

Forum:[Hack Forums](#)

Thread: [Fly by Night - Graphics Help Desk](#)

Baghead - July 26, 2014, 11:58 pm

Ask us questions related to graphics and we'll do our best to answer them

krozz - July 26, 2014, 11:59 pm

How should I start/ learn GFX and what can it be helpful in?

Baghead - July 27, 2014, 12:32 am

(Jul 26, 2014 11:59 PM)krozz Wrote: [\[CITE\]](#) How should I start/ learn GFX and what can it be helpful in?

It's not hard to learn Photoshop or any other program with the wealth of information online, even the graphic tutorial section here has a few good beginner guides. Youtube is a great resource, and google can answer any question you have. It's completely up to you to determine what you want to use your skills for.

Hire - July 27, 2014, 12:33 am

What would be the best way to make breaking ice in Element 3D, and animating text in it?

Thanks

lenaos - July 27, 2014, 12:54 am

(Jul 27, 2014 12:33 AM)Kaoxic Wrote: [\[CITE\]](#) What would be the best way to make breaking ice in Element 3D, and animating text in it?

Thanks

These may be of use to you.

<https://www.youtube.com/watch?v=5yARfYxwtEQ>

<https://www.youtube.com/watch?v=0EqoD6WU5as>

<https://www.youtube.com/watch?v=L27K6Pm6seY>

https://www.youtube.com/watch?v=2aDvgkB_gKc

Hire - July 27, 2014, 12:55 am

Thanks, will check them out now! :')

eight - July 27, 2014, 12:57 am

how can i screenshot images on the world wide web?

b?xxy - July 27, 2014, 12:57 am

Sorry if this is not something you answer, but how exactly would I edit a .gif file that I didn't make?

Say there is a .GIF, and I want to add words to it. Is there an easy way to achieve this?

eight - July 27, 2014, 12:58 am

(Jul 27, 2014 12:57 AM)wat?? Wrote: [\[CITE\]](#) Sorry if this is not something you answer, but how exactly would I edit a .gif file that I didn't make?

Say there is a .GIF, and I want to add words to it. Is there an easy way to achieve this?

Have you heard of this program called "Photoshop"? Import it there.

lenaos - July 27, 2014, 12:59 am

(Jul 27, 2014 12:57 AM)emotion???? Wrote: [\[CITE\]](#) Sorry if this is not something you answer, but how exactly would I edit a .gif file that I didn't make?

Say there is a .GIF, and I want to add words to it. Is there an easy way to achieve this?
Import it into Photoshop,
then open the timeline (window -> timeline)
select all the frames and make a new layer with your text.
Then export it.
(Save for web).

Hire - July 27, 2014, 1:00 am

(Jul 27, 2014 12:58 AM)eightworks Wrote: [\[CITE\]](#) Have you heard of this program called "Photoshop"? Import it there.

You basicly drag it in, Make a new text layer, put it above every movement layer, then Go to "save for web" Save it as gif.
Something like this ^^

b?xxy - July 27, 2014, 2:28 am

(Jul 27, 2014 12:59 AM)Renium Wrote: [\[CITE\]](#) Import it into Photoshop,
then open the timeline (window -> timeline)
select all the frames and make a new layer with your text.
Then export it.
(Save for web).

Thanks, I knew you had to use Photoshop, I just didn't know the steps.

Nicole Mejia - July 27, 2014, 2:45 am

trying to learn a new style that is on youtube at the moment can you help out with this, i think one of the Fly by night members made it

[img]http://media.cmcdn.net/20971190/780x153/resample%28lanczos%29.png[/img]

Hire - July 27, 2014, 2:48 am

(Jul 27, 2014 02:45 AM)Nicole Mejia Wrote: [\[CITE\]](#) trying to learn a new style that is on youtube at the moment can you help out with this, i think one of the Fly by night members made it

[img]http://media.cmcdn.net/20971190/780x153/resample%28lanczos%29.png[/img]

Search up Trausi/nitroblast on YT, basicly make your top layer on text a nice stone material, under lava material. If i'm right

lollern12345 - July 27, 2014, 2:52 am

Could you fill me in on image alignment and even spacing? I know how to do it, just not the most practicle ways. Thanks,

Travs - July 27, 2014, 7:42 am

i've been trying to figure out how to join fbn for the longest

Delevingne - July 28, 2014, 6:45 pm

(Jul 27, 2014 07:42 AM)Nawsty Wrote: [\[CITE\]](#) i've been trying to figure out how to join fbn for the longest

your statement is fale. i've tried to join fbn before hackforums was on the internet. don't lie. thanks.

Supermarket. - July 30, 2014, 4:25 pm

(Jul 27, 2014 02:52 AM)lollern12345 Wrote: [\[CITE\]](#) Could you fill me in on image alignment and even spacing? I know how to do it, just not the most practicle ways. Thanks,

I'm not going to explain the whole alignment process, but when you are aligning 2 or more objects/images group them together so they align properly. Sorry I can't get my point across well.

(Jul 27, 2014 07:42 AM)Nawsty Wrote: [\[CITE\]](#) i've been trying to figure out how to join fbn for the longest

your statement is fale. i've tried to join fbn before humanity existed. don't lie. thanks.

lenaos - August 2, 2014, 12:46 pm

This helpdesk is still open for questions.

Warn! - August 2, 2014, 12:59 pm

Are there any shortcuts to aligning images/text, and equally space them apart? I know how to, but its not the most efficient way and takes alot of time.

Baghead - August 2, 2014, 1:09 pm

(Aug 2, 2014 12:59 PM)Gary Busey Wrote: [\[CITE\]](#) Are there any shortcuts to aligning images/text, and equally space them apart? I know how to, but its not the most efficient way and takes alot of time.

Use rulers. CTRL +R, drag out the blue lines and use the numbers at the top to space them out evenly. Align everything that way.

Warn! - August 2, 2014, 2:39 pm

(Aug 2, 2014 01:09 PM)Baghead Wrote: [\[CITE\]](#) Use rulers. CTRL +R, drag out the blue lines and use the numbers at the top to space them out evenly. Align everything that way.Ah, thats what ive been doing. Thought there was a command to evenly space them apart. I guess that will do :-P

SoldierX - August 3, 2014, 10:55 am

How can I earn or ask for a dribbble invite? Or when should I technically ask one for a dribbble invite?

Thank you.

Rivalry - August 3, 2014, 11:37 am

Hello Sirs,

I'm opening a new proffesional gfx store, and I was wondering if any of you sir's had any pictures of mountains to put in my header to make it look more legit and dope.

Thanks sir's

SoldierX - August 3, 2014, 11:41 am

I wasn't looking for harassment, I was looking for an honest and sincere answer to my question.

Thank You.

Obli - August 3, 2014, 11:44 am

(Aug 3, 2014 10:55 AM)SoldierX Wrote: [\[CITE\]](#) How can I earn or ask for a dribbble invite? Or when should I technically ask one for a dribbble invite?

Thank you.

If you deserve to be on dribbble you'll get there, the whole invite system keeps people from posting shit like this:

Spoiler [\(Click to View\)](#)

[img]http://fc06.deviantart.net/fs70/f/2014/150/b/a/secret_love_by_hsb12345-d7kbn4t.png[/img]

Spoiler ([Click to View](#))

[img]http://fc03.deviantart.net/fs71/f/2014/127/e/b/untitled_drawing_by_hsb12345-d7hh854.png[/img]

(people actually do this on deviantArt...)

SoldierX - August 3, 2014, 11:46 am

Sorry to see this being posted on DeviantArt anyway, thank you for an answer rather than harassment.

Thanks once again.

Obli - August 3, 2014, 11:49 am

(Aug 3, 2014 11:46 AM)SoldierX Wrote: [\[CITE\]](#) Sorry to see this being posted on DeviantArt anyway, thank you for an answer rather than harassment.

Thanks once again.

No problem. Just work hard on yourself, practice everyday, try new things. Get out of your comfort zone every once in a while. GL.

SoldierX - August 3, 2014, 11:55 am

(Aug 3, 2014 11:49 AM)+Oblivious Wrote: [\[CITE\]](#) No problem. Just work hard on yourself, practice everyday, try new things. Get out of your comfort zone every once in a while. GL.Thank you for the help pal.

Have a good day ahead.

Aired - August 3, 2014, 2:16 pm

(Aug 3, 2014 11:55 AM)SoldierX Wrote: [\[CITE\]](#) Thank you for the help pal.

Have a good day ahead.

Hey Soldier,

In my honest opinion, you should practice more before you try to get in. Your works as of right now lack creativity and precision, and people on Dribbble will notice that.

However, should you still want to join, look for contests open on Dribbble. There are plenty going on right now. Just search "giveaway" or "invite," and you'll see good amount of results.

Also, I suggest you rebrand yourself with your full name. "SoldierX" might work in HF, but it's a whole different world out there. You will be frowned upon for using a nickname like that.

Good luck.

Travs - August 3, 2014, 6:11 pm

stop selling stolen concepts and producing shitty work then maybe you might have chance to get on dribbble

SoldierX - August 3, 2014, 11:32 pm

Thank you for the help Aired. And thanks to you too nawsty.

Baghead - August 7, 2014, 3:56 am

Don't be afraid to throw your questions at us, we're always willing to answer.

2InchWarrior - August 7, 2014, 4:54 am

How do I make animated text in Photoshop?

Like I want the word to be "Cool" and it goes like

the "l" slides in then the "o"s and then the "C"..

Baghead - August 7, 2014, 5:07 am

(Aug 7, 2014 04:54 AM)2InchWarrior Wrote: [\[CITE\]](#) How do I make animated text in Photoshop? Like I want the word to be "Cool" and it goes like

the "l" slides in then the "o"s and then the "C"..

Create each letter on a separate layer, being sure to align them. Go to window > timeline. Create new frame animation.

Create a new frame. Move the C to the top, completely out of the canvas. Select your frame and click the tween button, leave the number of frames at 5 and be sure to "tween with previous frame". This should create 5 frames, and if you click play you'll see the C move out of the frame. Repeat this with the rest of the letters. Then, select all frames holding shift and using the drop down menu in the top right of the timeline panel click "reverse frames". Also, be sure to set your frames to "no delay", and mess around with certain frames (such as when the letter drops in completely) to get the timing correct.

2InchWarrior - August 7, 2014, 5:38 am

(Aug 7, 2014 05:07 AM)Baghead Wrote: [\[CITE\]](#) Create each letter on a separate layer, being sure to align them. Go to window > timeline. Create new frame animation.

Create a new frame. Move the C to the top, completely out of the canvas. Select your frame and click the tween button, leave the number of frames at 5 and be sure to "tween with previous frame". This should create 5 frames, and if you click play you'll see the C move out of the frame. Repeat this with the rest of the letters. Then, select all frames holding shift and using the drop down menu in the top right of the timeline panel click "reverse frames". Also, be sure to set your frames to "no delay", and mess around with certain frames (such as when the letter drops in completely) to get the timing correct.

Some of the buttons you talk about I don't see ex: tween with previous frame.

LARGE IMAGE.

josiah - August 7, 2014, 5:50 am

So whenever I'm making an animation in photoshop, any change I make to one frame (in a text layer) is done to all frames - This always happens if I change the text in one layer.

Is there anyway to stop this so that typing animations are easier to do?

Thank you!

2InchWarrior - August 7, 2014, 9:45 am

Oh wait! I figured it out thank you! Do you have Skype? I would like to ask a few more questions but I do not want to spam the thread :P

Aired - August 7, 2014, 1:22 pm

(Aug 7, 2014 09:45 AM)2InchWarrior Wrote: [\[CITE\]](#) Oh wait! I figured it out thank you! Do you have Skype? I would like to ask a few more questions but

I do not want to spam the thread :P

We may offer assistance, but we're not your personal mentors. Ask all your questions on this thread, and other members will be able to assist you as well.

dgmedero - August 7, 2014, 1:55 pm

how do you make your work look so clean

Baghead - August 7, 2014, 2:17 pm

(Aug 7, 2014 05:50 AM)josiah Wrote: [\[CITE\]](#) So whenever I'm making an animation in photoshop, any change I make to one frame (in a text layer) is done to all frames - This always happens if I change the text in one layer.

Is there anyway to stop this so that typing animations are easier to do?

Thank you!

As far as I know, there's no way around this. You have to duplicate the text layer and edit it on another frame, and hide the other text layer(s).

(Aug 7, 2014 01:55 PM)dgmedero Wrote: [\[CITE\]](#) how do you make your work look so clean Soap? Or, failing that, knowledge of design principles.

Baghead - December 16, 2014, 10:55 pm

Hi I'm still answering questions, and some of the group is still here. Ask away.

hello im me - December 17, 2014, 5:48 am

is it possible to get brighter lights in Photoshop? And more glow to an object?

clark.dll - December 17, 2014, 5:48 am

<https://www.youtube.com/watch?v=6NTQLxxRg-4#t=37>

Slice of Life - December 17, 2014, 11:54 am

For someone with a background in coding and marketing, design has been fascinating because it's something I am not good at.

I know PS and Illustrator Basics, but that isn't enough for an upcoming project.

1. How are these animated signatures made? I know the shiny ones, pretty simple.

But the animated ones with fade in - fade out changing text, popular among sellers here. Example: <http://i.minus.com/iUH6JOBauzkll.gif>

2. I suck at drawing, is there nothing I can do to make resources for say... a game?

I can't sketch good, and my budget isn't enough to accommodate a designer, so for an 8 bit game I'd like to make the sprites, maps etc myself, so is there any way I can make those 8 bit gfx without getting too much into drawing them by hand? I have a scanner though, but not a tablet. Also, should I be using some other program, other than photoshop/illustrator for the same?

3. I would also like to get some artwork for the game done, Manga style. Any place where I can hire designers who make manga or such?

I looked at DeviantArt, too pricey. Somewhere I could hire amateurs?

Thanks a ton for your response and any sort of guidance regarding design and other graphics elements related to game dev would be appreciated.

I script, my friend is a map designer/modder.

cortz - December 17, 2014, 2:16 pm

(Dec 17, 2014 06:48 AM)hello im me Wrote: [\[CITE\]](#) is it possible to get brighter lights in Photoshop? And more glow to an object?

White(#ffffff) is the 'brightest light' in photoshop. if the layer style glow, which can be expanded

outrageously, is not enough for you then you might as well just take a giant white soft brush and go around the darn thing.

(Dec 17, 2014 12:54 PM)Slice of Life Wrote: [\[CITE\]](#) 1. How are these animated signatures made? I know the shiny ones, pretty simple.

But the animated ones with fade in - fade out changing text, popular among sellers here. Example: <http://i.minus.com/iUH6JOBauzkll.gif>

If you know how to do the 'shiny' ones, then fading text is much easier. It's basically just messing with the opacity slider on the text. Have the first frame set to opacity 0%, then another frame at 100%. And finally set tween frames between them.

(Dec 17, 2014 12:54 PM)Slice of Life Wrote: [\[CITE\]](#) 2. I suck at drawing, is there nothing I can do to make resources for say... a game?

I can't sketch good, and my budget isn't enough to accommodate a designer, so for an 8 bit game I'd like to make the sprites, maps etc myself, so is there any way I can make those 8 bit gfx without getting too much into drawing them by hand? I have a scanner though, but not a tablet. Also, should I be using some other program, other than photoshop/illustrator for the same? Pixel art looks best when drawn by hand. It's not easy though, I personally can't do pixel art properly. You can use Photoshop for most cases, but if you want scalability you'll want to use Illustrator, but regarding how the workflow works there is beyond my understanding.

An alternative is to download one of those pixel viewers that kinda automatically convert an image to pixel art. I'm unsure what to recommend but I've seen them and you can probably find one using google.

(Dec 17, 2014 12:54 PM)Slice of Life Wrote: [\[CITE\]](#) 3. I would also like to get some artwork for the game done, Manga style. Any place where I can hire designers who make manga or such?

I looked at DeviantArt, too pricey. Somewhere I could hire amateurs?

DeviantArt is already full of amateur's. If you want to go another level below that you might as well just draw it yourself.

I'm not one to know where to hire (amateur) designers since I do it all myself. Someone else might be able to help answer that better.

Travs - December 17, 2014, 2:24 pm

I'll hop in on this since this is the only piece of FBN that still holds something

Baghead - December 17, 2014, 7:39 pm

(Dec 17, 2014 12:54 PM)Slice of Life Wrote: [\[CITE\]](#) For someone with a background in coding and marketing, design has been fascinating because it's something I am not good at.

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3. I would also like to get some artwork for the game done, Manga style. Any place where I can hire designers who make manga or such?

I looked at DeviantArt, too pricey. Somewhere I could hire amateurs?

Thanks a ton for your response and any sort of guidance regarding design and other graphics elements related to game dev would be appreciated.

I script, my friend is a map designer/modder.

Pixel art is very difficult, especially if you're not good with drawing and lighting. I don't think you'll find anywhere cheaper than DA unless you seek out people here or on other forums, or maybe on sites like Fiverr although I doubt it. You get what you pay for, so if you can't pay much you can't expect good work.

afta1 - December 17, 2014, 8:04 pm

(Dec 17, 2014 03:24 PM)Hense Wrote: [\[CITE\]](#) I'll hop in on this since this is the only piece of FBN that still holds something we still lurk, more active in other places though

Slice of Life - December 17, 2014, 10:35 pm

Thanks for your responses, cortz. and Baghead.

So creating graphics for something like this: <http://store.steampowered.com/app/219150/>

Is gonna' be hard? Urmmm, note that I don't want vectors, I can work with small sized images coz I want sprites only, so it isn't that I want high res/sized images.

Also if I were to, or say, get someone who's already good at sketching make some, how would the workflow be?

After drawing the stuff ofc.

Baghead - December 17, 2014, 10:58 pm

(Dec 17, 2014 11:35 PM)Slice of Life Wrote: [\[CITE\]](#) Thanks for your responses, cortz. and Baghead.

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Also if I were to, or say, get someone who's already good at sketching make some, how would the workflow be?

After drawing the stuff ofc.

Yea you'd definitely need someone with experience to create that many sprites and environments.

Someone who's already good at sketching? Do you mean someone already experienced with pixel art as well? You'd have to work with them closely and it'd depend on the person.

Slice of Life - December 17, 2014, 11:09 pm

(Dec 17, 2014 11:58 PM)Baghead Wrote: [\[CITE\]](#) Yea you'd definitely need someone with experience to create that many sprites and environments.

Someone who's already good at sketching? Do you mean someone already experienced with pixel art as well? You'd have to work with them closely and it'd depend on the person.

That someone's good at sketching only, not pixel art. Anyways, I understood what you meant. Thanks for helping out, mate!