LucasStyle Presents

-A collection in which he had nothing to do with making the art of-

A Collection of Tutorials from Around the Web

Day of the Tentacle Version

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If you have artwork in here and do not want it in here anymore, again, email me at scummbuddy@comcast.net and we'll talk.

Now, let's get to the meat and bones of why we are here; the tutorials and art. I know what you may be thinking, "I'm going to make the best game evaaaa!1" Well, maybe, but first you have got to worry about your art. It's sad, but art sells the game these days, and not the storyline. Within this package, you will find:

- Aussie, from the AGS forums

- Proskritos’ early art
- Farlanders’ mansion model
- DOTT 2: Return of the Tentacles production art
- Anonymous sky tutorial that was made on the AGS forums.

This tutorial was made by Aussie, of the AGS forums. He claims its as easy as it looks. Creating a crazy proportioned DOTT background.

SUSTAINABLE BACKGROUND DESIGN

"COOL BACKGROUNDS IN 5 EASY STEPS"

STEP 1. THINK BEFORE YOU ACT!!!

How many amateur games in development do you know of? How many of those great sites have you visited over the last, say 6 months? Heaps? Yup, I believe you.

What was it that struck you about those? Coding? Plot? Music? Perhaps… but not likely. What probably impressed you the most were those spectacular backgrounds, wasn't it?

Now think, how many of those wonderful looking projects have been completed? Probably not many. Most of them have probably been abandoned due to the fact that there was just too much work involved.

And what takes up most work in a game??? That's right: art. So in most cases, they just couldn't keep it up. It's not that hard to draw two or three spectacular-looking backgrounds or a fantastic splash-screen. However, once you've done that, and it has taken you ages, you begin to wonder how on earth are you going to finish that 50 room game you had in mind.

How do you overcome this problem? By doing what I pompously call sustainable background design: settling for a good-looking background style which doesn't take you all that long to draw.

Even if I'm no expert, I've managed to release three games and as many demos in less than two years (all credit to Chris Jones for the wonderful AGS engine). I don't think I would have achieved that if I hadn't drawn those backgrounds this way.

So yep, if you've made it this far, welcome to sustainable background design Pedro Scribe’s way!!!

STEP 2. THE BACKGROUND SCENE

Today we're going to draw this background. Ok, not uber-flash but that's what this is all about, isn't it? If I can consistently achieve this background quality in a 25-room game, I'll be pretty pleased with my little self.

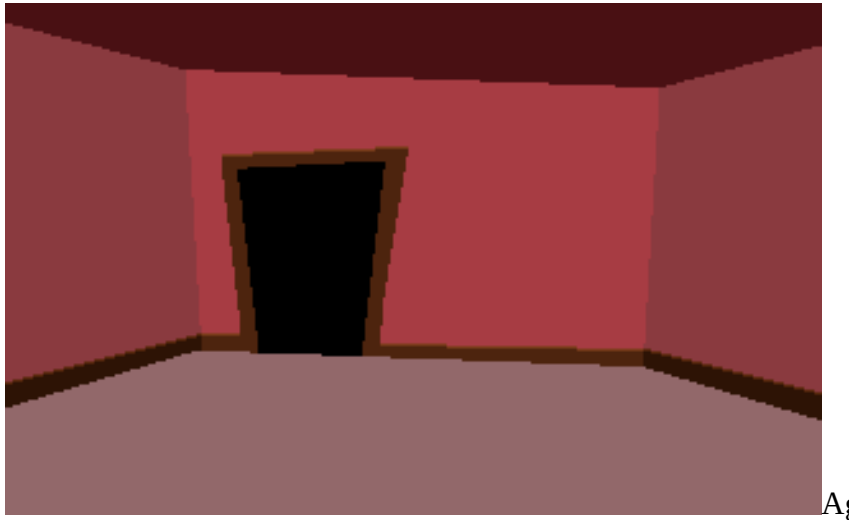
By the way, I always use Photoshop 5.5 (not that it matters much, because all you're going to need is the polygonal lasso and the paint bucket)..

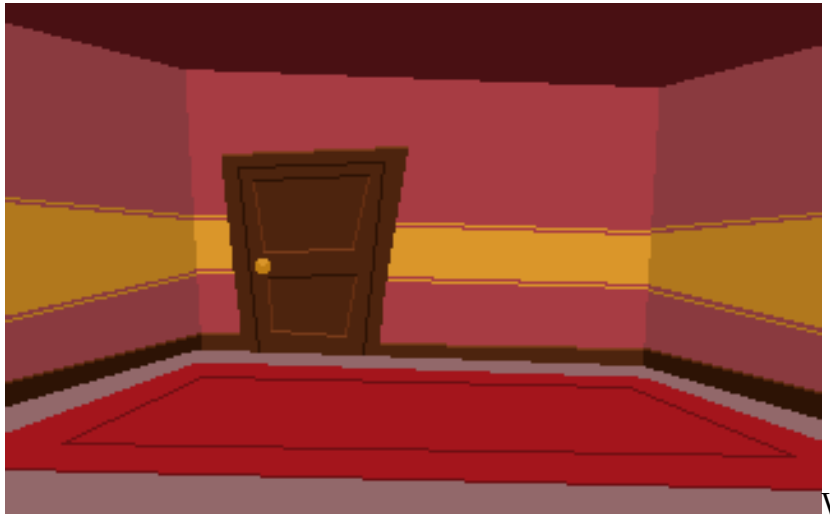
First of all, you need to get yourself an empty 320x200 background. Then using the polygonal lasso and the pain bucket, draw the walls like so (bear in mind that the back wall should be of a lighter color).

Making crooked polygons instead of straight ones gives you that Day of the Tentacle-ish appearance.

Now for the ceiling and floor. Just fill in the remaining areas with the paint bucket (remember that the ceiling should be the darkest of the lot). I've added a basic door for the hell of it

STEP 3. SOME BACKGROUND DETAILS

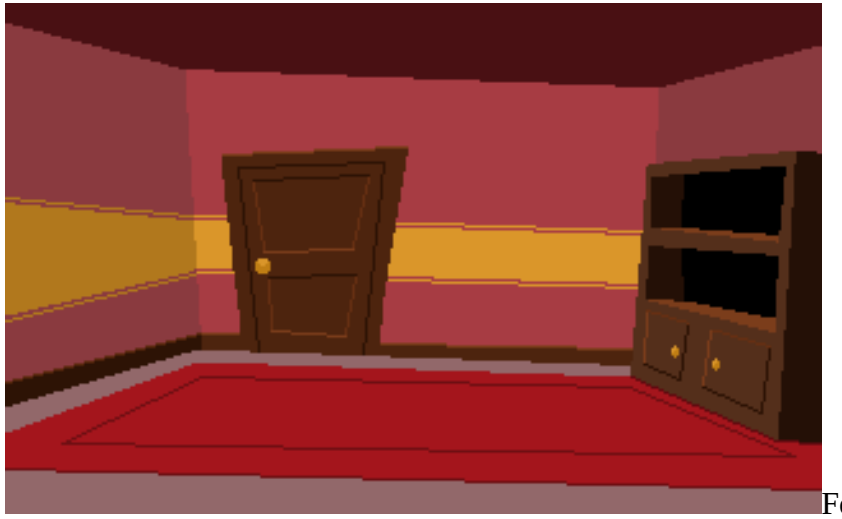
 Again, use the polygonal lasso and the paint bucket to draw those thingies that run along the base of the wall and whose name I can never remember. You can add some volume to them by drawing a lighter-color line along the top.

 Well, those were pretty easy; and guess what? It doesn't get harder. Before we move on to the foreground we'll do some more detailing.

Let's make the walls look a bit more "cheery" (I wonder why people say I have no taste for decoration).

Also, let's put in a carpet and a door. Try to keep the perspective, but there's no need to get too carried away about it. And remember, it's all line tool, polygonal lasso and paint bucket. Nothing else. We've been going for about ten minutes now.

STEP 4. AND NOW WITH THE FOREGROUND

 For each object in the foreground, we'll add a new layer. In that way, it'll be easier to move things around if we need to.

We'll put a bookshelf in. Just draw a couple of polygons to make a solid brown box, and then draw some more to make the shelves inside.

We'll also put a picture of Guybrush in because he's cool. I Googled for "Guybrush", took one of the pics, cut it and pasted it on its own layer. Then I drew a frame... you guessed it: it's all lasso and paint bucket stuff.

I drew the books on the shelf by making two boxes (a blue and a red one, then drawing a few lines inside to represent the different books.

I've also added some lines to the shelf's edges to achieve the illusion of lighting, but nothing to write home about.

STEP 5. FINALLY THOSE COOL BLACK OBJECTS IN THE FOREGROUND

Doesn't that look awesome in those LucasFilm Games? It's actually pretty easy to do, so let's have a go.

Create a new layer and use our standard technique to draw silhouettes of objects. Then fill them in black. By the way, you can add "cameo" type stuff which adventure players have probably seen before. Google for "Herman Toothrot", fill the figure in black and paste in on top for a great finishing touch.

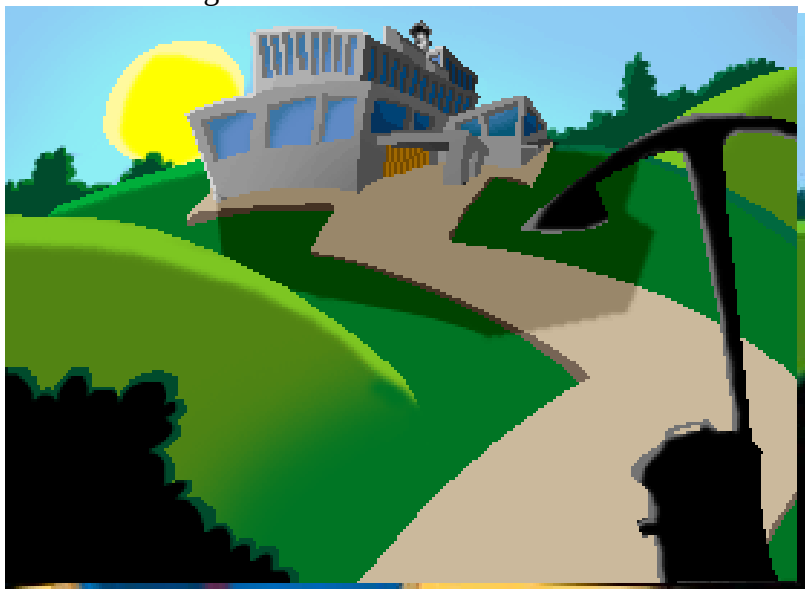
...AND THAT'S ALL FOLKS

Could we have put some more furniture in? We could. Could we have added some flashy textures and lighting effects? We could. But guess what? We're into cheap, quick and easy. We're into sustainable background design: a style we can keep up without too much effort.

This background took under half an hour to draw, and for those that care about that sort of stuff, we used only 38 colors.

I just hope this helps.

Proskrito’s Images in DOTT fashion



Too little light/shading.

Too much light/shading.

A happy medium.

From Farlander:

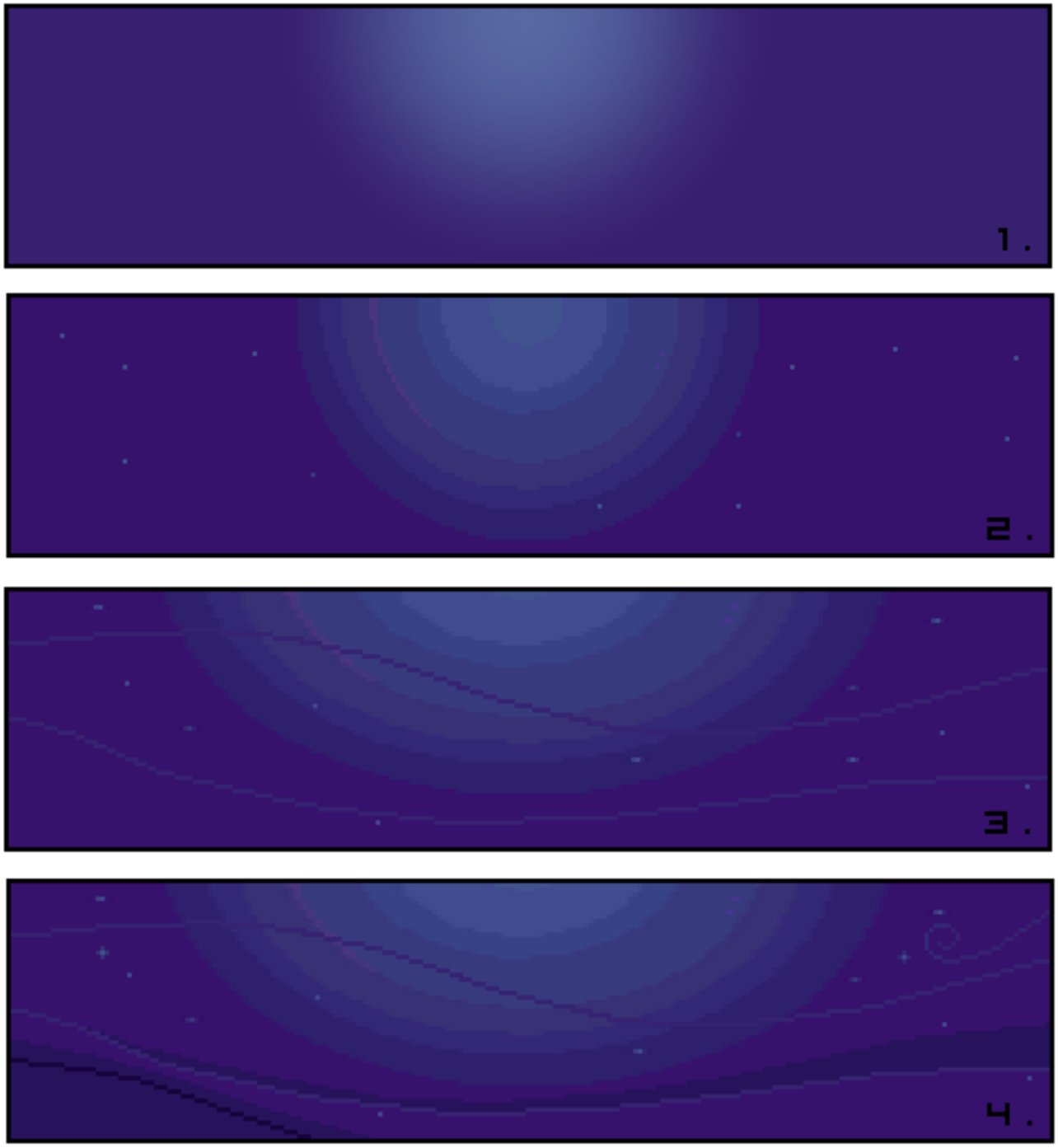
From DOTT2: Return of the Tentacles:

HELP
WANTED
(c) 2004 by TRAM www.dott2.de
schau
öffne
rede
nimm
benutze
schließe
drücke
gib
Gehe zu

NO
Wischi
UP
Down
Was soll ich nochmal machen?
Ich schon so gut wie erledigt!
Ich verkaufe diese netten Kleider in Pink!
Warum ist hier ein Fahrstuhl?
Warum ist der Aufzug kaputt?
(c) 2004 by TRAM
www.dott2.de

Ob hier überhaupt schon mal
Feuer gemacht wurde?
Soap
WISCHIE
SEIFE
(c) 2004 by TRAM www.dott2.de
schau
öffne
rede
nimm
benutze
schließe
drücke
gib

HELP
WANTED
Ich muss Bernard
benachrichtigen!
(c) 2004 by TRAM www.dott2.de



I’m not sure whose image this belongs to, or who helped make the mini tutorial, but I really like how it was made, seemingly so simply.

Well, as of now, that is the end of the Day of the Tentacle-style tutorials pack. Special thanks go to Aussie, Proskrito, Farlander, and DOTT 2: Return of the Tentacles for the artwork and tutorials contained. They put a lot of work into making these tutorials available to everyone, so please respect them and do not alter or take their images for your own projects. They are learning tools, and nothing else.

-Scummbuddy