

Creating Tiles

Guide to creating tiles in RMVX-Ace style

Part 1 : Tools

Tilesets in RPG Maker VX/Ace are created through a process of digital painting. Since this process differs from traditional pixel art, it is necessary to use specific tools and programs.

Art Program

There are several art programs on the market, with a lot of different prices and features. For creating tiles in the RMVX/Ace style, your art program must have the following:

- Transparent background, ability to make semi-transparencies
- Brush tool, with control over size, shape and opacity
- Ability to save files as .PNG

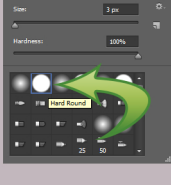
The following features are also very helpful:

- Pen tool
- Layers
- Grid
- Tools for changing hue/saturation, brightness/contrast, sharpen/blur, burn/dodge and custom shapes

I use Photoshop CS6, as it has everything needed for painting. However, it's a pricey program that does not fit into everyone's budget. GIMP is a free alternative to Photoshop, and has all the program features you will be using.

Brushes

Hard Round Brush



- This is the brush I use most frequently. It is soft enough to give tiles a painted look, but hard enough to create crisp lines.

Soft Round Brush



- This brush is used for adding light effects and glows (such as glow of light around candles).

My textures are all made manually with a hard round brush. You may wish to experiment with texture brushes during your tile creation. Spatter brush, for example, can be used to create jagged edges of grass in a grass-to-ground transitional tile.

Grid and Scale

RMVX/Ace RTP uses a 32x32 pixel scale - this means that one selectable tile in the tileset will be 32x32 pixels.

Objects can be smaller than 32 pixels, but they will always be displayed inside a 32x32 pixel box.



The standard size for the VX/Ace RTP character is 32x32 pixels. It is important to keep this in mind when you are creating the scale of your objects.

Setting up a grid will make it easier to paint tiles at the right scale, as well as help you line up the tiles correctly on the tile sheet. Your grid should be set to 32 pixels, 4 divisions.



If your art program does not allow you to create grids, but you are able to use layers, you can create a checker-board pattern and use that as your guide.

To set up a grid in Photoshop, press Ctrl+R. This will open a ruler on the top and left side of the page. Double-click the ruler and navigate down to Guides, Grids and Slices. Set the Grid to 32 pixels, 4 divisions.

Mouse and/or Tablet

Tiles can be created by mouse or by a tablet and pen.

A tablet will make certain parts of tile creation easier and faster, but it is possible to make tiles with a mouse alone.



Whether you're using a tablet or a mouse, your lines will need to be fluid and uninterrupted. Practice drawing various shapes - particularly curves. If you are using a tablet, take the time to get used to the pressure sensitivity and how it affects the line width and opacity.

This concludes part 1. Part 2 will cover RTP's unique perspective, how to paint the right depth for objects and how to manage object edges.

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