

Two dimensional Sprite Characters are a mainstay of video games. Think of Mario. Sprites are typically made in PhotoShop. PhotoShop is a fundamental graphic program. Anyone going into any aspect of video game design and/or graphic design needs PhotoShop skills.

Unreal 4 has a platform game template. Once you've perfected a simple sprite run cycle you will substitute the 3D character in the template with your sprite.

At first, keep things simple. Practice making a smiling face with two or three frames. Advance from there.

Basic Sprite Making Skillset

1. Setting up document.
 - a. 50 x 50 Pixel
 - b. White Background
 - c. RGB
2. Turn on Grid - VIEW _ SHOW _ GRID
3. Set for sharp pixels - EDIT_PREFERENCES_GENERAL_NEAREST NEIGHBOR PRESERVE HARD EDGES
4. Minimal PhotoShop Skills
 - a. Color selection
 - b. Pencil - Setting the size
 - c. Selecting with Magic Wand & Filling with Bucket
 - d. Timeline testing
5. Selecting areas
 - a. Setting the Feather to "0".
6. Designing- Sketching on a piece of grid paper is the best way to begin.
7. Testing - PhotoShop has a simple animation module that allows you to test view your sprite. We will cover this in class.

