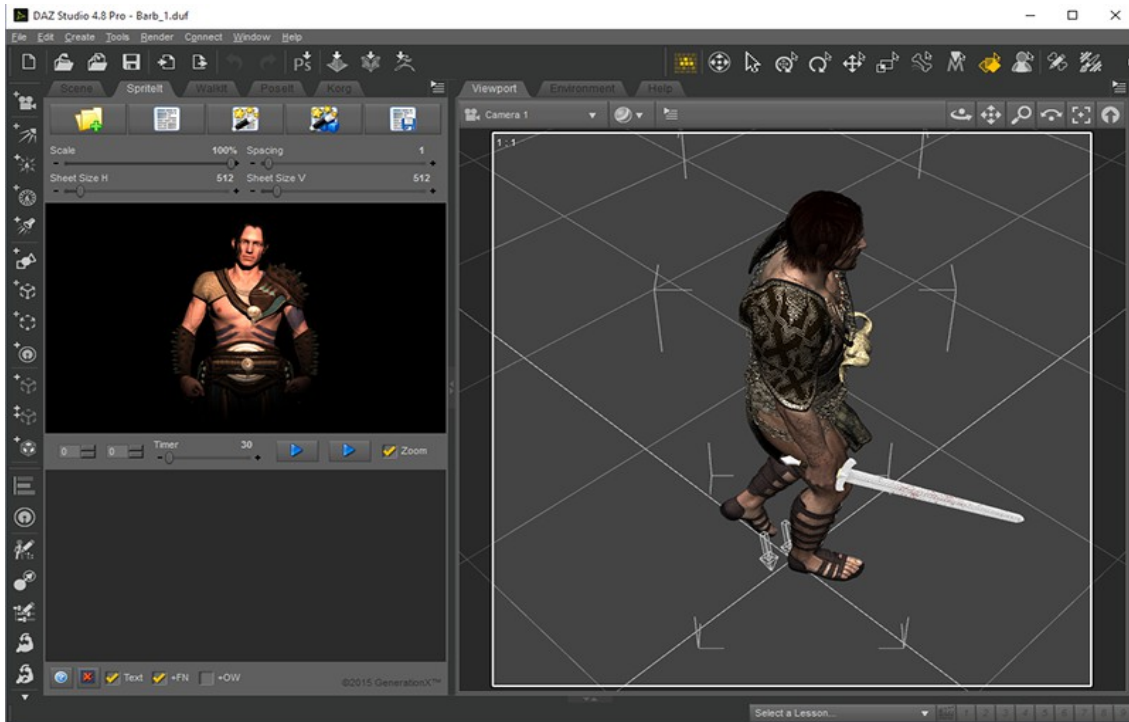


# Sprite It Plugin 2018

## The Sprite Sheet Creator for Daz3d Studio 4.10

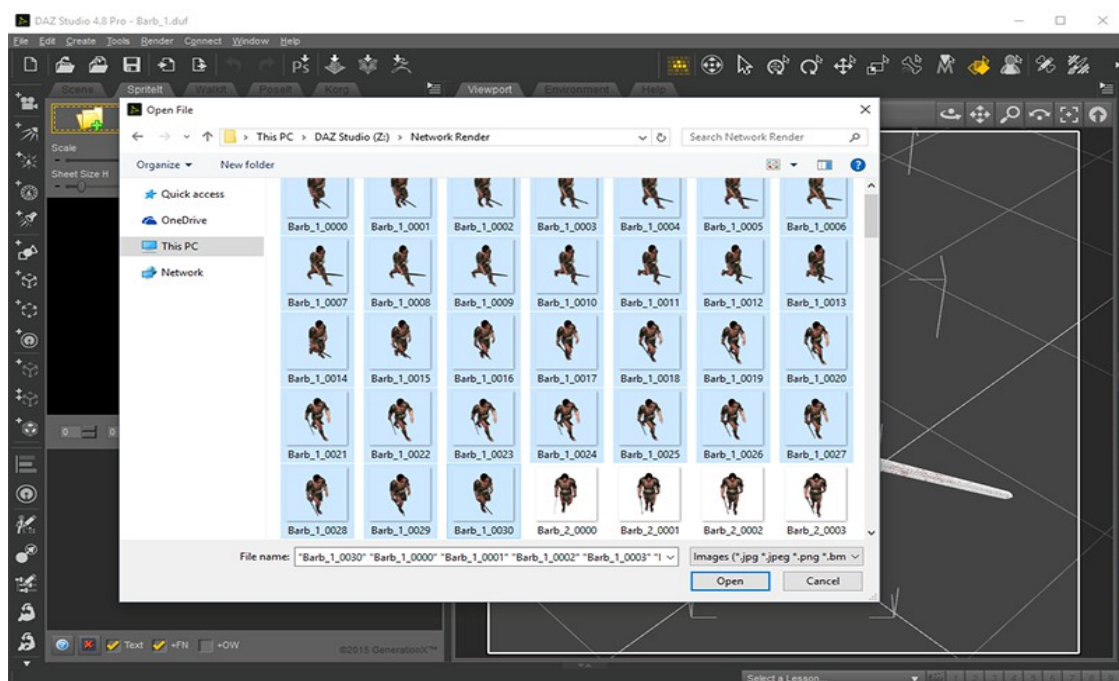
### Setting Up

- Download and unzip to C:\Program Files\DAZ 3D\DAZStudio4\plugins
- Open the Sprite-It Plugin, if you can't see it add the SpriteIt pane by right clicking on the menu bar, add pane (Tab).



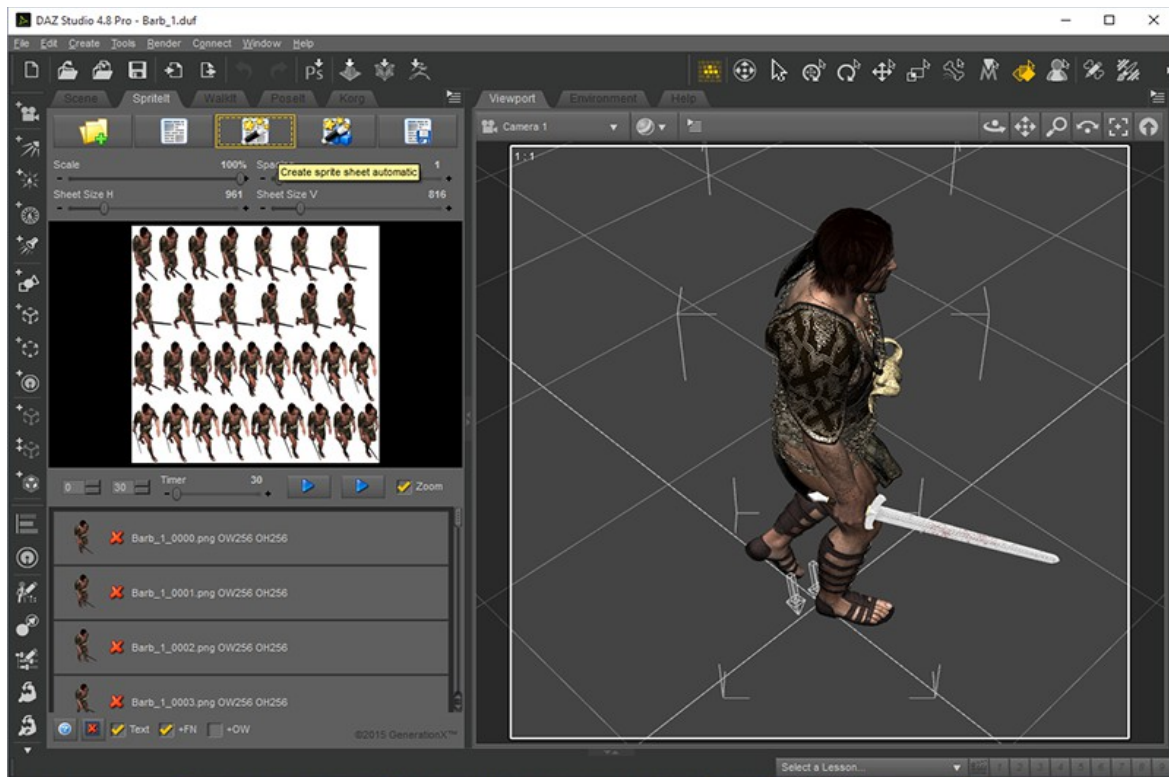
### Adding Files

- Add the render files to Spite-It by clicking the yellow folder with green cross. Hold the shift key when selecting the images with the mouse at the same time, hold the Ctrl key to pick.



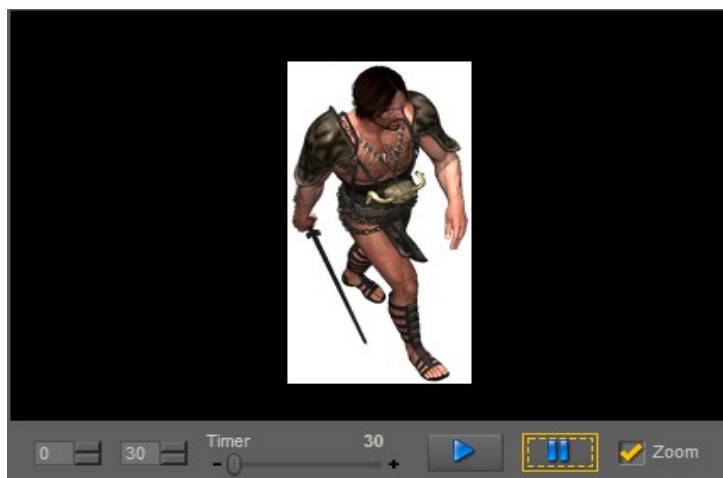
## Creating

- Now create the sprite sheet by pressing the 1<sup>st</sup> magic wand, the 2<sup>nd</sup> wand is for complex size images when small and large images are mixed.
- You can scale the images with the scale-slider, 50% is half the image size and not half the sprite-sheet page.



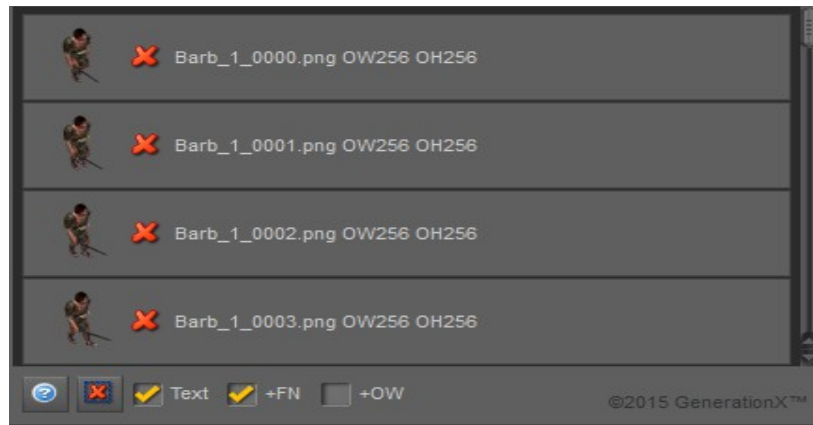
## Testing

- To test the animation by pressing the right blue play button, the left blue button is used for testing the single frame animation. There's a milliseconds timer slider for speeding up and slowing down the animation. The 0 to 30 is the animation frame ranges, 31 frames here.
- Remove the tick from the zoom will play back in actual image size from the sprite sheet.
















## Saving

- Now we need to save our sprite sheet, this will only work if you had paid to unlock the Sprite-It plug-in.
- You will see at the bottom of the page Text +FN +OW this means that the text file will be save with the following programming information.
- Image File Name
- Clipping X Y W H
- Offset for positioning on screen OX OY, its the clipped amount taken from image.
- Original image width & height OW OH



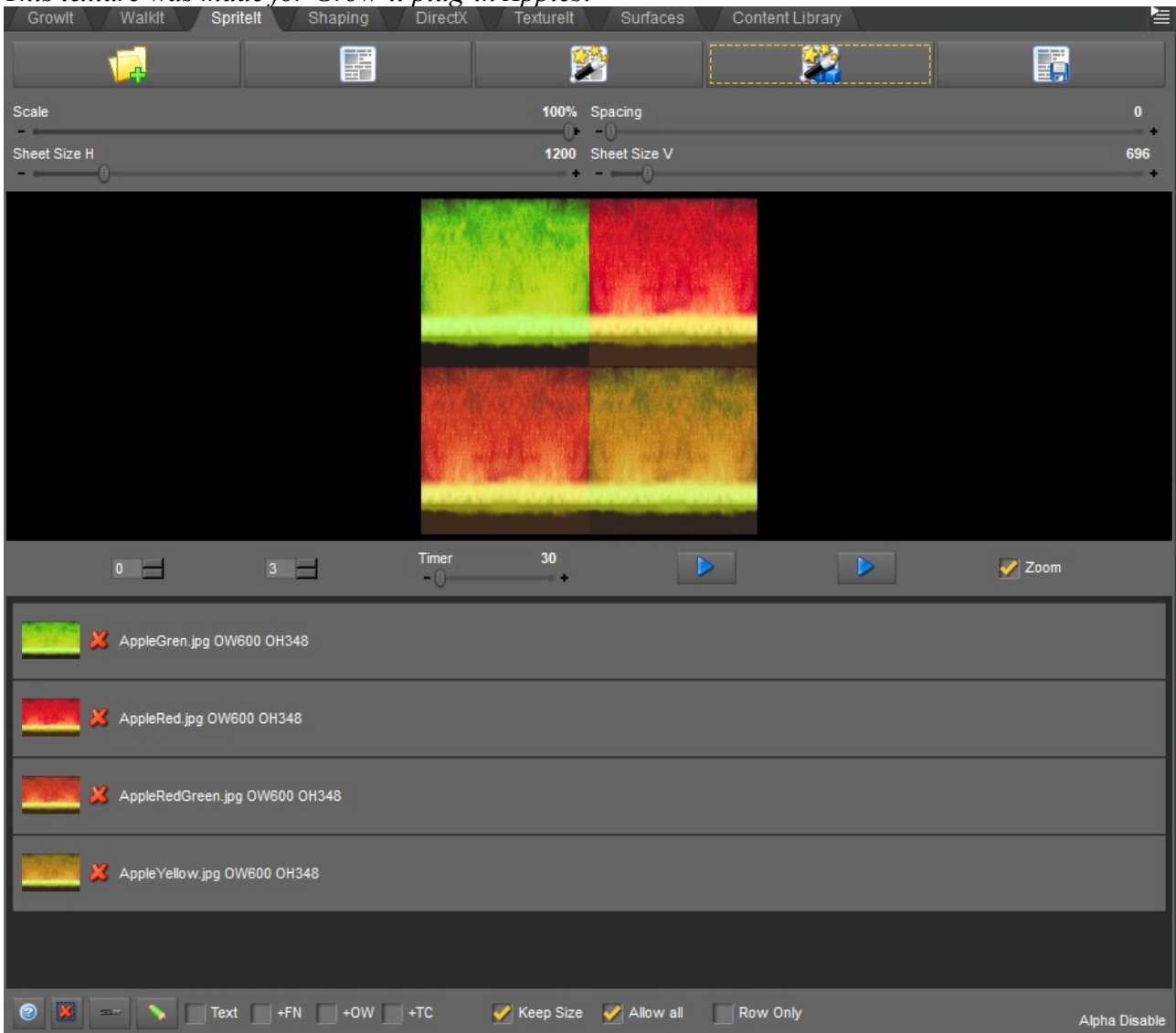
## Icons

-  Add image files.
-  Manual mode or use transparency.
-  Pack mode, in line. *Fast!*
-  Pack mode, find room. **Slow!**
-  Save sprite sheet, with or without text
-  Delete all frames.
-  Delete frame.
-  Left: Play animation frame by frame.
-  Right: Play animation cutting from sprite sheet with white background.
-  Unlock plug-in for £9.99. You can recover passwords if your computer is replaced.
-  Alpha creation is off, press to turn it on. Use to create opacity maps *New*
-  Alpha creation is on. Press to turn it off. *New*
-  Tell the Korg controller to use the sprite-it plug-in. *New*

## Tips:

- You should never scale a sprite-sheet once it been saved.
- You should never sit with pen and paper finding the clip coordinates and writing it down.
- Max textures size on new phones is 4096! I would use maximum of 2048 though.
- When rendering double the image size for what you need, you can scale later.
- Test your animation before rendering to make sure there is no off screen frames.
- Position your camera and save it, rotate 3D object and not the camera.
- 2D games can be better than 1<sup>st</sup> person 3d games!
- 30 milliseconds is about 30 frames per second, this is what I use as standard.
- To use with the Grow it plug-in, Save file as FileName2x2.png the 2X2 X being in uppercase letter with allow grow-it to automaticity map in multiples of four textures. If you creating leafs use the alpha creation tool to make Alpha textures for opacity mapping.

*This texture was made for Grow-it plug-in Apples!*



Best of luck D S Martin <http://www.pilning.net>