

# Creating Tiles

## Guide to creating tiles in RMVX-Ace style

### Part 2: Perspective

Tiles in the style of RMVX-Ace have a unique perspective. The player is able to simultaneously see the front view of an object, as well as the birds-eye view of the object's top.

#### Top-Down View (Perspective)

This top-down perspective is something that does not exist in real life. As a result, you will never find a single picture reference of an object. Instead, look for references that include both the front view and the birds-eye view of the same object.

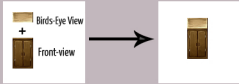
The process of creating any tile will essentially be split into two parts: creating the front-view and then adding the birds-eye view on top (or vice-versa).

Front view of objects allows you to show a lot of detail, but, alone, it is a perspective that's best suited to platformers. Since RPG Maker allows for 4-directional movement, the addition of the birds-eye view adds a necessary object depth.

#### Basic Straight-Edged Objects



Objects with straight and parallel edges are the simplest to make with the top-down perspective. Both the front view and the birds-eye view can be created separately, then joined together on a single edge.



I always create the front view first, as it's usually a lot more detailed and elaborate than the top of the object. Once the top of the object is created, I spend a little extra time adding clusters of smaller objects (plants, books, etc).

#### Round-Edge Objects



Round-edge or curved objects are much trickier to create. Instead of using the perfect circle you would see in the birds-eye view, RTP uses an ellipse. To create depth, the lines of the front view are curved to meet the round edges of the ellipse at the top.

Tip: Using layers makes it much easier to create the right curves. Simply create your ellipse, then copy/paste it on a layer underneath and fill in the color between the two edges.

#### Changing Facing Direction

Top-Down perspective makes it more difficult to change the direction an object is facing. With a single perspective, you can simply rotate the object:



Rotating an object in the top-down perspective, however, involves rotating, erasing and redrawing pieces.

For example:



This RTP bed is facing down. How do we make it face to the right?



Using just the Image Rotation tool in Photoshop gives us a wrong perspective.



But if we rotate and copy only the birds-eye view, we can redraw the front view- in this case, pillow side, bed platform, bed legs and headboard side.

This concludes Part 2 of the tutorial. Part 3 will cover lines, shapes, palettes and shading. We will also cover why it's important to have a transparent background for tilesets and how to make use of opacity.

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