



AGATE MOBILE GAME DEVELOPER CAMP

Day 4



Pixel Art For Game Mobile

- Jangan menggunakan terlalu banyak warna dalam 1 objek
- Kompresi file size bisa dilakukan dengan save sebagai PNG-8 = 8/16/32 colors)

Files > Save for web & devices (Alt+Shift+Ctrl+S)





Original Optimized 2-Up 4-Up



PNG-8
2.445K
1 sec @ 56.6 Kbps

100% dither
Selective palette
8 colors

Preset: [Unnamed]

PNG-8

Selective Colors: 8

Diffusion Dither: 100%

Transparency Matte:

No Transparency Dither Amount:

Interlaced Web Snap: 0%

Convert to sRGB

Preview: Monitor Color

Metadata: Copyright and Contact Info

Color Table

8

Image Size

W: 128 px H: 146 px

Percent: 100 %

Quality: Bicubic

Animation

Looping Options: Forever

1 of 1

100% R: -- G: -- B: -- | Alpha: -- Hex: -- Index: --



Original Optimized 2-Up 4-Up



PNG-8
3.136K
1 sec @ 56.6 Kbps

100% dither
Selective palette
16 colors

Preset: [Unnamed]

PNG-8

Selective Colors: 16

Diffusion Dither: 100%

Transparency Matte:

No Transparency Dither Amount:

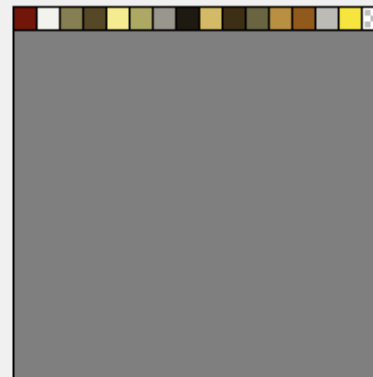
Interlaced Web Snap: 0%

Convert to sRGB

Preview: Monitor Color

Metadata: Copyright and Contact Info

Color Table



16 [lock] [copy] [trash]

Image Size

W: 128 px Percent: 100%

H: 146 px Quality: Bicubic

Animation

Looping Options: Forever

1 of 1 [prev] [next]

100%

R: -- G: -- B: -- | Alpha: -- Hex: -- Index: --

Device Central...

Preview...



Save

Reset

Remember



Original Optimized 2-Up 4-Up



PNG-8
3.718K
2 sec @ 56.6 Kbps

100% dither
Selective palette
32 colors

Preset: [Unnamed]

PNG-8

Selective Colors: 32

Diffusion Dither: 100%

Transparency Matte:

No Transparency Dither Amount:

Interlaced Web Snap: 0%

Convert to sRGB

Preview: Monitor Color

Metadata: Copyright and Contact Info

Color Table

32

Image Size

W: 128 px H: 146 px

Percent: 100%

Quality: Bicubic

Animation

Looping Options: Forever

1 of 1

100% R: -- G: -- B: -- | Alpha: -- Hex: -- Index: --



Original Optimized 2-Up 4-Up



PNG-8
7.268K
2 sec @ 56.6 Kbps

100% dither
Selective palette
256 colors

Preset: [Unnamed]

PNG-8

Selective Colors: 256

Diffusion Dither: 100%

Transparency Matte:

No Transparency Dither Amount:

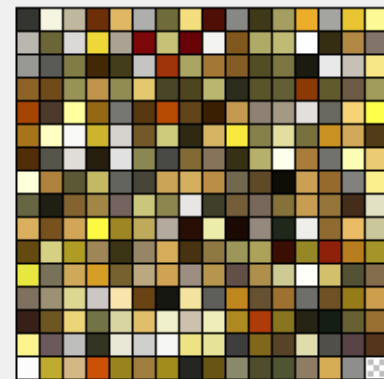
Interlaced Web Snap: 0%

Convert to sRGB

Preview: Monitor Color

Metadata: Copyright and Contact Info

Color Table



256

Image Size

W: 128 px Percent: 100 %

H: 146 px Quality: Bicubic

Animation

Looping Options: Forever

1 of 1

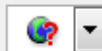


100%

R: -- G: -- B: -- | Alpha: -- Hex: -- Index: --

Device Central...

Preview...



Save

Reset

Remember

PNG-8



256 Colors



32 Colors



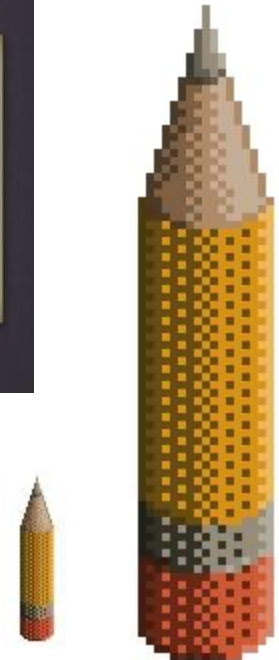
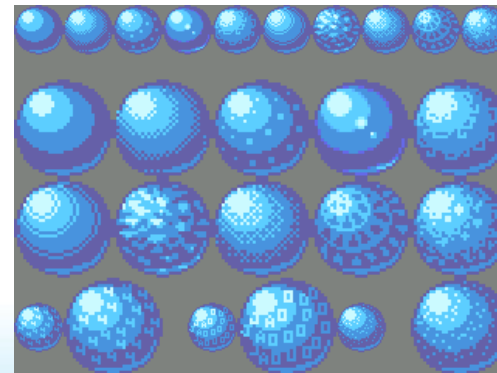
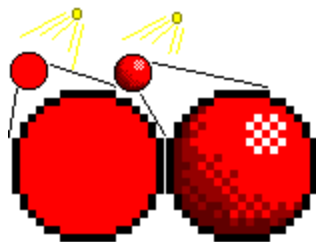
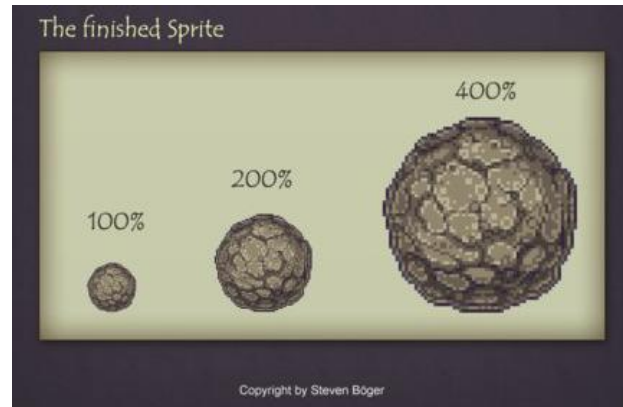
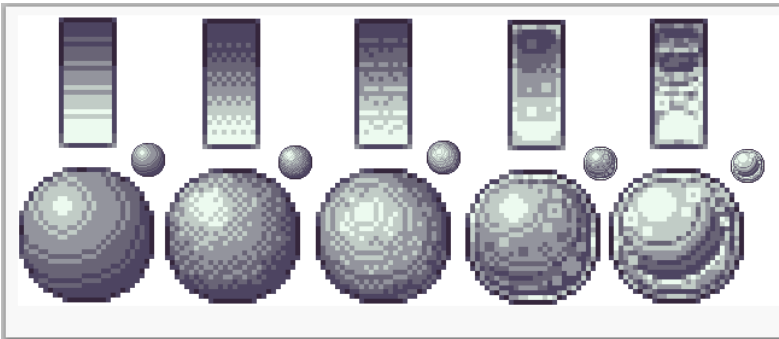
16 Colors



8 Colors

Pixel Art For Game Mobile

- Gunakan Dithering untuk mendapatkan suasana yang berbeda-beda dengan warna yang disediakan



Credit to :

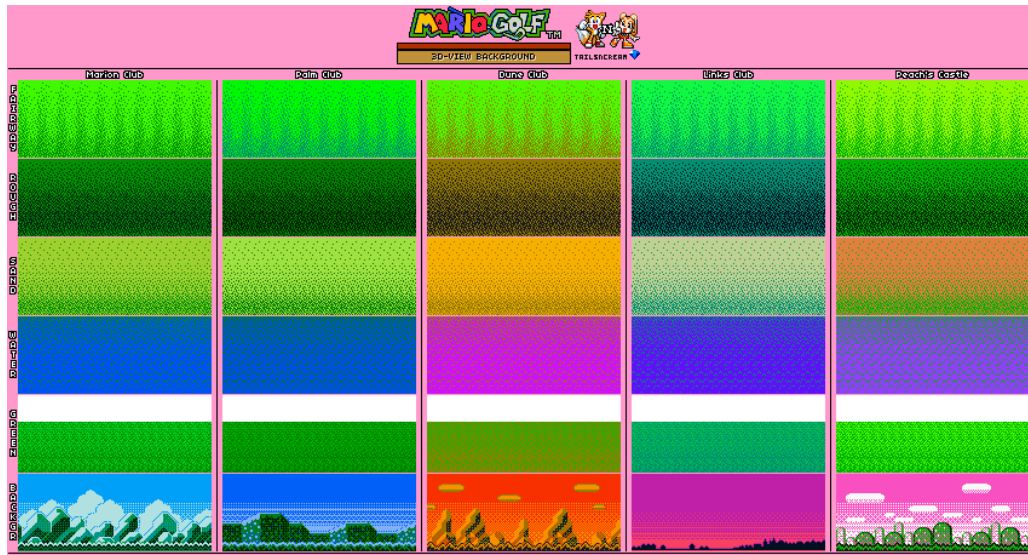
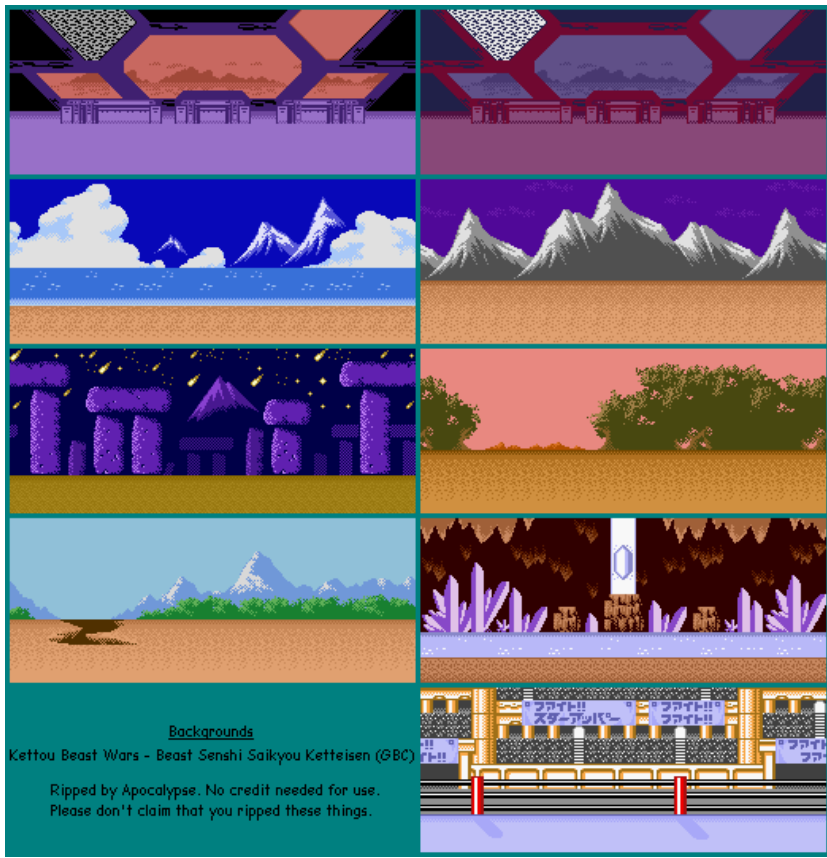
-kiwinuptuo-d38pbk5

-<http://pixel.oceansdream.net>

-spriteland.com

-<http://www.wikihow.com>





Pixel Art For Game Mobile

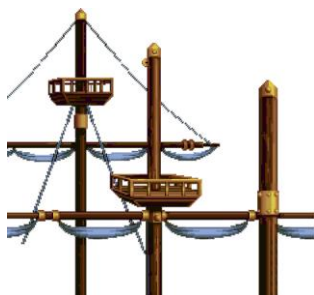
- Jangan terlalu banyak menggunakan anti alias
- Buatlah asset yang efektif/efesien
- Size keseluruhan game standarnya sekitar 500kb. Target dibawah 1mb



Background – Paralax use layering



Layer 1



Layer 2



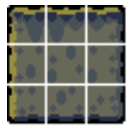
Layer 3



Layering



Tiles



Tile set



These are the destructible blocks for each stage

The second stage (Hi Power) does not have any.

Bomberman Legends battle mode backgrounds
Ripped by Zephiel87, please give credit.



Background



Ripped By Boo.
Give Credit If Used.



Ripped by Mageker
Credit is appreciated
Only for TSR



Neo Green Hill Zone
This sheet was assembled from the following website: The BG HQ
Scale: 2. Elements ripped by Shadobit
If used, please credit to Shadobit
Additional zone objects obtained from the Game Advance BG site.





THANK YOU

AND LET THE GAME BEGINS...