

GAM 111: 2D Tools for Game Development

Module 3 Takeaways

Here are the key takeaways from this module and the skills you should now be able to use:

We explored these Photoshop Brush tools:

- **Pen Pressure:** Determines whether the corresponding option is controlled by pen tablet pressure or not.
- **Size:** Measures the size of the brush stroke in pixels.
- **Jitter:** Adds variation to a brush setting.
- **Angle:** Rotates the angle of a stroke.
- **Roundness:** Adds roundness variety to a brush.
- **Spacing:** Adjusts the spacing of a brush stroke.
- **Scatter:** Spreads out the brush stroke.
- **Count:** How much of a stroke is applied.
- **Opacity:** Controls the amount of transparency of a brush stroke.
- **Flow:** Controls how much of the stroke comes out. This is similar to an air brush effect.

We also got acquainted with these brush tools below:

- **Color Picker/Color Swatches:** Located under Window > Color and Swatches, these menus allow you to quickly choose colors and add them to a custom palette for easy access. You can sample any color in a document by using the Eyedropper tool (hotkey I) or holding Alt with a brush selected.
- **Eraser** (hotkey E): Erases part of an image. Depending on the work you are creating, erasing is considered a destructive workflow, which we will discuss in future modules.
- **Bucket fill** (hotkey G; hidden with the Gradient tool): Fills a selection or entire layer. You can also fill areas with the foreground color using the Alt+backspace or fill areas with the background color using Ctrl+backspace.
- **Inverse selection** (hotkey Ctrl+Shift+I): Inverses a selection.

Finally, we discussed how it's important to view objects as gray values rather than as color when giving an object form and shape. This will train your eye to develop contrast of form and make the values read and pop. To that end, we examined these terms pertaining to light and shadow:

- **Base value/light:** This can also be referred to as the base color and is the overall value and hue of the object if there is flat lighting (lighting devoid of highlight and shadow).
- **Highlight:** The hotspot from direct light; this has the brightest value.
- **Terminator:** An area where the form transitions from light into shadow. This occurs where the light rays from the source are tangent to the edge of the form.
- **Core shadow:** The dark side of an object where light does not illuminate it. This may also be referred to as the form shadow.
- **Reflected light:** This may be referred to as bounce light, which strikes a surface near the object and is reflected back onto that object.
- **Cast shadow:** A shadow cast from the object onto a nearby surface. The cast shadow is slightly brighter than the core shadow. Its edges are softer as it gets further from the object.

