

# CIS 487 - Game Design I

## Sprite Sheets

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# Animation

- You may be wondering how to animate objects in your flash games.
- A basic, cheap (memory-wise) way to render is Sprite Sheets. Rendering is the same for both.
- Two main ways of getting resources:
  - Embed actual picture file
  - Embed SWF file and using MovieClip classes

# Art Assets

- Where does the art come from?
- You can create it yourself with a program like Gimp  
<http://www.gimp.org/>
- You can find royalty free sources on the internet  
<http://www.widgetworx.com/widgetworx/portfolio/spritelib.html>