

Lucas Style Presents

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

A Collection of Tutorials from Around the Web Monkey Island Version

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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 evaaaaa!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:

- Mage, and others, come up with a way to make the night sky + other backgrounds
- Sim's work of an island atmosphere

SKYTUTORIAL

Well... we make a layer with the sky, and we paint it in black... (Rolling stones, yeah!)



1) We add random noise to this layer... we convert it into two colours, getting that the lighter spots become white, and the sky black. Using the contrast and brightness tool can help if we lose ALL the stars during the conversion.



2) We flood-fill the transparent space, which has become white, with black.

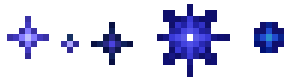
We use the filters to get the white spots become blue.

We can repeat the process one or two times, to get different tones of blue stars layers.

3) We paste the stars layers and we add some big and spectacular ones randomly. Remember that black has to be the transparent colour.



We GOT IT!!!



The above tutorial came from the help by AGS'ers on the forums. The original image is from Mage.
More from Mage, below





Below: made by Sim:

“I drew the original on paper (sketch), then outlined the rocks, plants and trees and some other detailing with a black marker. I scanned it in and went to work with the colours, experimenting until I was happy with the basic palette. To smooth it over I used the airbrush tool in paint shop pro, lowering the hardness and opacity to get a nice blending effect, and performed quick dashes across the areas that needed it.

Thanks for your feedback. I sketch my pics out, then scan and colour them using Paint Shop Pro. I then go over it with the airbrush tool with a low opacity setting to create a smooth blending effect.

You're right about the foreground lighting - there's more I should probably do like add a few shadows in and soften the edge between the base of the tree and the dirt. Most of the detailing for my screens should be sorted out in time for the demo.”













Well, this wraps up the Monkey Island-styled tutorials pack. Special thanks go to Sim and Mage, plus the others that helped them attain their craft. They put a lot of work into making these tutorials and pictures 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