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Thread: [Android Dev Question \[Android App Development\]](#)

c0smic - June 2, 2013, 8:57 pm

If there are any android developers on here, I'm wondering how do people develop images for there apps? I mean if you look at some games on the marketplace with icons and buttons that look really good. Like in JetPack Joyrider, the tiny animated character. How do they make these, photoshop?

R?ziel - June 3, 2013, 2:01 am

(Jun 2, 2013 08:57 PM)c0smic Wrote: [\[CITE\]](#) If there are any android developers on here, I'm wondering how do people develop images for there apps? I mean if you look at some games on the marketplace with icons and buttons that look really good. Like in JetPack Joyrider, the tiny animated character. How do they make these, photoshop?

well some developers create animated sprites, but in some cases creating those would be way too much (games with lots of characters/animations) so the animations are created with "parts" of the bodies. You split the body in parts like arm, leg, body, eyes, etc (the more parts the more detailed you can create the anim) and then via xml (or some other data source) you declare the animations (which part moves where and when?) and then you just call those anims in game. you can create them in whatever PC program you want.