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# **Making: A Shine Effect (PS), Fire Effect (PS) and Door + Key (GM)**

**By: Alex Polishchuk**

The following tutorial requires the  
following programs:

Adobe Photoshop (CS1 – CS5)

Game Maker (8.0+, possibly lower too)



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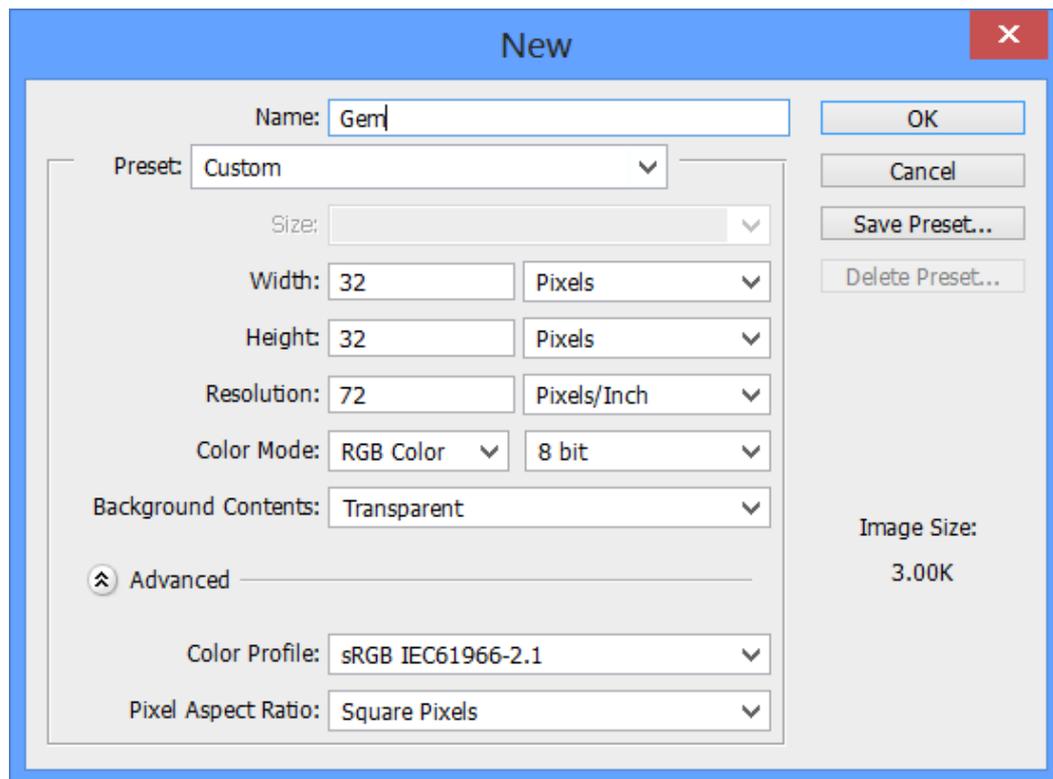
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## Shine Effect – Step 1

Make a new file  
("File" > "New").  
The width of our  
animated sprite is  
32 pixels by 32  
pixels. The  
resolution should  
be 72, background  
color *Transparent*.





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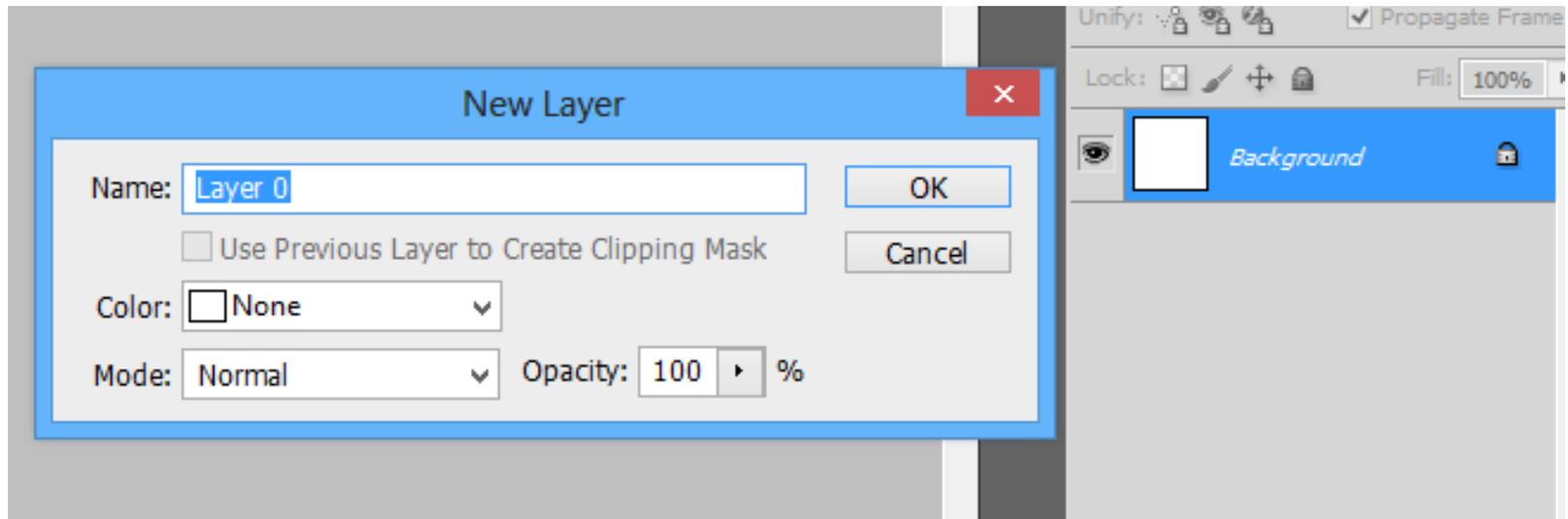
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## Step 2

Unlock the *Background* layer by double clicking on it, and pressing “OK.”





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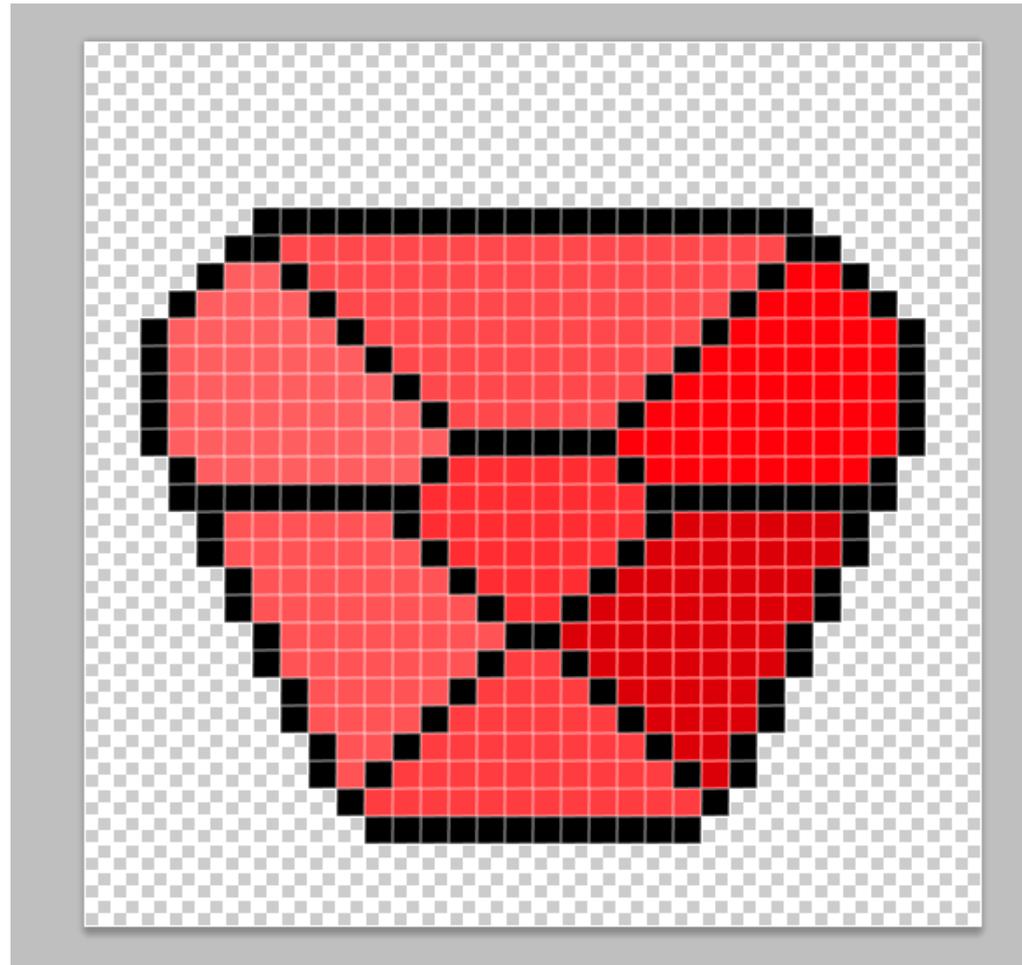
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## Step 3

Draw a gem or object  
you want to make  
shiny using the “Pencil  
Tool” or “Paint Brush  
Tool.”





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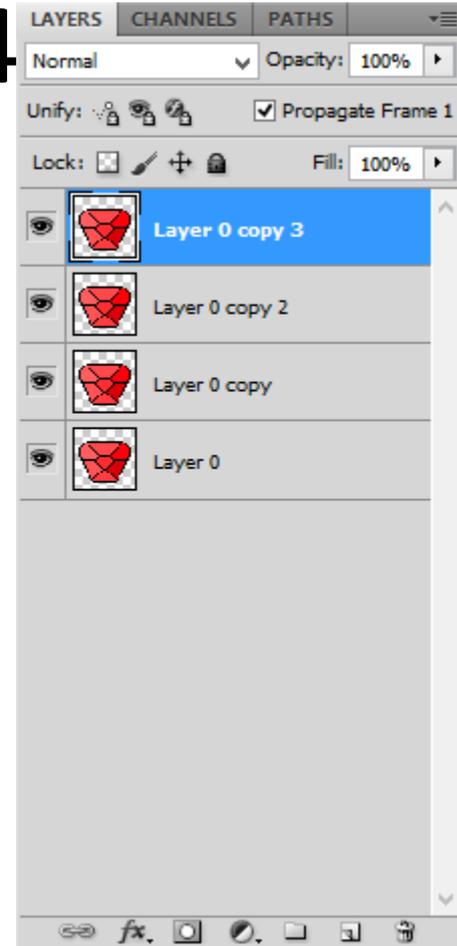
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## Step 4

Duplicate (*Ctrl + J*) the layer as much as you want. The more layers, the more detailed the animation can be. More layers will make the animation heavier though. In the image I made 4 layers, but end up using only 2 because it is possible to make a nice looking shine effect with that.





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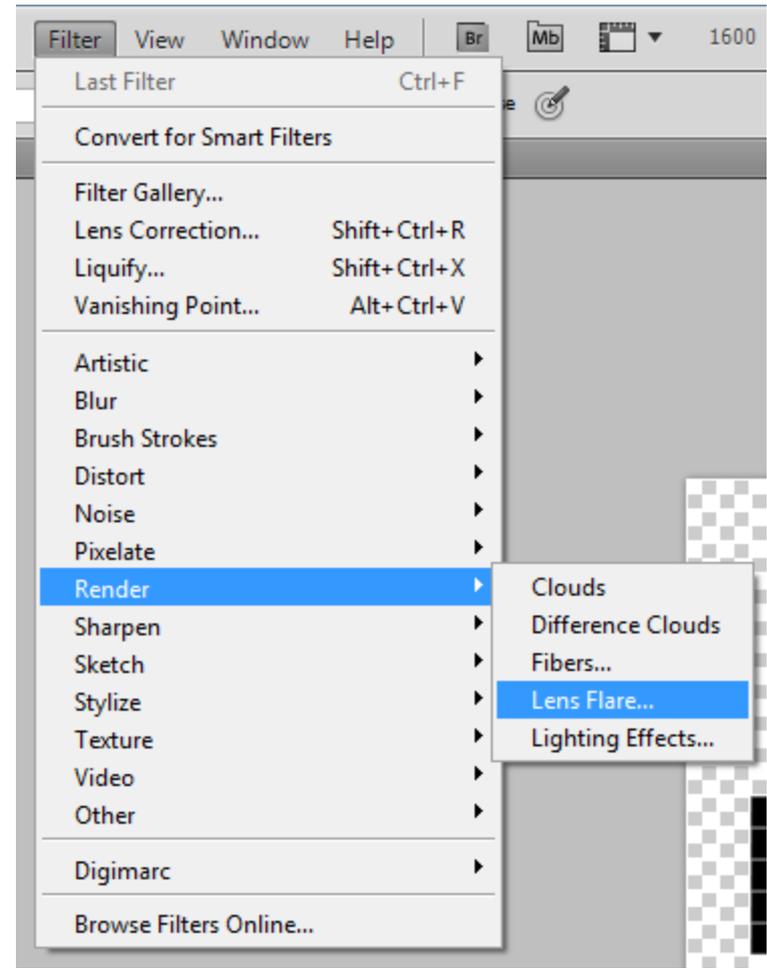
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## Step 5

Go onto the first layer. Go to  
“Filter” > “Render” > “Lens  
Flare...”





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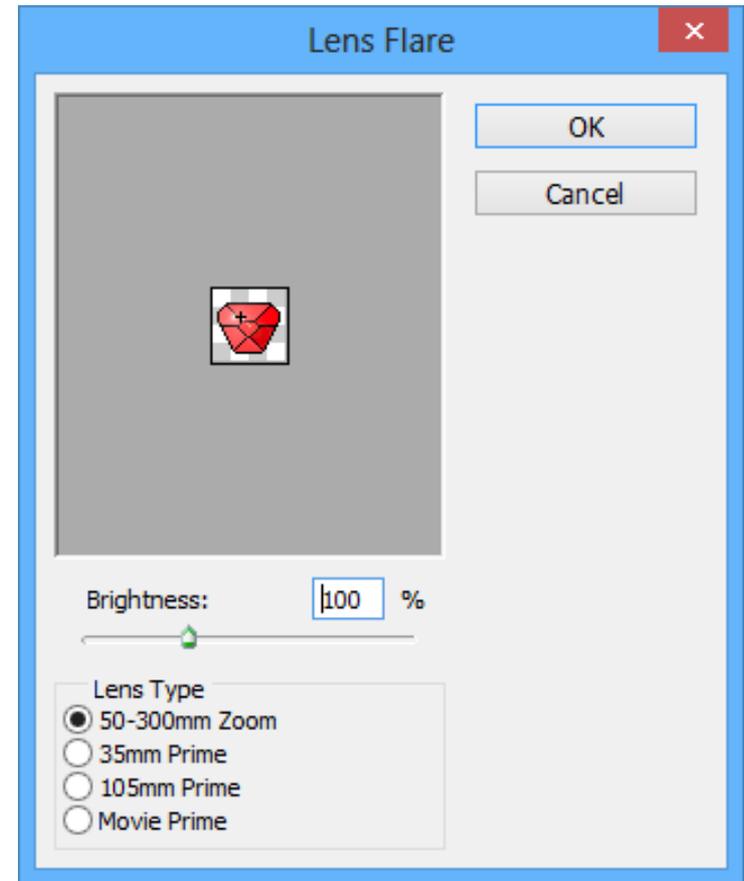
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## Step 6

In this menu, you can add shiny flares to your image (sprite). For this tutorial, I'm going to keep the *Lens Type* at "50-300mm Zoom" and the brightness at 100.





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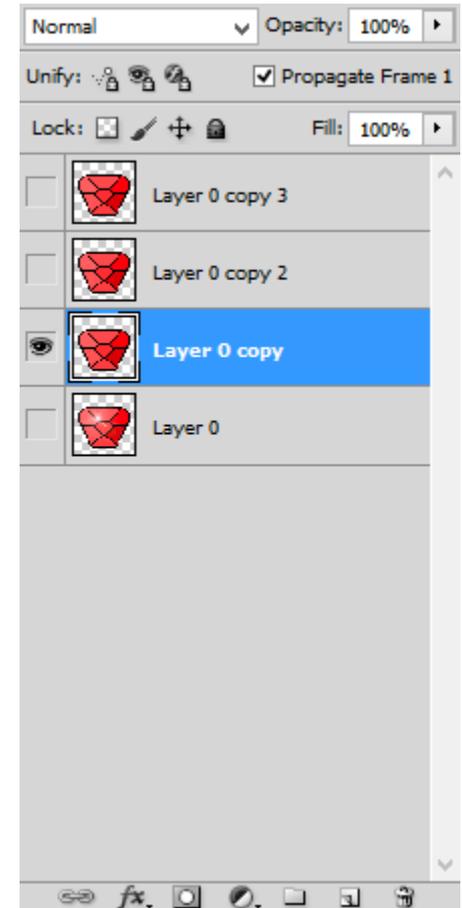
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## Step 7

Now go onto the second layer and go back to the “Lens Flare” menu.





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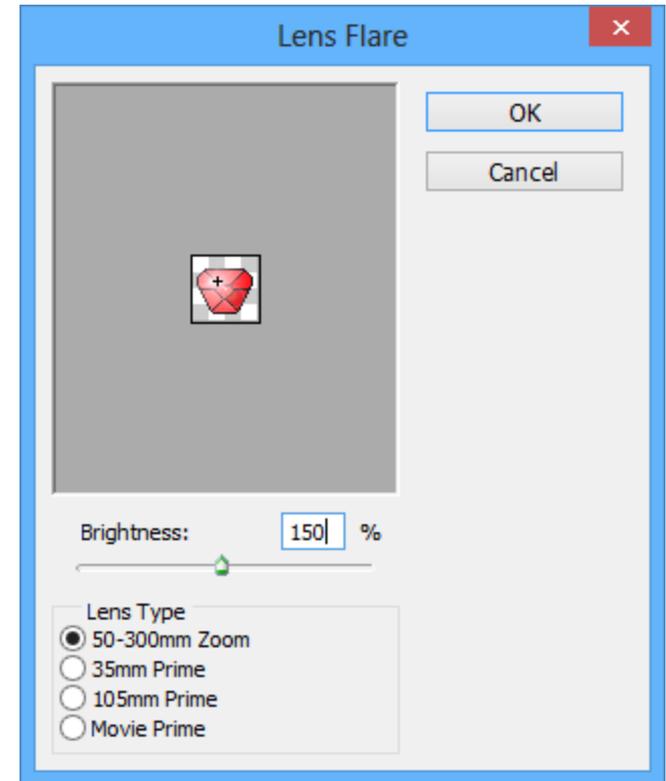
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## Step 8

Now add flares again, but this time either more or less than last time (make sure there is a visible difference).





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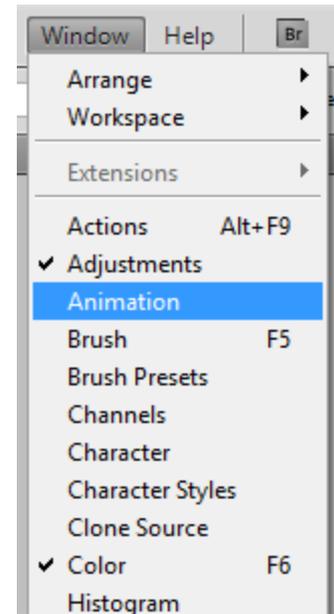
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## Step 9

Now, open “Window” > “Animation.”





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## Step 10

Add a second frame to the frames menu by clicking the little “sticky notes” icon. You should add as much frames as you have layers





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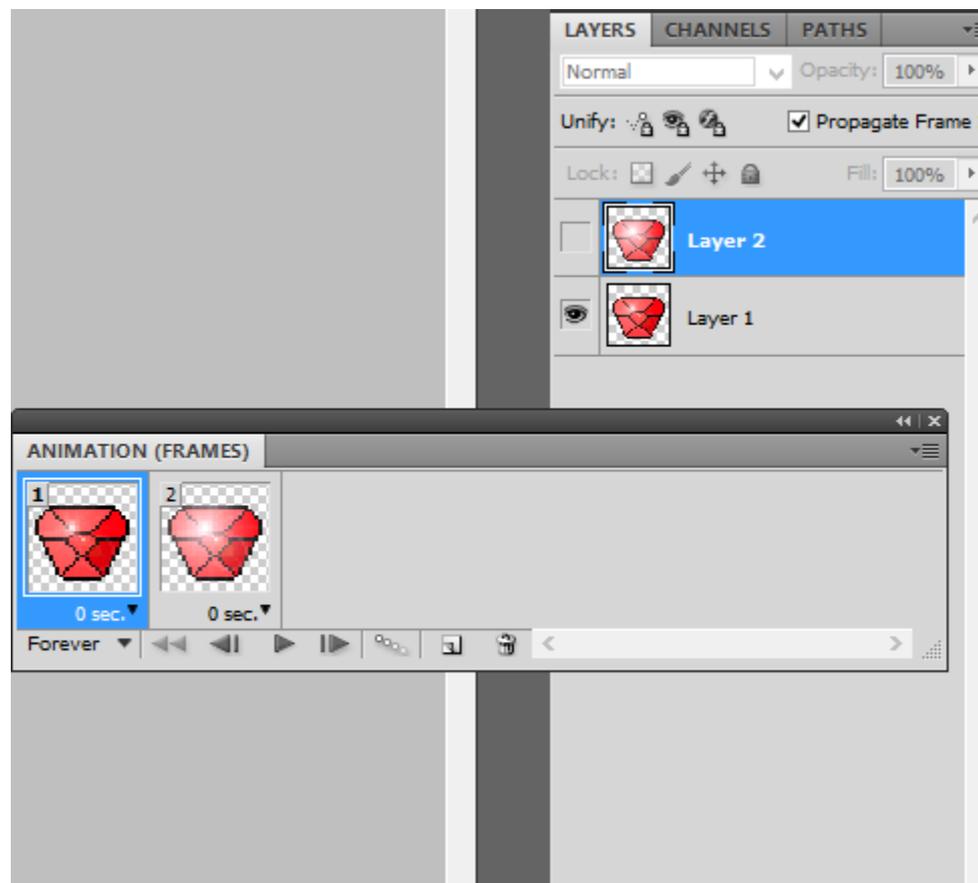
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## Step 11

On the first frame, make *Layer 1* visible and *Layer 2* invisible, and on the second frame, do the opposite.





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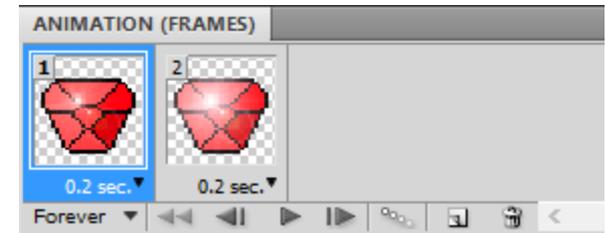
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## Step 12

Now select the transition time between both frames. Pick something low (0 sec – 0.2 sec) to make the shine “realistically” fast.





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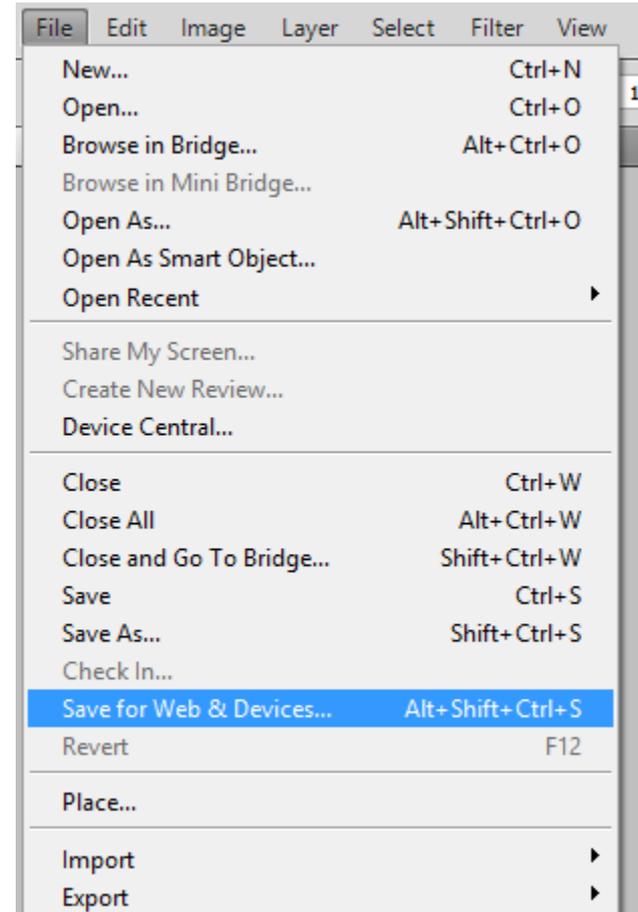
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## Step 13

We are now going to save the file so in a format that we can use in Game Maker and others without Photoshop can see. Go to “File” > “Save for Web & Devices” (may be called “Save for Web” or “Save Optimized”).





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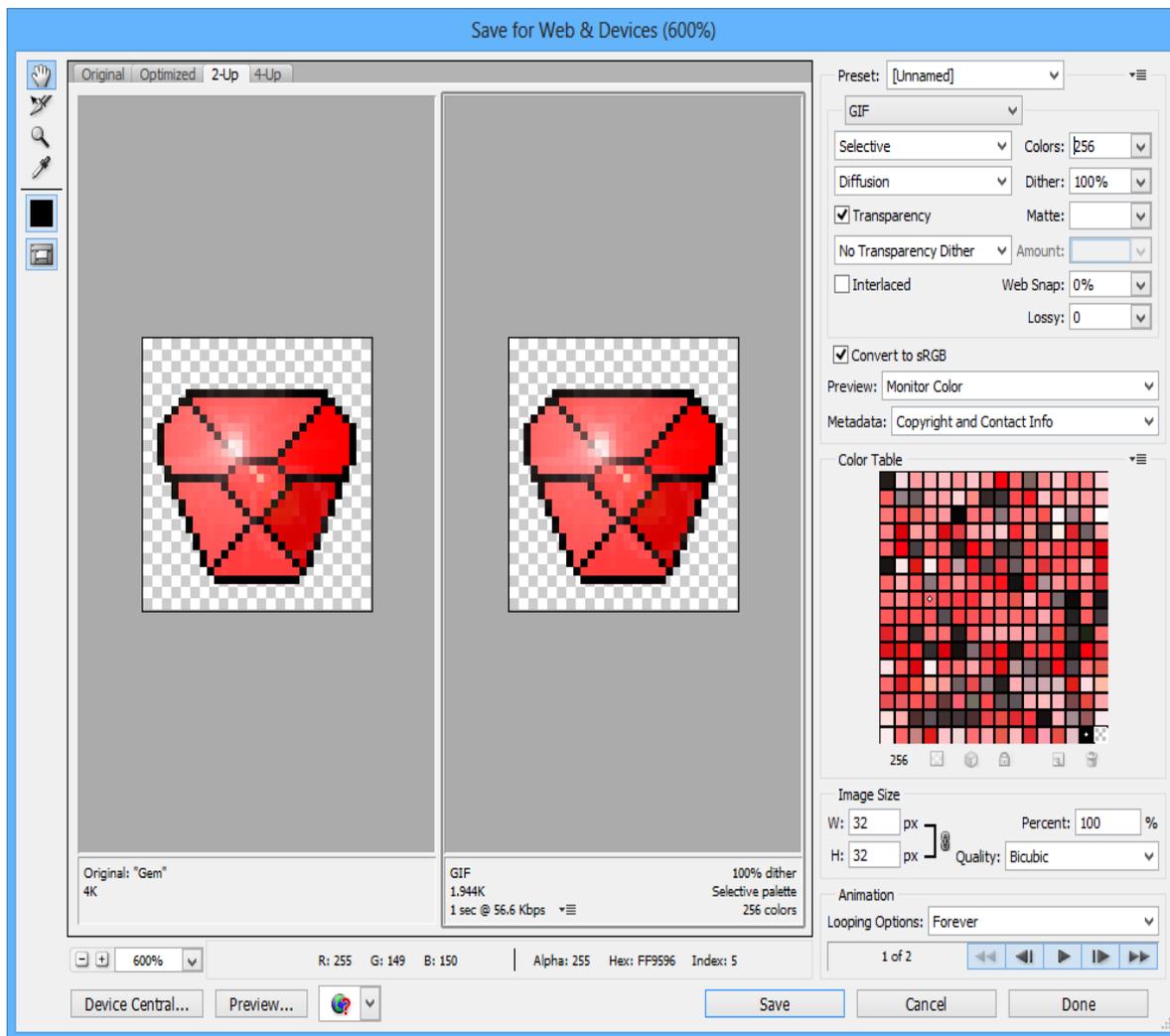
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# Step 14

In this menu, select the file type as *GIF*. This file type can be saved with up to 256 colors, so select a number within that range. Less colors will mean less visual attractiveness, but a lighter file (to see a before and after, select 2-UP in the left corner). Make the “Looping Options” *Forever*.





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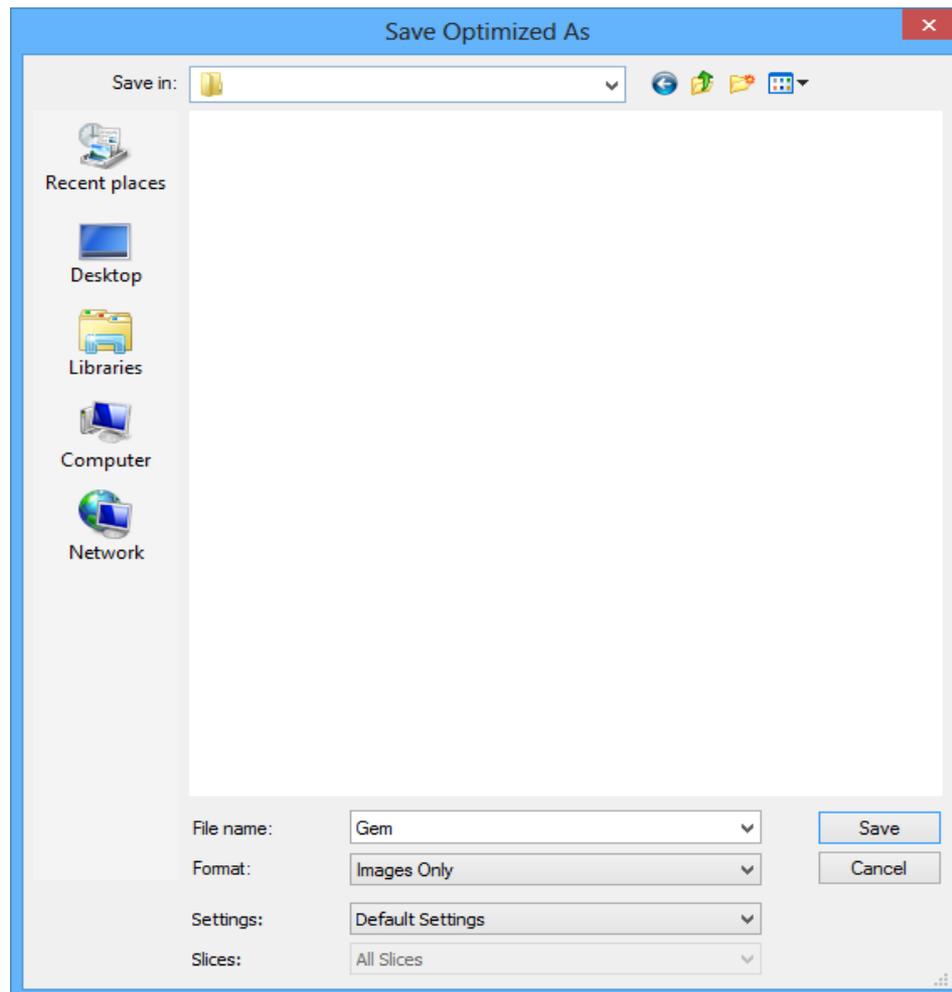
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## Step 15

Save the image wherever you wish (you should be able to later find it). Keep the “Format” at *Images Only* and “Settings” as *Default Settings*. Press “Save” once you have named your file.





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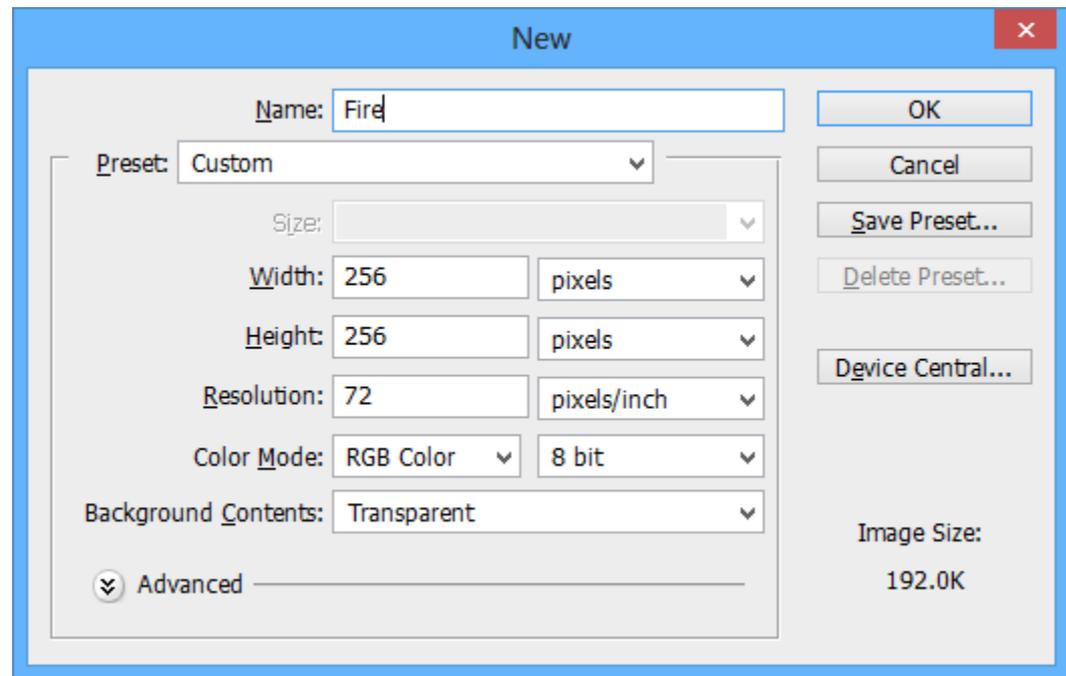
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## Fire Animation – Step 1

Create a new file and this time make the width and height at 256 by 256. This is because the effect we are adding do not work very well on a small image (sprite).





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## Step 2

Draw (using “Pencil Tool” or “Paint Brush Tool” [recommended]) a fire. You can also get a 256 by 256 image of a fire.





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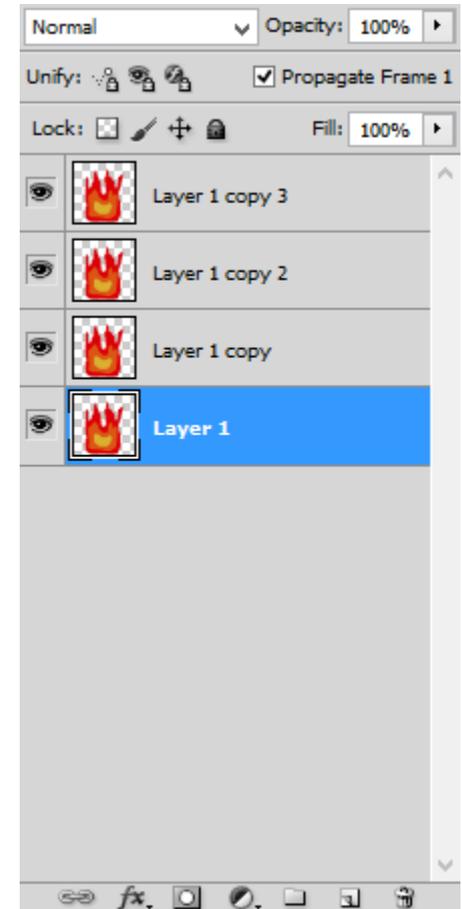
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## Step 3

Duplicate the first layer (which should have been unlocked) multiple times. This will determine how detailed the animation will be.





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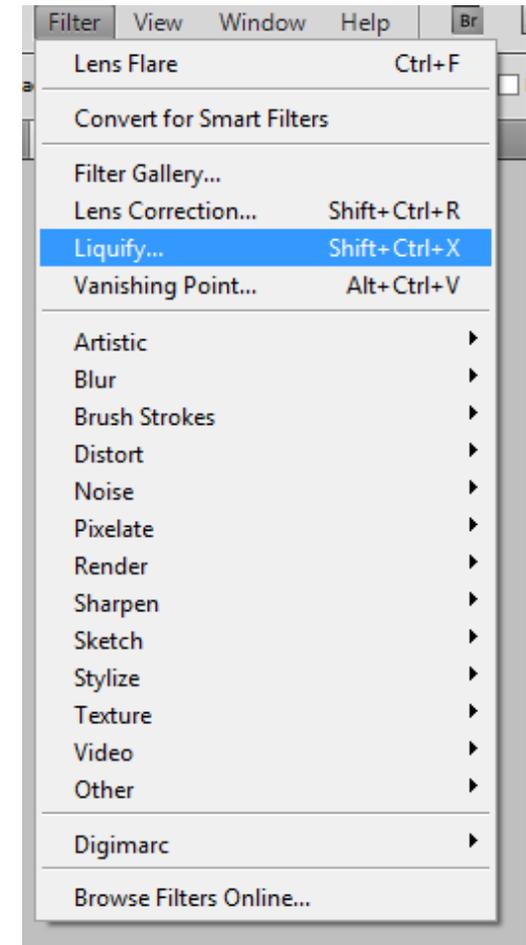
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## Step 4

Go onto the first layer. Then go  
to “Filter” > “Liquify.”





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## Step 5

Now distort the image, but so it still in a way looks like the original fire you had. You can resize the brush to make more or less precise distortions. Do the same steps to all of your layers, try to make them different, but not too much.





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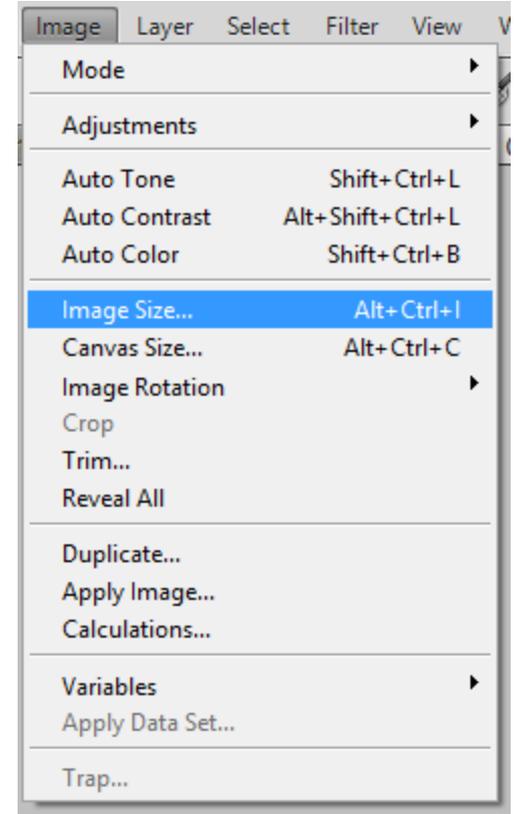
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## Step 6

Now we are going to resize the image to the size of our previous sprites (32 by 32).





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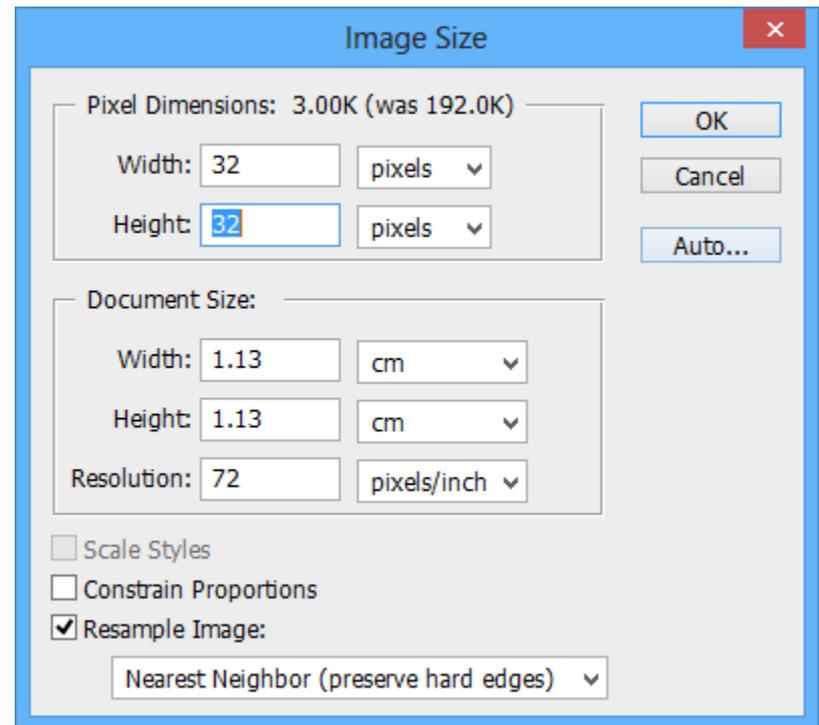
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## Step 7

Change the width and height to 32. Make sure the resize is Nearest Neighbor. This is better for making very small sprites (around the size we are using).





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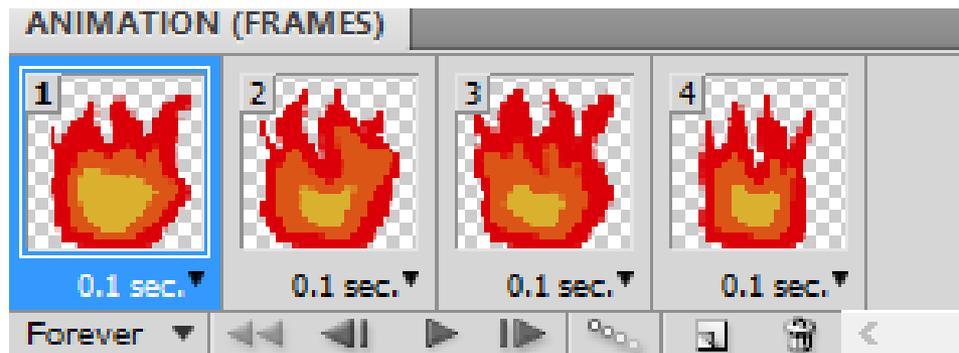
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## Step 8

Now do the same animation process as before. Add frames for all the layers, each frame has it's own image, and pick a speed (for fire, I recommend 0 sec – 0.2 sec).





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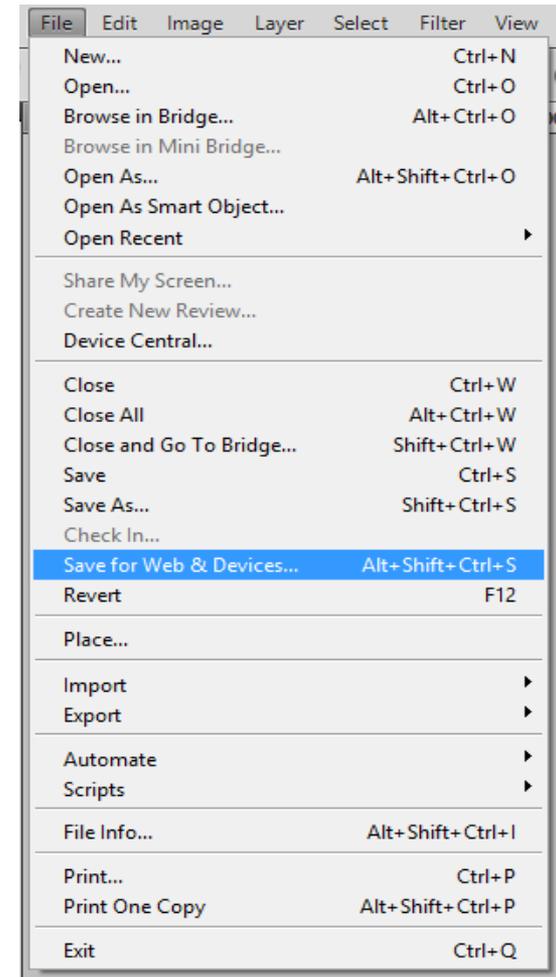
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## Step 9

Save the image in an optimized way, same as before.





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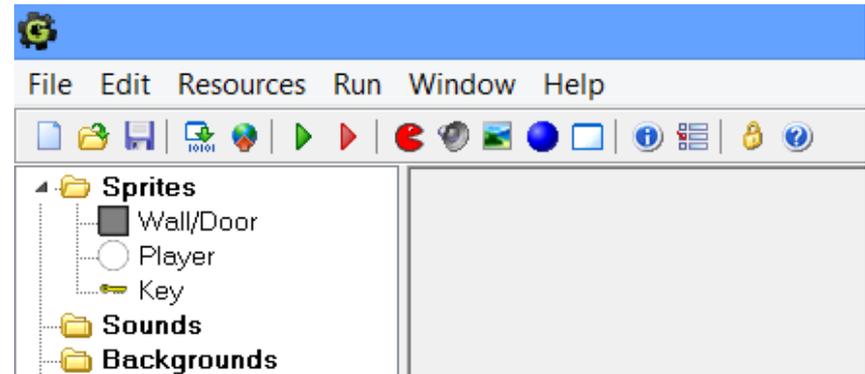
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## Making a Door – Step 1

Open Game Maker and have the following 3 sprites ready:

- The door and wall
- The Player
- The Key

(the door and wall can have different sprites if you want).





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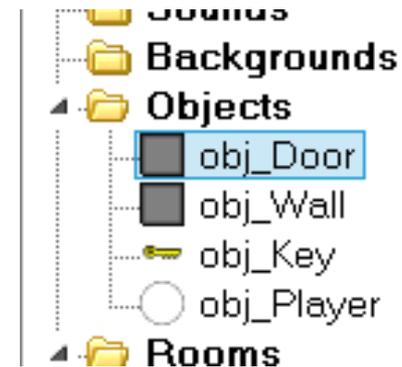


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## Step 2

Now prepare the following objects:

- The Door (solid)
- The Wall (solid)
- The Key (not solid)
- The Player





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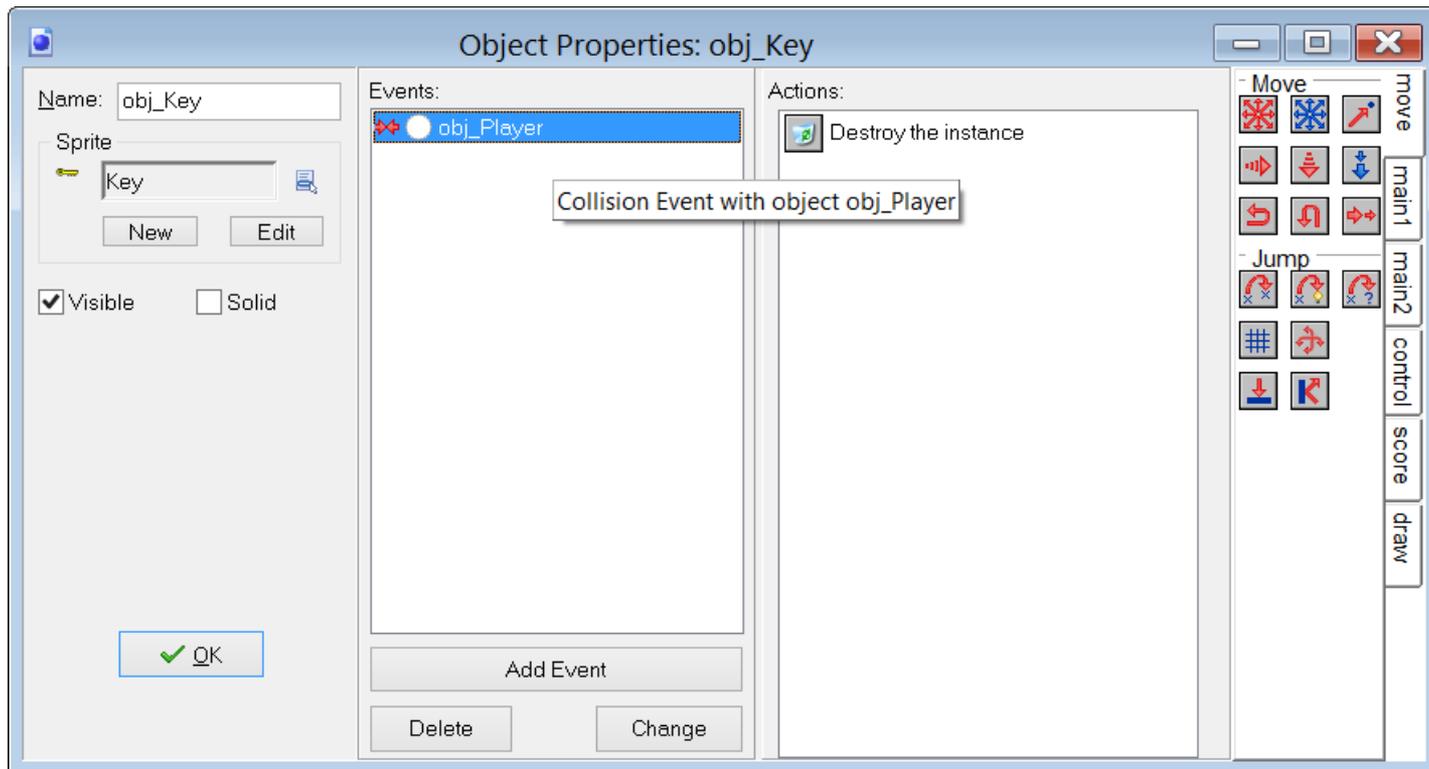
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## Step 3

On the key object, make it so that when the player collides with it, the key gets removed from the scene.





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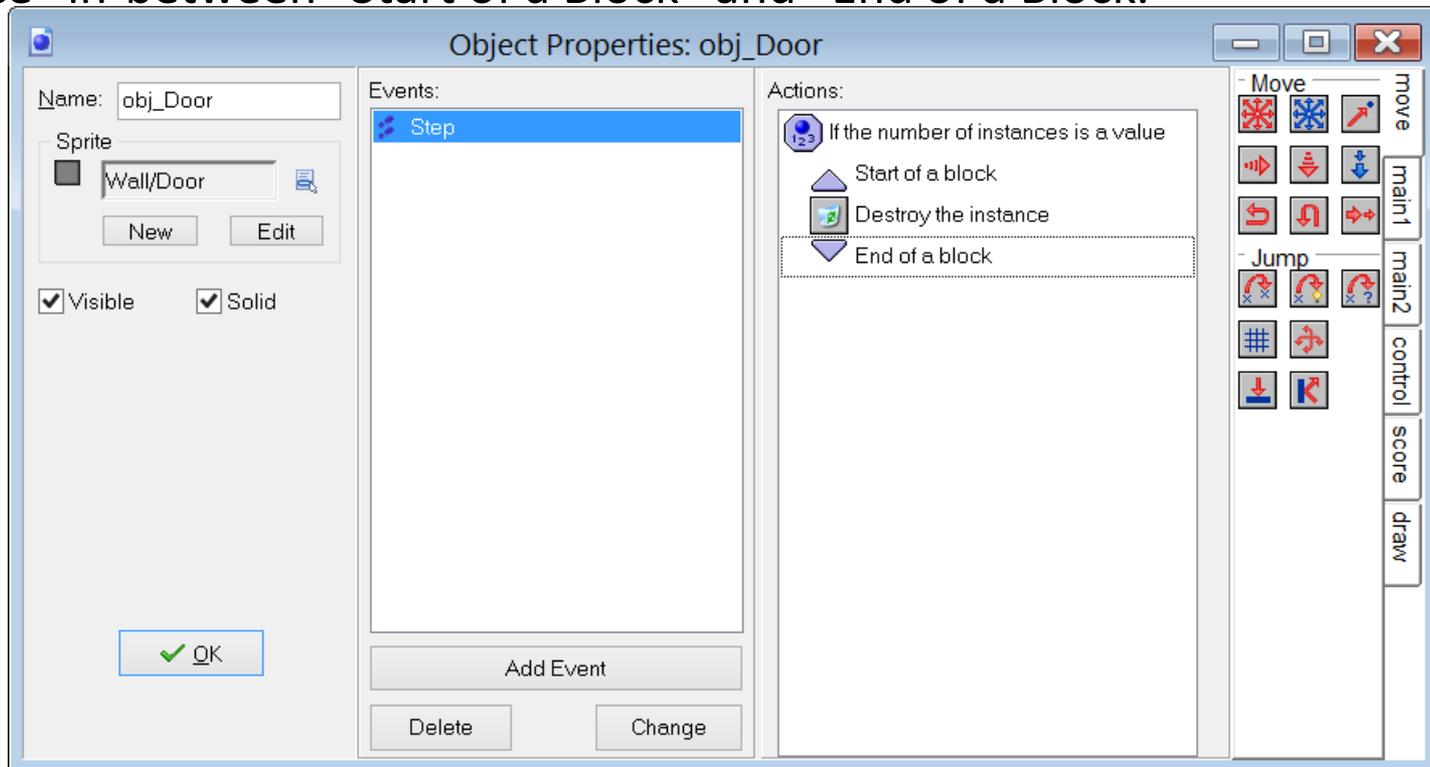
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# Step 4

On the door object, make it so that the event is “Step” and the use the output “Test Instance Count” (what to put in it on *Step 5*) with the “Destroy the Instance” in-between “Start of a Block” and “End of a Block.”





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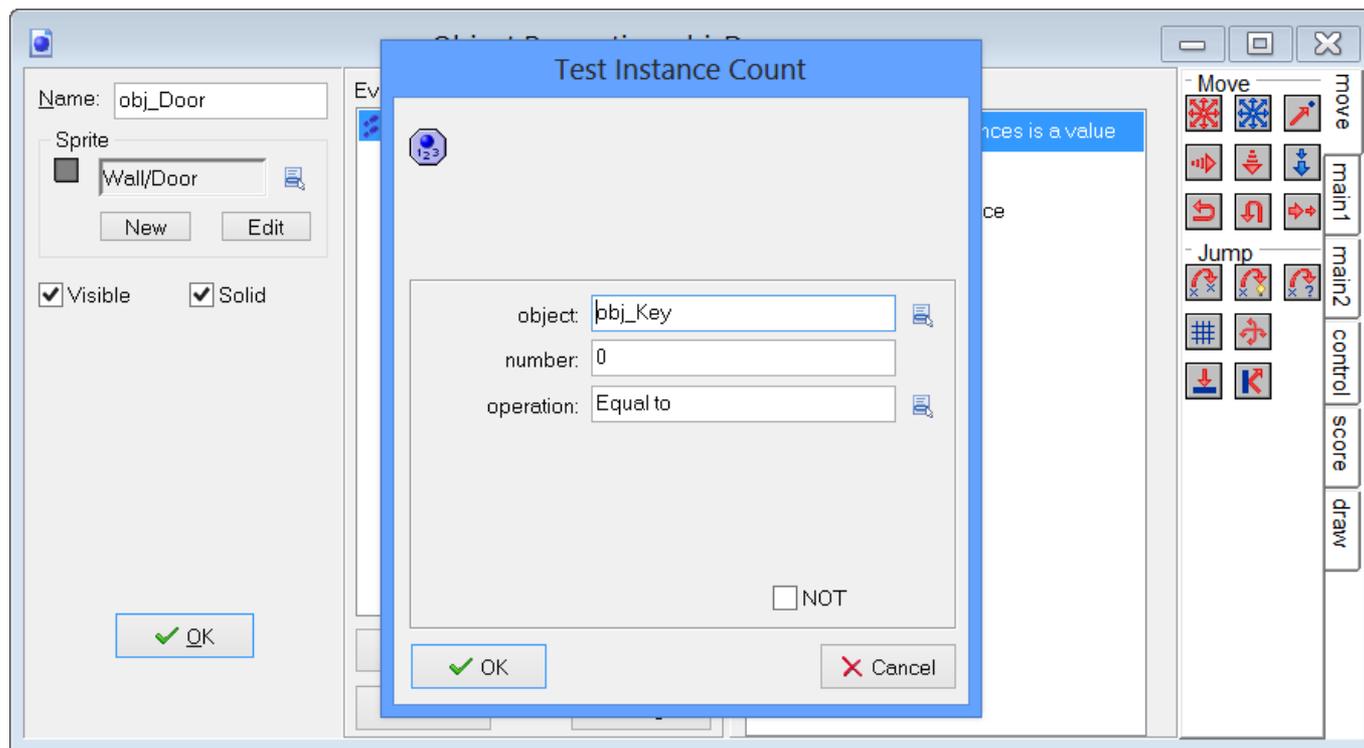
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# Step 5

Inside the “Test Instance Count” the “object” must be *your key*, the “number” 0 and “operation” *Equal to*. This means if there is 0 keys, the door will open/go away. This means you can have as much keys or objects as you want which remove the door, and a specific count that unlocks the door.





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## Step 6

Build your room and test this. You can use your player that moves up, down, left and right from any other games you made. Make sure the character stops when he/she/it hits a wall and the door.

