

**Asset Manager-** This will be those interested in 2D or 3D modeling, animators, or those that are willing to find all assets, get copyright info, etc.

### **What will I do?**

As an Asset Manager you will be responsible for finding or creating ALL assets for the game. All text, backgrounds, environmental features, characters, enemies, rewards, and audio.

You can build these using Adobe programs, Blender, or hand drawn and scan them (must have a scanner at home) **OR** you can find them online- they cannot be copyrighted images which I will help you understand the difference.

Assets that need animation (for example a character that looks like its legs are moving when it walks) you will also need to animate using sprite sheets.

To animate you can choose from several options. Find a tutorial on animating for detailed information. A few options include combining multiple pictures to create a sprite sheet (each picture will have the character in a different position and combined it makes the character move), use sprite makers from online such as: <https://www.codeandweb.com/sprite-sheet-maker?cawex=1> or pre made sheets from: <http://www.spriteland.com/>

Need a quick way to combine multiple images into a sprite sheet? Try <https://spritesheetpacker.codeplex.com/>

---

Are you starting at the very beginning? Try these links:

Guide to assets: [http://media.wix.com/ugd/c0614c\\_60e9af1e22e24ad59eb381b2e02dd68e.pdf](http://media.wix.com/ugd/c0614c_60e9af1e22e24ad59eb381b2e02dd68e.pdf)

Tutorials: [https://www.dropbox.com/sh/9v8x8mfjv2ciu4y/AADj6ZLV4z0JsV3j\\_5znbq-Ma/Creating%20Sprite%20Sheets.docx?dl=0](https://www.dropbox.com/sh/9v8x8mfjv2ciu4y/AADj6ZLV4z0JsV3j_5znbq-Ma/Creating%20Sprite%20Sheets.docx?dl=0)

GameMaker Sprite Editor and PhotoShop Basics <https://www.youtube.com/watch?v=UqhWhsUHYJI>

Looking for assets? Try the "Websites for Images" towards the bottom of this page: <http://www.mrskirk.com/#!group--individual-project-info/coye>