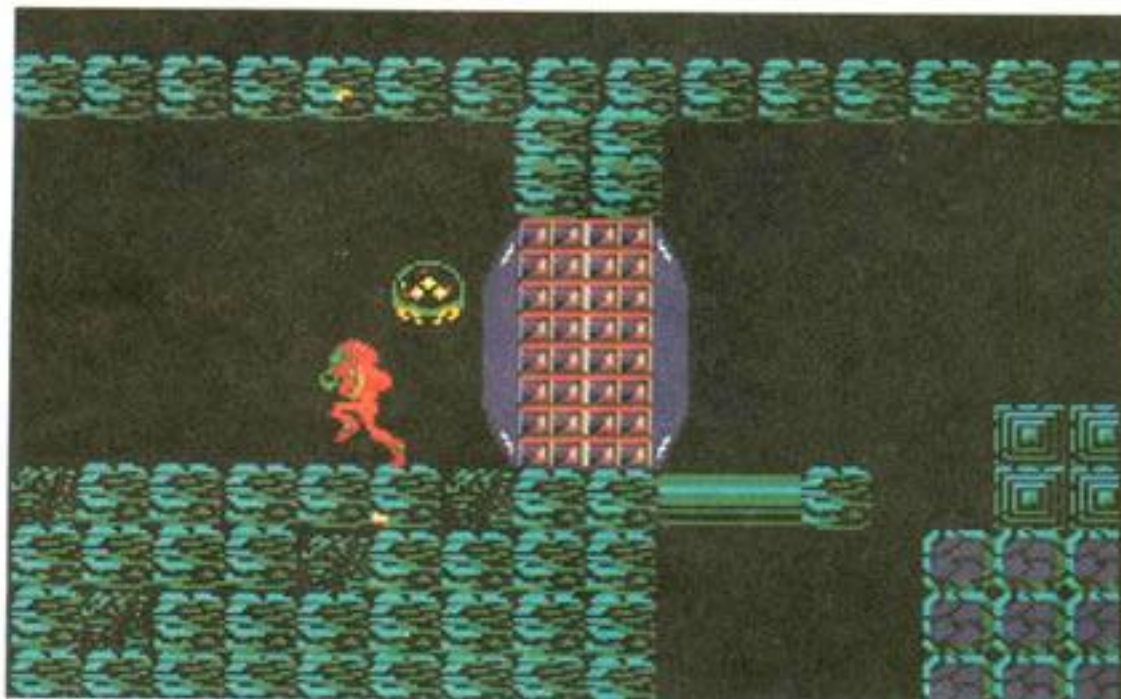
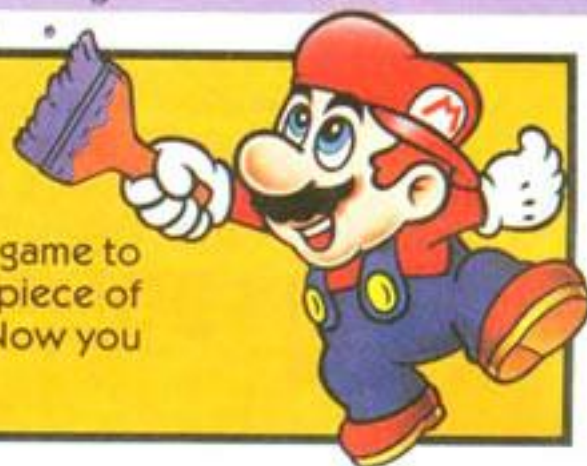
THE MISSING LINK

Of course, any scene with Link would be incomplete without his famous music. Try to recreate the tune by copying the composition below into your own Mario Paint cartridge or play around with it and compose your own version.



SAMUS ON THE RUN

We asked the development team that designed the real Metroid game to make a Samus that runs using Mario Paint. They said that it was a piece of cake—they used a similar system to create the original character. Now you can make the real thing using your own Super NES.



MOVING METROID

From a standing start, Samus appears to be running away from the closed door as a monster hovers overhead. You'll find that this sequence looks remarkably like the running Samus in your NES Metroid Game Pak.

GO, SAMUS, GO

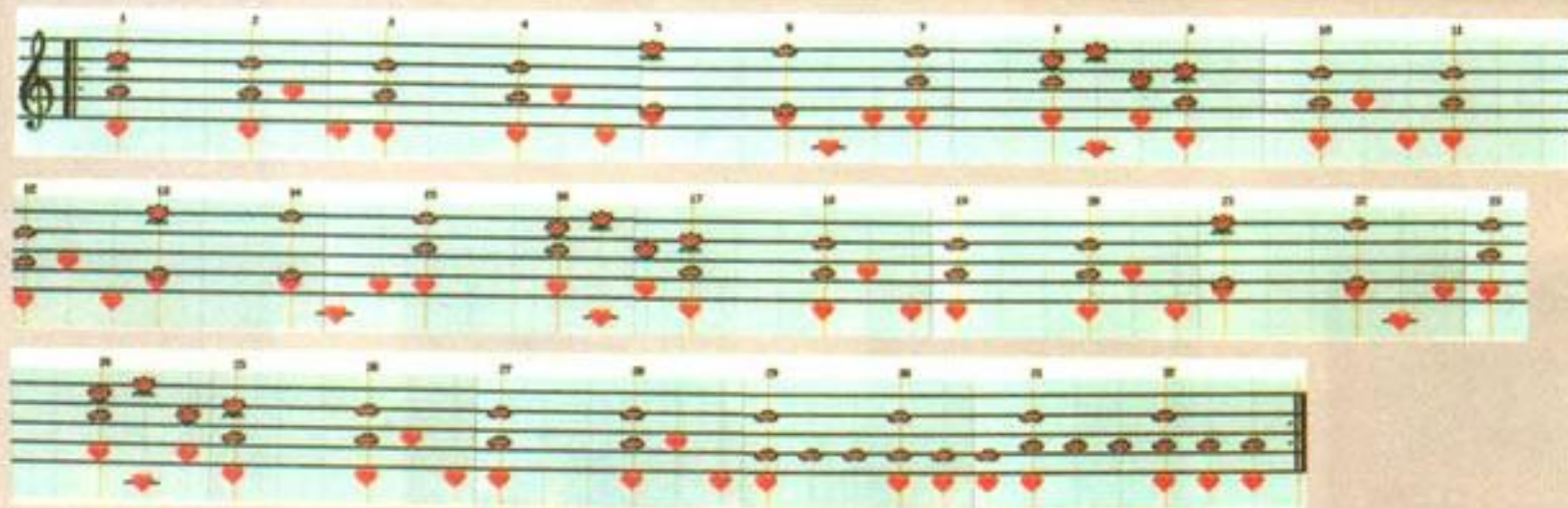
It takes three Stamps to create some of the positions that make Samus look like a runner. Together, the various Stamps show her hoofing it through familiar territory in a Metroid corridor. Four frames of animation are enough to create the effect. See the sequence below for placement of the Stamps.

FRAMES



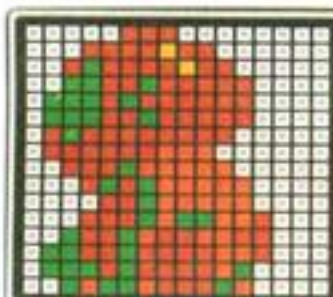
METROID MUSIC

Adding the Metroid music makes the sequence more complete. Use the familiar music scored below or create a new theme or sound effects for your own Samus scene.



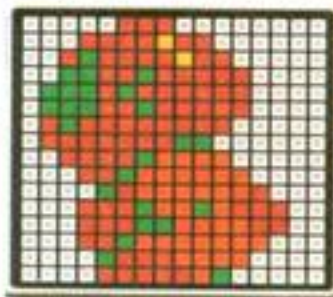


STAMPS FOR SAMUS



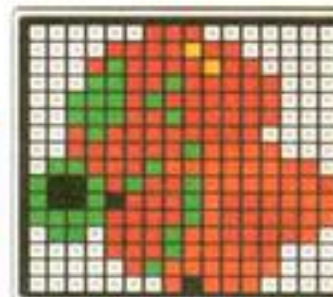
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SAMUS
#1



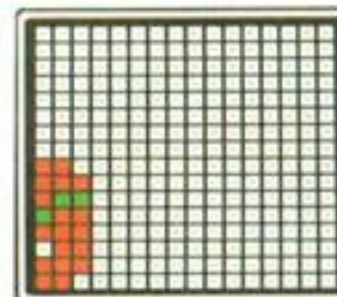
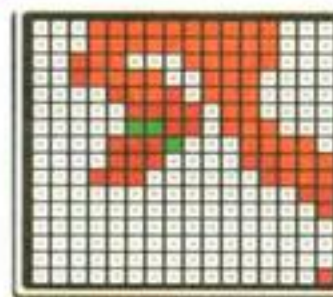
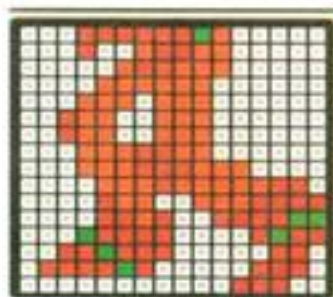
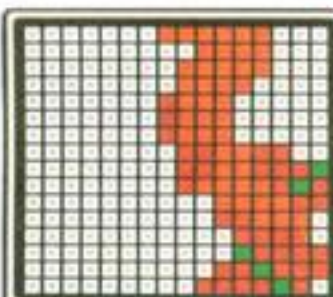
2

SAMUS
#2



3

SAMUS
#3



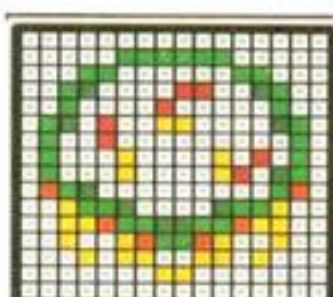
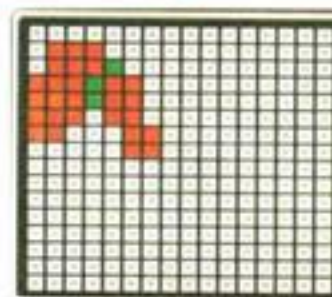
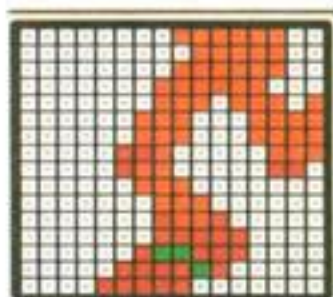
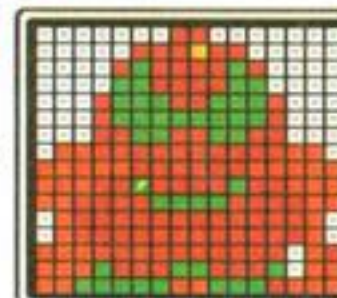
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SAMUS
#4



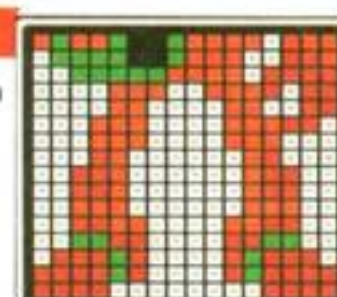
THE MONSTER

The slight change in the monster's size will make it look like it's pulsating when the Stamps are switched in every other frame.



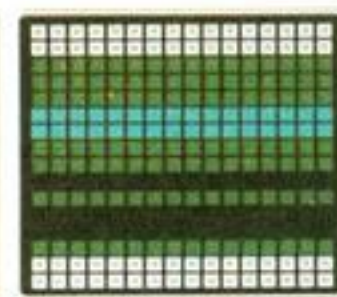
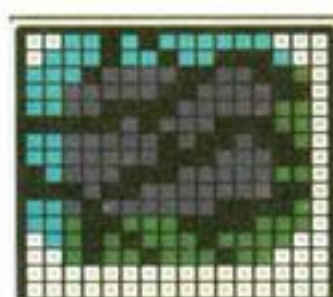
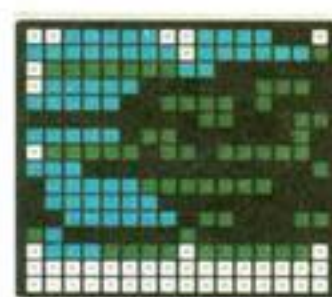
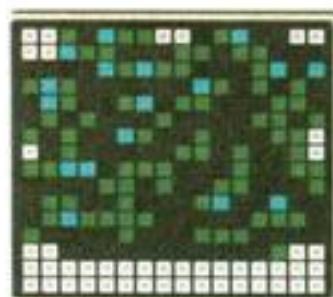
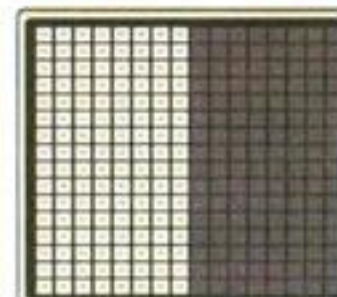
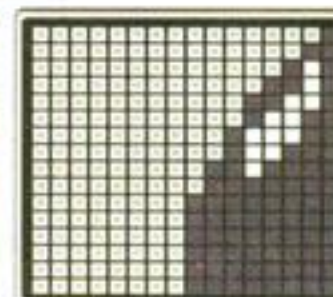
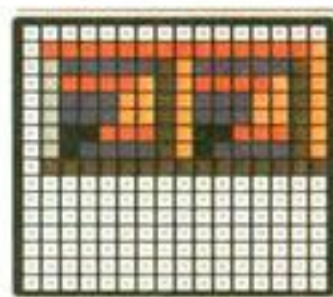
FACE-OFF

Although it's not shown on the facing page, you can make Samus start from a standstill if you want to use additional animation frames.



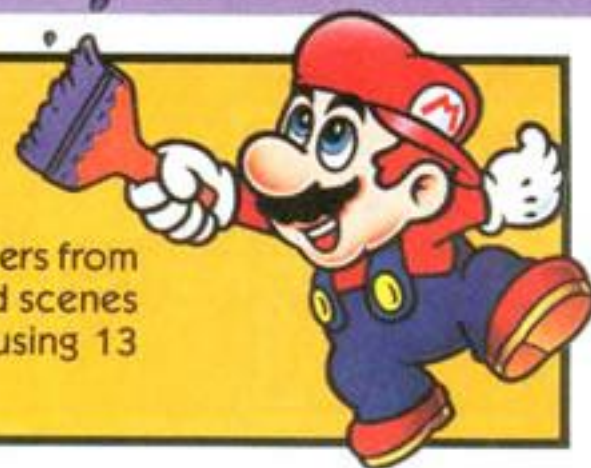
BACKGROUND STAMPS

The dark corridors in Metroid are lined with blocks made from Stamps like those below. The stamps at the right are pieced together to create the door. Use them to make corridor configurations of your own.



BUILD A CASTLE

You can use Mario Paint Stamps for more than just creating characters from video games. You can also lay lots of Stamps side-by-side to build scenes that take up the entire screen. The castle below was made by using 13 different Stamps.



UNDER CONSTRUCTION

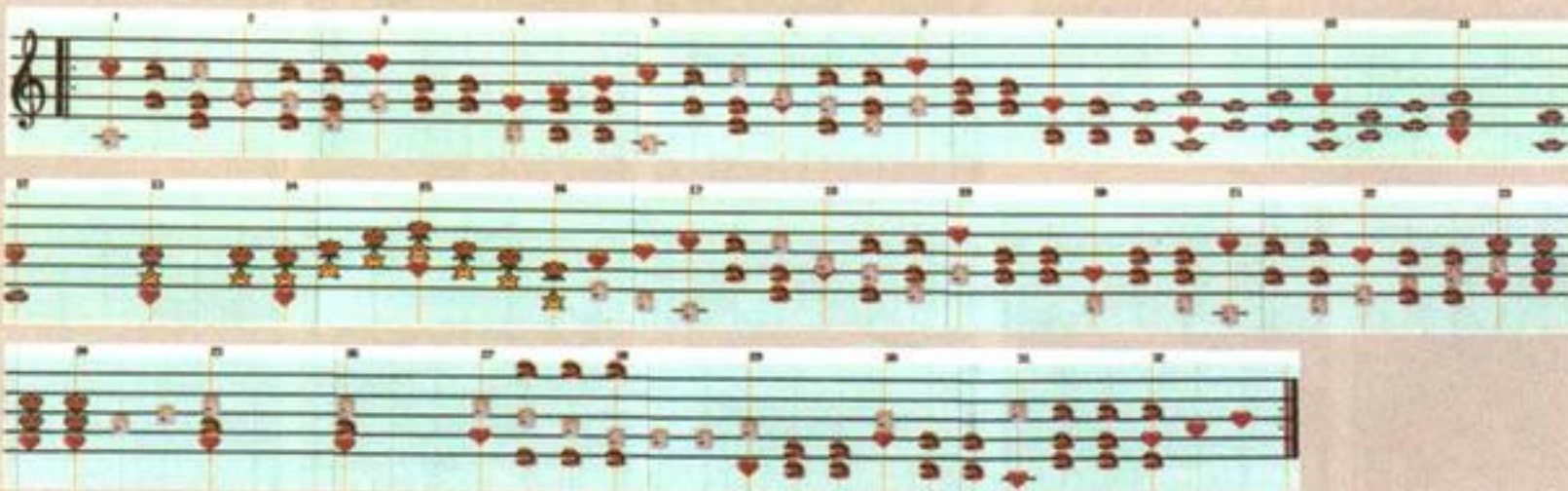
This grand castle was built with only the Stamps on the facing page. The Stamps used to make the arches and the foundation were flipped using the Rotate/Flip icon so one Stamp could print in both directions. Background Stamps, such as the doorway and the recessed courtyard, are placed first, then the foreground is Stamped over them to create a feeling of depth. For example, the windows were Stamped over bricks, then the flags were Stamped over both bricks and windows. Finally, the soldiers were added in the Animation Mode.

ENEMY ATTACK!

In the animation sequence, a troop of soldiers attacks the castle. In your own remake, you could add different animation—perhaps you would prefer to have a fine carriage pull up to the front door.

CREATE A CLASSIC

What kind of music is in keeping with a castle? Use the Music Mode to duplicate this composition or, better yet, create your own classic.



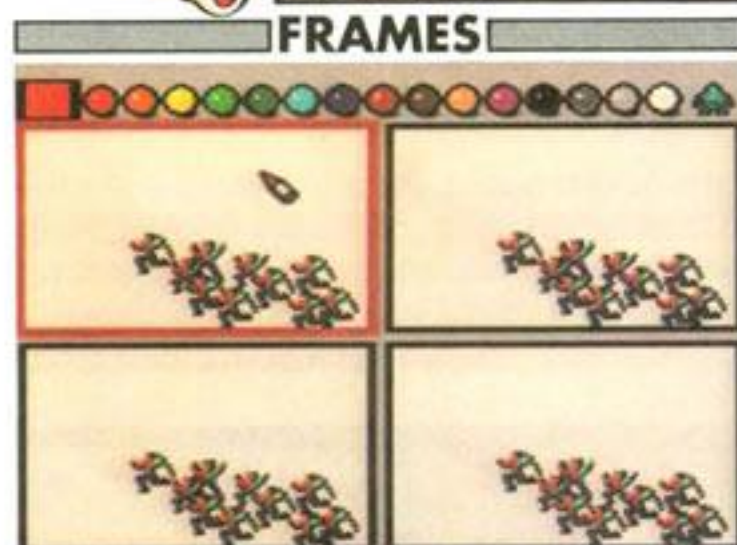


SOLDIER STAMPS

In the four-frame animated sequence, the same troop is copied to all frames. The Animation Path is used to move them towards the castle from the lower right.



Although the positions of the individual soldiers don't change, two different soldier Stamps are used for diversity.



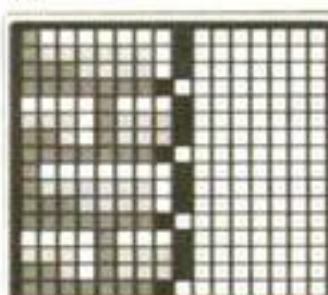
BACKGROUND STAMPS

Take a close look at these Stamps and try to find where each was used in constructing the castle. Subtle shading on some adds dimension to the finished structure. Several of the Stamps served double duty: they were flipped and

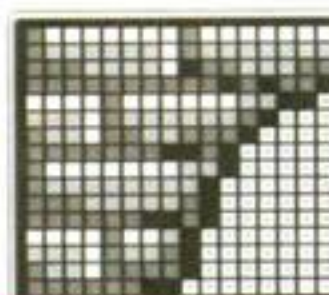
used as mirror images in the opposite direction, thus eliminating the need for additional Stamps. Just imagine what kinds of buildings you can construct.



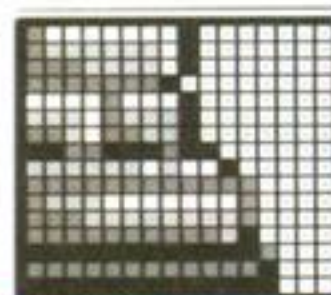
A close-up shot reveals the placement of the layered window and flag Stamps. It's not as complicated as it looks.



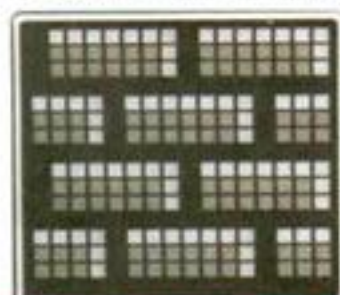
WALL EDGE



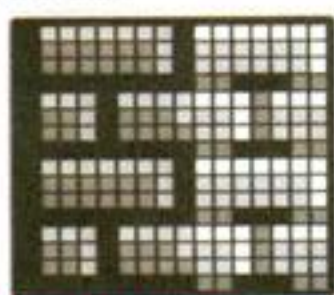
ARCH



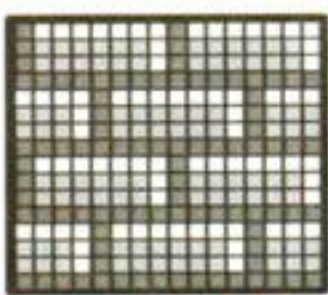
FOUNDATION



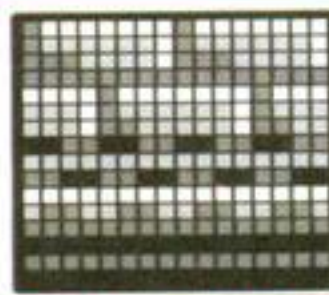
INNER COURT



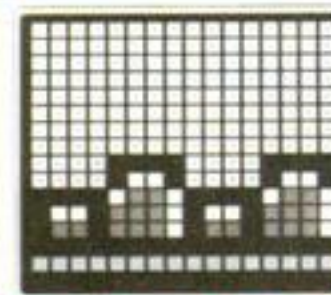
ROUNDED EDGE



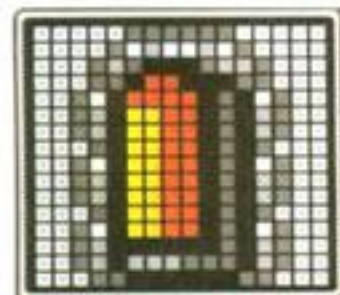
BASIC BLOCK



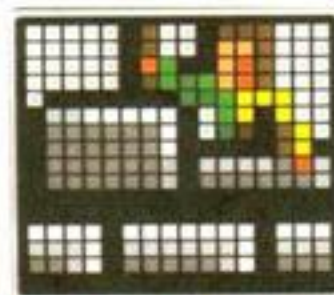
TOWER SHADOW



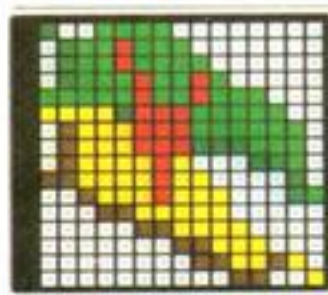
TOWER TOPPER



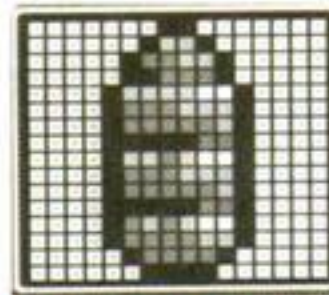
WINDOW



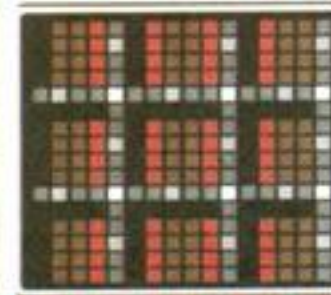
SMALL FLAG



LARGE FLAG



FLAG HOLDER



DOOR PANELS

OLD MACDONALD'S

Picture the possibilities. Animate a favorite story. Paint a scene for a song and put it together with your own version of the melody. Here, we've imagined an animated scene to go with a long-loved children's song—and Old MacDonald never had cows like these!



A FUNNY FARM

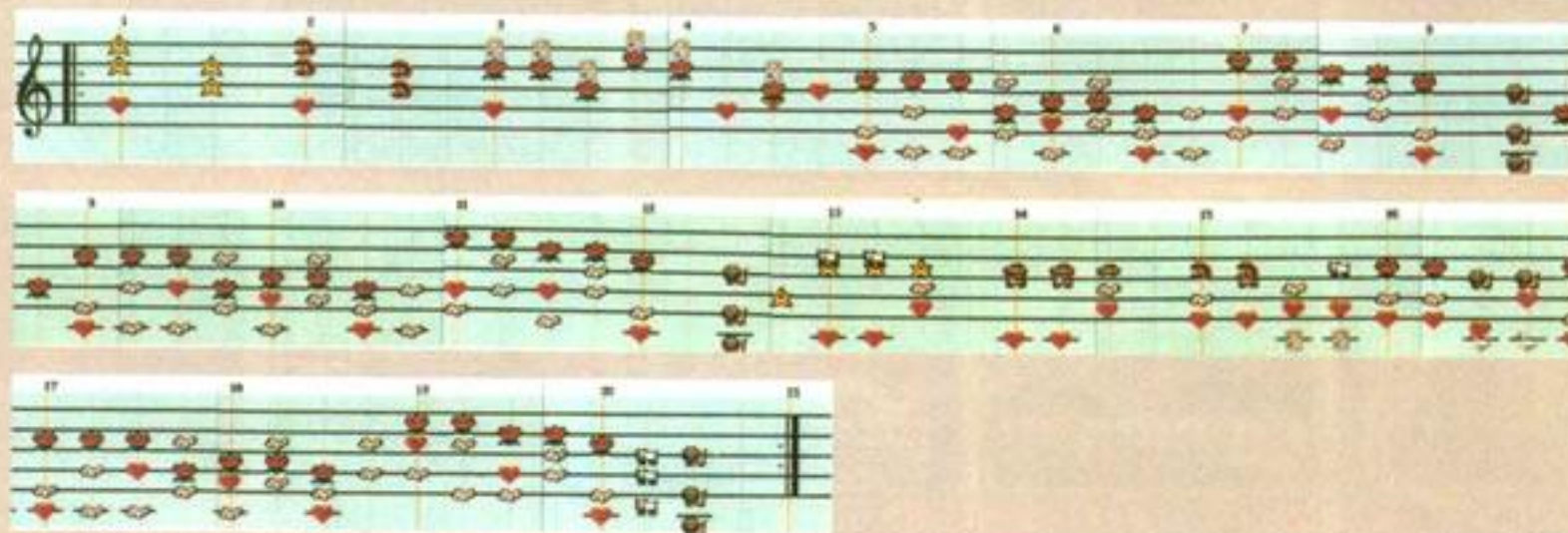
When the farmer's away, the animals play. Old MacDonald had all kinds of critters on his farm, but he probably didn't have dancing cows—until now. We pictured a lovely lineup of divine bovine dancers adding a little life to the barnyard, and the animal sound icons in the Music Mode were the perfect touch for our version of the tune. First we illustrated the background, then we added the animation and set the dancers' path. What do animals do when the farmer isn't looking?

A MOO MOO HERE

This lineup of lovelies hoofs it up from the right and continues through the main corral while the lookout on the lower left watches out for approaching humans.

NEW MACDONALD

Take the time to try out our version of Old MacDonald Had A Farm. It's composed with a Bark, Bark here and an Oink, Oink there—just the touch for the tried and true classic tune.





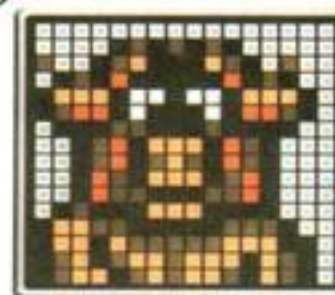
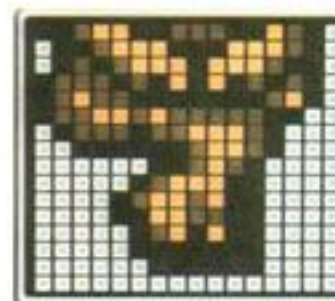
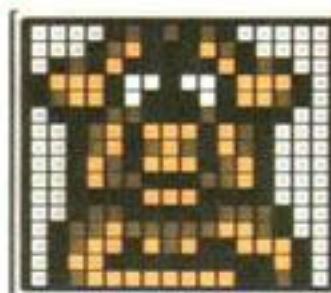
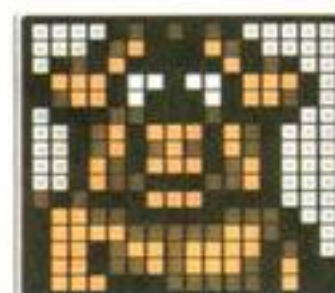
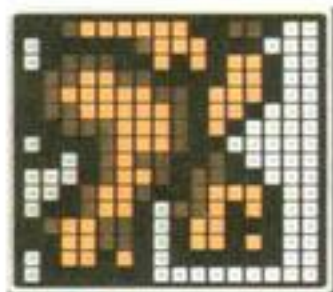
A BEVY OF BOVINES

These dancers aren't quite in sync. You'll notice that their positions change in every frame, but they aren't always in step. Check the chart to see which cow quarters were used in the nine different frames.

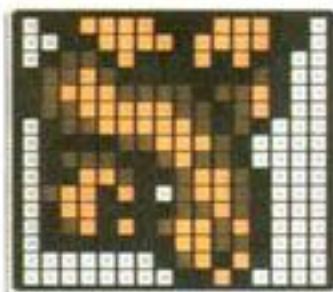
FRAMES

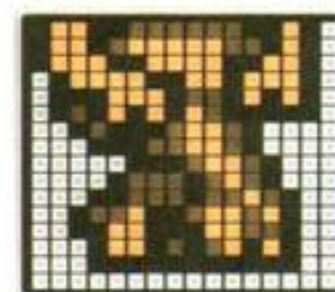


	FRAME	1	2	3	4	5	6	7	8	9
	A	●			●		●		●	
	B		●			●		●		●
	C	●		●			●		●	
	D		●		●			●		●
	E	●		●		●			●	
	F	●	●	●	●	●	●	●	●	●
	G		●	●	●	●	●	●	●	●


A
1

B
2

C
3

D
4

E
5

F
6

G
8

7

9


PARASOL PILOT

Fans of Super NES Pilotwings will recognize the background below, sketched using Mario Paint. The pilot in the game may have had a jetpack, but ours is powered by a parasol instead. Take aim on the target or make him land wherever you want him to.



WATCH THE WINDSOCK

Where will the breeze carry our umbrella man? We could set the animation track to carry him through the circle of orbs towards the striped target below—or let the wind carry him off.

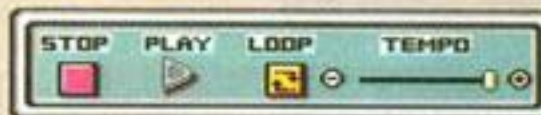
PAINT A PILOT

The Pilotwings-like background is painted with crayons and paintbrush, and Mario is put in position with pre-made Stamps. The circle of orbs is made with a Custom Stamp we created to look like the ones from the game. Now we can make our own pilot fly into the scene with his pop-up parasol, one mode of flight not dreamed up by the game's developers.



MUSIC IN THE AIR

Now put your aerial acrobatics to music. Try our tune on your own Mario Paint Pak.



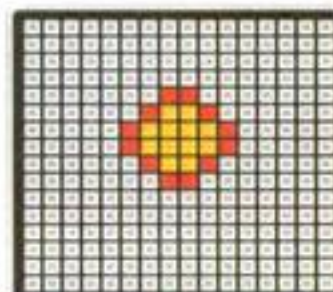
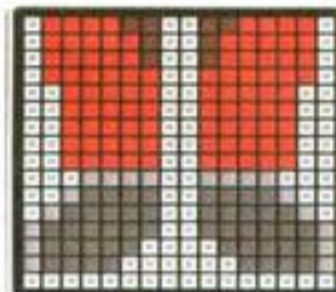
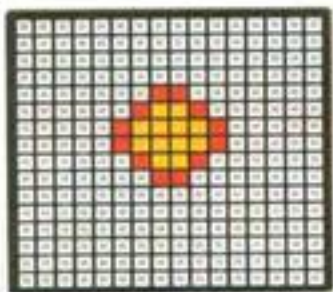
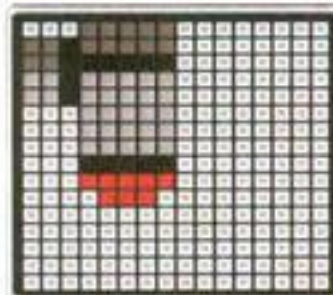
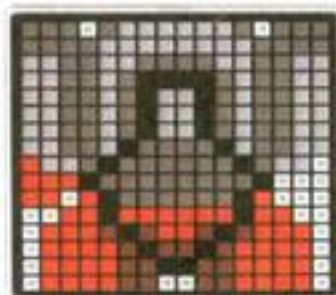
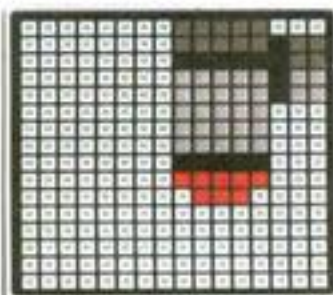
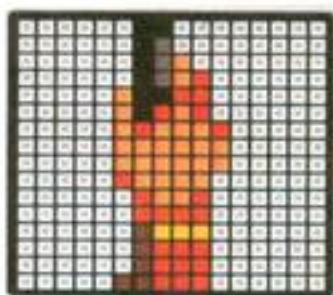
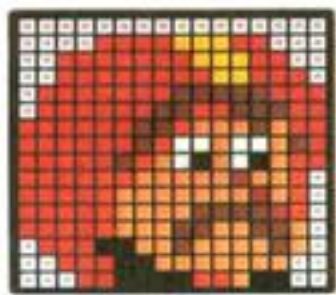


ROUND & ROUND HE GOES

Our pilot spins as he drifts down, and his parasol opens and closes as he bobs up and down. Because it took many Stamps to make a character this big, we replaced Stamps with new ones after we used them. This increased the number of Stamps we could use to over 15.

STAMP MAN

To create the full-length, face-on view of the floating man, it takes nine of the 15 Stamps. The arm position will remain the same in all frames, but the legs, head and umbrella change from frame to frame.

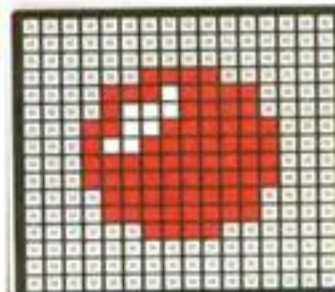


MAKING THE MAN MOVE

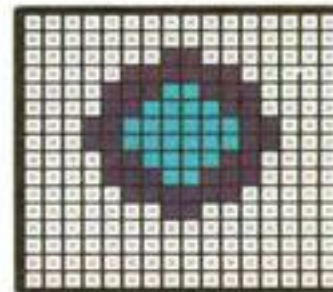
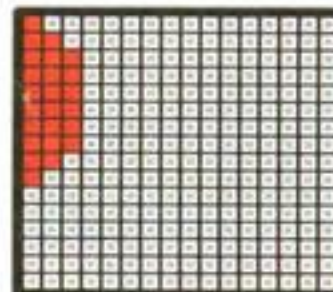
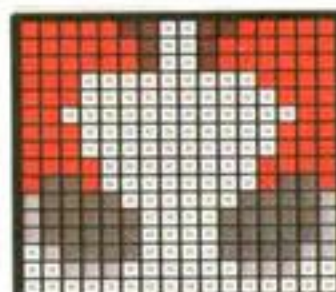
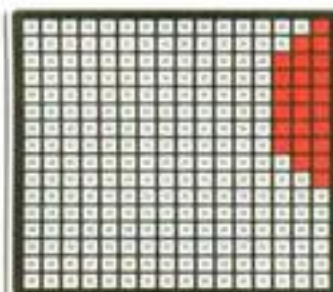
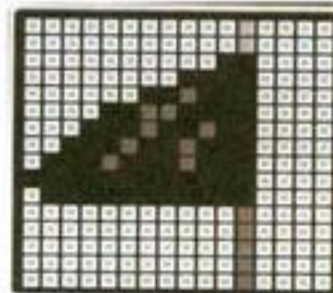
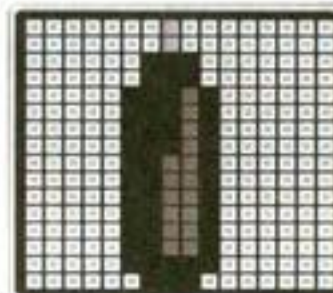
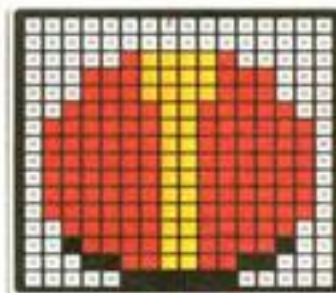
We used six frames to create the effect of the man spinning in a circle. In the first frame, his back is to us. In the second, he starts to turn to the right, and by the third we see the full-face view.

BLUE ORB

After looking closely at the Pilotwings game, we were able to reproduce the orbs that you must pass through to reach the target. We used the single Stamp at the right to make the circle in the background.



MORE STAMPS FOR MOVEMENT

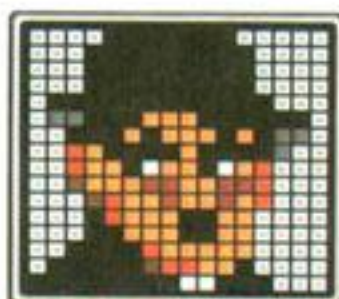


HELMET HEAD

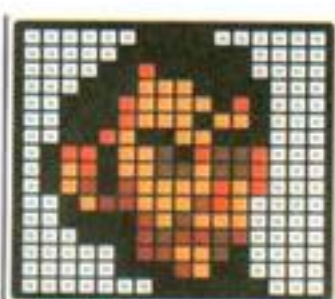
The two Stamps on the left are the side and back views of the man's helmet; the two on the right are two more positions for the parasol. We flipped the Stamp on the far right to make the fully opened parasol.

FOLDING FEET

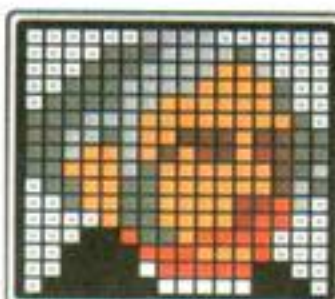
To add some more movement, we used three Stamps to make the man's legs bow. To create complex images of this size, you'll have to replace some of the Stamps with new ones after you've used them, and you might have to flip some and use them several times.



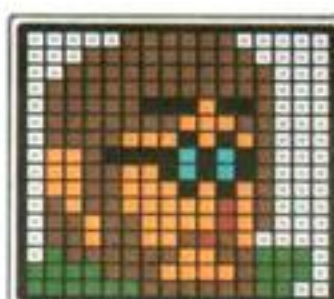
C. CHAPLIN



A. LINCOLN



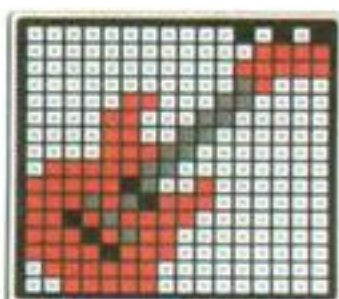
G. WASHINGTON



J. LENNON



MEGA MAN



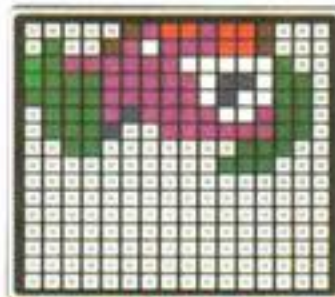
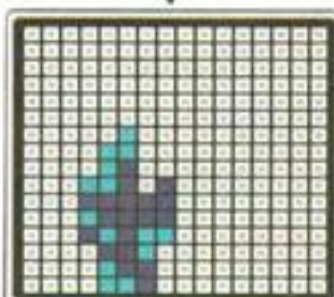
GUITAR



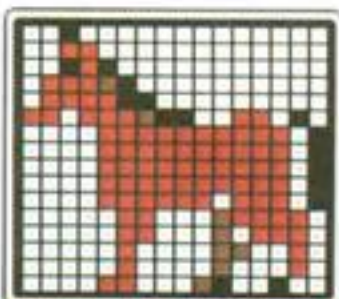
YOSHI'S EGG



RAINBOW



WARIO



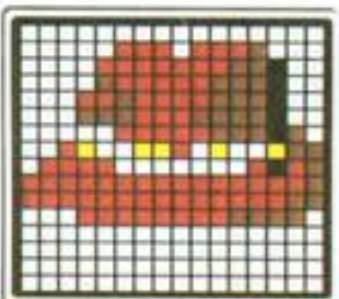
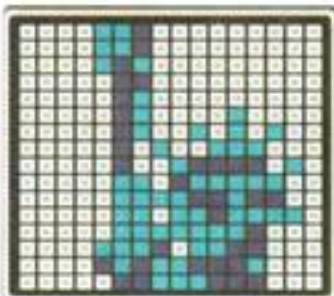
HORSE



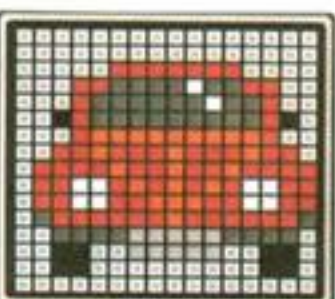
CHICKEN



FISH



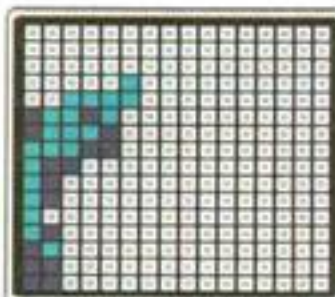
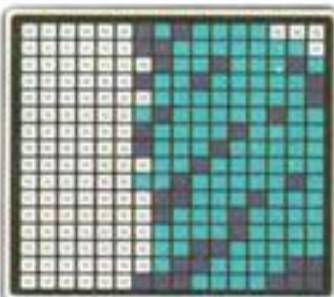
HAT



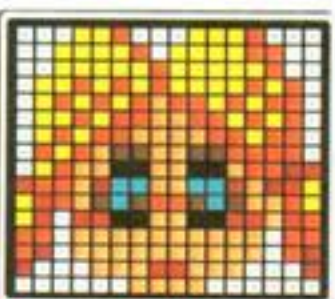
VW BUG



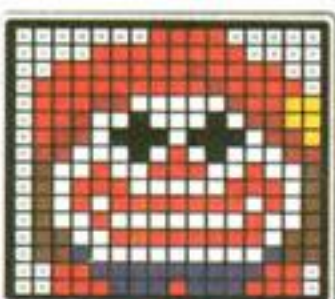
CONTROLLER



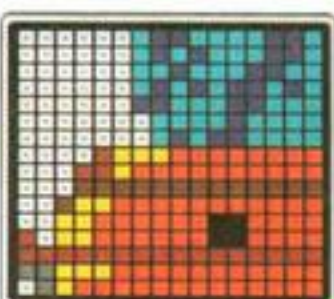
BOY



GIRL



CLOWN



THE STATUE OF LIBERTY

