

# == <CvS Spriting Basics Guide v2> ==

By Marancv

Hi There, in this ocasion, we'll get into one of the most interesting skills and that is very appreciated: Conversion from Snk to CvS styles.

This time our subject of example will be Vanessa, the boxer hot girl from KoF.



Steps:

- o Ratio aspect
- o Shading conversion
- o Color adding/separations
- o Midtones
- o Gamma fix, final touches

Well, let's get to the matter...

## ===== <Ratio Aspect> =====

For a good conversion the first is always the Ratio aspect..i mean, if you first edit and then resize...there's high chances for your work to get screwed up.

For this matter many spriters use what they think is the best ratio size to be applied, because the same aspect ratio should not fit to the most of the characters ;P

To this example i used the Ratio at 110% width & 100% height.  
(Thanks to Tmasta for his advice in this)



Original to resize

If you cannot say the difference, I will help you out on that:

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## ===== <Shading conversion> =====

Here's a tip...

In CvS we will not be AS close to "real apparence", but to a little kinda "Drawn style"....@\_@u hope you catch the idea...

So, we have to proceed to change the type of shading to a "cleaner" one, with improved clear shading, as I showed you in the volume1:



At this point we should want to start with the color separation we will want, so I did here, adding 2 new colors for the tie, and a dark tone for the hair, so won't be linked to the body anymore.

An Important thing here is the pants foldings, be sure to compare it with the original one so you can realize the Huge difference between styles.

Notice that the whole sprite has been re-shaded, and has been treated by the <color laddering>&< color breaking> steps, explained in volume1.

## === <Color Adding, separations> ===

From this point on, you would have to convert from pcx to RGB as many times you need or want, to separate or add as many colors as you want, but remember the CvS color system!

## ===== <Midtones> =====

This is a very important thing. If you understood right the volume 1, you should know how important are the midtones in CvS... And in our sprite, the pants have not. So, we have to add it



Be very observative! Check how the midtone is used. If you respect the CvS Gamma, you'll notice what i did at the belt.

I also made some fixes in the shading here and there that i felt better, and also added one more tone for the hair "bright", used in CvS style....

Please study this step, this one is maybe the most important of all after the shading.

## ====<Gamma Fix, Final Touches>====

Well, our sprite is coming along just sweet! Now we need to use the right colors!

In this same step we can make our final touches and improves, for our sprite to looks bad@ss!...

So:



Damn it! It worked Huh!? ;P

And the color separation give us more palette possibilities and coolness:



In the next volume I guess we can cover Other typer of conversion, or maybe other stuff....

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I hope this second Volume helped ya!

-----By Marancv.