

Forum:[Hack Forums](#)

Thread: [How to create different frames of character in photoshop?](#)

american_hacker - August 2, 2014, 4:29 am

hey,

I want to create animation for my game. And i manually design all the frames of characters. Like i create 12 frames for 1 second. But here is some problem. I don't know how professionals create frames with same body size, face, legs. But when i create frames, i always make them look very different to each other. I hope you are getting what I'm trying to say. By the way i use Photoshop. So, please help me.

Thanks :)

Reward - August 2, 2014, 4:30 am

Maybe copy the character layers onto the new frame and move the arms or whatever a little bit?

american_hacker - August 2, 2014, 4:43 am

(Aug 2, 2014 04:30 AM)Reward Wrote: [\[CITE\]](#) Maybe copy the character layers onto the new frame and move the arms or whatever a little bit?

I did. But it doesn't help when you try to move head or any other detailed parts. It makes them look more terrible.

Zura - August 2, 2014, 4:44 am

(Aug 2, 2014 04:43 AM)american_hacker Wrote: [\[CITE\]](#) I did. But it doesn't help when you try to move head or any other detailed parts. It makes them look more terrible.

Can u post ur .psd file if you want.

american_hacker - August 2, 2014, 4:50 am

(Aug 2, 2014 04:44 AM)Tyran Wrote: [\[CITE\]](#) Can u post ur .psd file if you want.
sorry :(i can't post for obvious reason. :/

Zura - August 2, 2014, 4:54 am

(Aug 2, 2014 04:50 AM)american_hacker Wrote: [\[CITE\]](#) sorry :(i can't post for obvious reason. :/
I understand, how about pictures if possible?

american_hacker - August 2, 2014, 5:07 am

Look at this spritesheet. There are many frames in it. Now as you can see every frame's arms and legs have same width and height even in different motions. How do they do that? When i try to do the same i always end up with uneven legs or arms sizes.

Zura - August 2, 2014, 5:36 am

(Aug 2, 2014 05:07 AM)american_hacker Wrote: [\[CITE\]](#)

Look at this spritesheet. There are many frames in it. Now as you can see every frame's arms and legs have same width and height even in different motions. How do they do that? When i try to do

the same i always end up with uneven legs or arms sizes.

Merge the layers, and press Ctrl + T? And make sure you do it even?