

== <CvS Spriting Basics Guide v1 > ==

By Marancv

Hi There, in this Basic guide, we'll look into those little tips and requirements to a better understanding and performance of the spriting in CvS graphic style.

For taking as an example, we'll take the most basic and popular character of all: Ryu.

Themes:

- o Color System
- o Color Gradient
- o Color Ladders
- o Lighting and Shading



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

===== <Color System > =====

For CvS, the color system is based on a 15 colors palette. This is the most canonical way. Some characters can have more colors due to Goals of separations, or even design needs. Let's get into more details of that soon.

Lets comprove the 15 color system:















As you may note, the 15th color here..is the background.

So, once you realize this, you can start to get further.

But first note this: the 15 color system applies to the character persona, and from there, so many colors can be added to the palette: Like power balls, sparks, helpers, etc.

Is also important for you to know that, due to color separations or the character design, there can be more colors...or even less.

=====<Color Gradient>=====

Here's a tip... how can i explain it easy?

The colors MUST go in gradient: from dark to clear, in a Radial order. Lets see that:

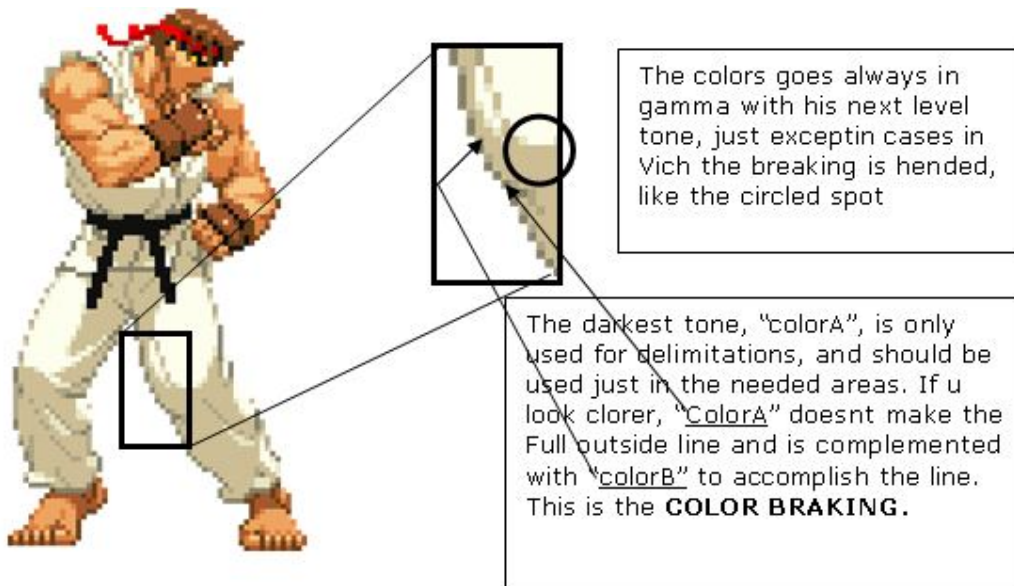
We have (in Ryu) 5 colors for the Gi, in the follow order:

The darkest tone(lets say color"A" is in the lower and "hardest" lines, then, is enforced by color "B", then comes forward the dark fill tone, color"C", the midtone, color "D", and then the ligh color, "E".

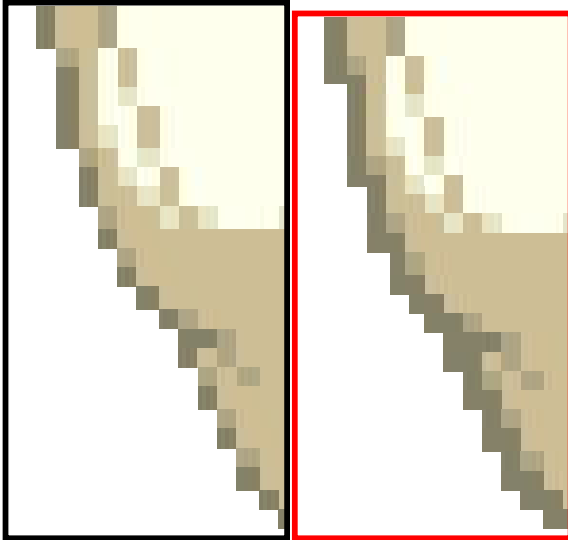
If color "A" is the line of the part you are currently working on, then the next color you should use MUST be"B".

For example, in the upper part of the Gi, in the folding part near the chest, the lines that creates wich foldings are color "D", because the next color that will appear will be the lightest, color "E".

Lets take a look in other case:



=====<Color Ladders>=====



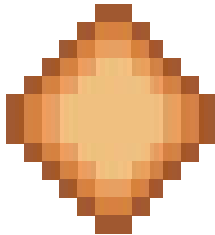
Other super important thing to take care, once you understand how the color breaking works, is the **Ladder effect**.

CVS use "Ladders".. ¿hows this?

If you take a look, the outer line, aswell as all the others is this way: **when a color finishes, then the following comes in a different "step"**.this could sound so simple, but is something that people doesnt do many times.

To help you understand this, look at the Red enmarqued picture, that is How other styles can get to be drawn, but CVS **never does**.

Aplying this base, we can also transport it to rounded areas (like muscles), for example, in skin tones:



Here you can see hot it Works the Color breaking, color ladders and the Gamma distribution!

===== <Lightning & Shading> =====

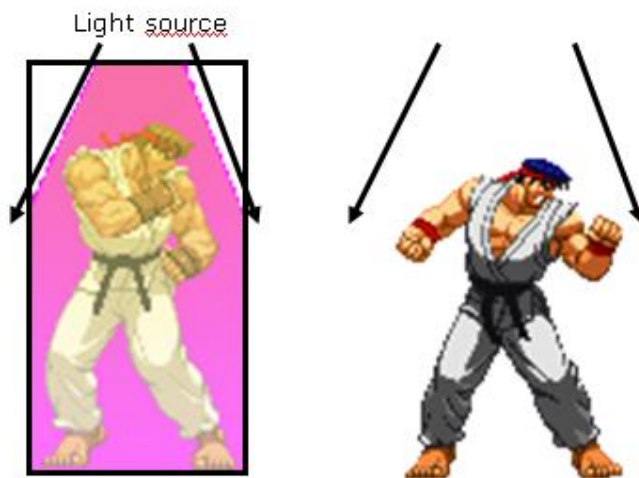
Here comes "el coco" (lol) for so much people:

"How the Heck is the Shading in CvS?"

To have it in the easy way you have to always get in mind one thing:

Where do the LIGHT comes from??.

Here:



The light comes from the upper center...**always**.

If you are always aware of this, you'll never have a problem to know where the shadows will get projected!

With all this Basics, you will achieve good conversions from other styles to CvS, check this out:



Color sytem,
Color gamma,
Color breaking,
Color ladder lines,
CVS shading, lightning.

It Works, huh? ;P

Lets get into conversions in a
future volume n_n

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